

<b>1- The 1NT Battle Ground</b>			
<b>1A- We Open 1N: 15-16 4333/4432/5332/5422/6m322/5421H All OK</b>			
<b>*2C= STAY, *2D/H as TRF w/ 2D TRF can be WALSH;</b> <b>*2S= MSS; *2N= TRF C; *3C= TRF D. *3D= 6C+4M, *3M= 6D+4OM,</b> <b>*4C= Gerber; *4D/H=TRF; *4S/4N= TRF 5C/D 15-16;</b>			
<b>1A-01</b>	<b>1N-*2C:</b>	<b>2D= no 4M; 2M= 4M; 3m= 6m;</b>	
	<b>After 1N-2C-2D:</b>		<b>After 1N-2C-2D-Special Bids</b>
	<b>*2H= P/C 2S;</b> <b>*2S= P/C 3m;</b> <b>*3C= P/C 3D;</b> <b>*3D= 55+ HS INV/+;</b> <b>*3M= SMOLEN;</b>		<b>*4C= 64 MM S/T;</b> <b>[4D asks: 4M= 6M+4OM;]</b> <b>*4D= TRF 6H+4S;</b> <b>*4H= TRF 6S+4H;</b>
	<b>After 1N-2C-2H:</b>	<b>After 1N-2C-2S:</b>	<b>After 1N-2C-3m:</b>
	<b>*2S= P/C 3m;</b> <b>*3C= P/C 3D;</b>	<b>*3C= P/C 3D;</b>	<b>*3M= SMOLEN;</b>
	<b>After 1N-2C-2D-2N= FG;</b>		<b>After 1N-2C-2M-2N= FG;</b>
	<b>*3C= 5m any:</b> <b>[3D asks: 3M= 5cm;]</b> <b>3D= 4D;</b> <b>*3N= 4C;</b> <b>3M= 3M+2OM+44mm;</b>		<b>*3C= 5m any or 4M333:</b> <b>[3D asks: 3M= 5cm;</b> <b>3N= 4M333;]</b> <b>3D= 4D;</b> <b>*3N= 4C;</b> <b>3M= 5M332/5M422;</b> <b>3S= 4S over 1N-2C-2H-2N;</b>
	<b>After 1N-2C-2M: 4+M SUPP Special Bids</b>		
	<b>3M= INV;</b> <b>*3D= ART 4+M S/T may have SPL;</b> <b>[Next: 3H= asks SPL: 3S(OM)/4m= SPL; 3N= NO SPL;];</b> <b>*3OM/4m= NAT 5OM/m + 4M gen 5422 FG;</b>		
<b>1A-02</b>	<b>1N-*2D: Only S/A is 2S;</b>	<b>1N-*2H: Only S/A is 3S;</b>	
	<b>After 1N-2D-2H:</b>	<b>After 1N-2H-2S:</b>	
	<b>*2S= WALSH ADJUNCT;</b> <b>*2N= TRF C;</b> <b>*3C= TRF D;</b> <b>*3D= INV 6H;</b> <b>*3H= 6H FG;</b> <b>*3S/4m= AUTO-SPL FG;</b> <b>3N= COG;</b>		<b>*2N= TRF C;</b> <b>*3C= TRF D;</b> <b>*3D= TRF H 55 SH S/T;</b> <b>*3H= INV 6S;</b> <b>*3S= 6S FG;</b> <b>*4m/H=AUTO-SPL FG;</b> <b>3N= COG;</b>
	<b>After 1N-2D-2H-2N/3C:</b>		<b>After 1N-2H-2S-2N/3C:</b>
	<b>*4m= 3H+5m;</b> <b>*4om= 4m+4H;</b> <b>*4H= 3H+4m;</b>		<b>*4m= 3S+5m;</b> <b>*4om= 4m+4S;</b> <b>*4S= 3S+4m;</b>
	<b>After 1N-2D-2H-2S= WALSH-2N®:</b>		<b>After 1N-2D-2S:</b>



	<b>*3C= non C SPL 4441;</b> <b>[3D asks: 3H/S/N(D) SPL;];</b> <b>*3D= 4441C;</b> <b>*3M= 55CD M SPL FG;</b> <b>*3N= ART G/S TRY;</b>		<b>*2N= ART shows H Weak/FG !</b> <b>[Opener bids 3H;];</b> <b>*3C/D/H/S/N= a/o WALSH;</b>
<b>1A-03</b>	<b>1N-*2S= MSS:</b>		<b>After 1N-2S-2N:</b>
	<b>*2N= regressive;</b> <b>3m= 4m fit;</b> <b>*3H= 44 CD 0-4 CTRLs;</b> <b>*3S= 44 CD 5+ CTRLs;</b> <b>*3N= 44 mm but prefer 3N;</b>		<b>After 1N-2S-2N:</b> <b>*3m= 4m+5om;</b> <b>*3M= 55 mm M SPL S/T;</b> <b>*4m= 5m+6om-1-1;</b> <b>[4H= DKC-C trumps];</b> <b>[4S= DKC-D trumps];</b> <b>*4M= VOID M 65mm20;</b>
<b>1A-04</b>	<b>After 1N-*2N(=TRF C)-3C:</b>		<b>After 1N-*3C(=TRF D)-3D:</b>
	<b>*3D/M= SPL; 3N= COG;</b> <b>4C= C FG;</b> <b>*4D/H= TRF w/ 65;</b> <b>*4S= KB1430-C;</b> <b>*4N= QNT 14-15 w/ 6C;</b>		<b>*3M= SPL; 3N= COG;</b> <b>*4C= ART D FG;;</b> <b>*4D/H= TRF w/ 65;</b> <b>*4S= KB1430-D;</b> <b>*4N= QNT 14-15 w/ 6D;</b>
<b>1A-05</b>	<b>1N-*3D= 6C+4M:</b>		
	<b>3H asks: *3S= 4H, 3N= 4S; [4C= agrees C; *4D= ART agrees M;];</b>		
<b>1A-06</b>	<b>1N-*3H= 6D+4S:</b>		<b>1N-*3S= 6D+4H:</b>
	<b>3S= agrees S;</b> <b>4D= agrees D, no 3M fit;</b> <b>*4C= COG;</b>		<b>4H= agrees H;</b> <b>4D= agrees D, no 3M fit;</b> <b>*4C= COG;</b>
<b>1A-06</b>	<b>1N-Other Bids:</b>		
	<b>1N-*4C= Gerber</b>	<b>1N-*4D/H= TT</b>	<b>1N-*4S/4N= QNT 5C/D</b>
	4D=1/4; 4H=0/3; 4S=2;	<b>After 1N-4D-4H:</b> <b>4N= RKCB1430-H;</b> <b>4S/5m= EKCB;</b> <b>After 1N-4H-4S:</b> <b>4N= RKCB1430-S;</b> <b>5m/5H= EKCB;</b>	<b>After 1N-4S:</b> <b>4N/5C= S/O;</b> <b>*Oth= Auto-RKCB1430-C response;</b> <b>After 1N-4N:</b> <b>P/5D= S/O;</b> <b>*Oth= Auto-RKCB1430-D response;</b>
<b>1B- We OC 1N: 15-18;</b>			
<b>After (1m)-1N:</b>		<b>After (1M)-1N:</b>	
<b>*2C= STAY;</b> <b>*2R/4R= TRF;</b> <b>*2S= TRF om;</b> <b>2N= NAT INV;</b> <b>*3C/D/H/S= NAT INV;</b>		<b>*2C= STAY;</b> <b>*2D/4D= TRF OM;</b> <b>*2N/*3C= TRF C/D;</b> <b>*2M= 4441M INV/+;</b> <b>*2OM= 3OM+54+ mm INV/+;</b> <b>*3M/OM= 55 CD M/OM SPL;</b>	



<b>1C- They Open 1N:</b>	
<u>v/s Opp STR 1N(14+):</u> *Dbl= S+X; *2m= m+H; 2M=NAT; Oth: *2N= H+m STR 55+; [Pard bids: 3m/H= S/O; 3S= ART FG;]; *3N= C+D STR 55+; 3X= NAT IJO;  <b>R/O &amp; PH: same a/a;</b>	<u>v/s Opp WK 1N(&lt;=15):</u> <b>&lt;CCD Defense&gt;;</b> Dbl= Pen; *2C= COMP H/S or HS; *2D= HS INV/+; 2M= NAT INV; Oth: *2N= 55 STR; 3X= NAT IJO; <b>Over 2C:</b> *2D= w/ S preference; 2H/S= P/C; 2N= (R); <b>After 2C-2N®:</b> 3C= all-MIN HS or mono-M; <3D= S pref; 3H/3S= P/C; <4C= ®: 4D= HS; 4M= mono;> <4D asks pard to bid 4M w/ <better when 54 or 4M with mono;> 3D= non-MIN H+S (now FG after 2N); <3M= 3+M;>; 3M= non-MIN M (now FG after 2N);  <b>R/O &amp; PH: same a/a;</b>
<b>P.S. 3<sup>rd</sup> POS 1N (STR) we play weak NT defense; !</b>	
<b>1D- They OC 1N:</b>	
<u>After 1D-(1N):</u> *2C= STAY; [with 54 MM, go via STAY: over 2D bid 2M COMP, *3M= Rev.SMOLEN INV; over 2M, Pass= MIN, raise 3M= INV;]; *2R= TRF; *2N/3CDH= TRF; *3N/4CDH= TRF; *2S= CD COMP; *3S/*4S= CD more wild;	<u>After 1M-(1N):</u> *2C= 5OM various: [2D checks: 2M= 5OM+3M; 2OM= 5+OM; 3m= 5OM+5m;]  *2D= 5D+4OM; *2M= 5C+4OM; *2N= C+D COMP; *3N= C+D more extreme; 3X= NAT non-INV;;
<b>1-E When our 1N or 1N OC is Dbled for PEN:</b>	
<b>Basic run-out via TRF</b> i.e. *Rdbl/2C/D/H= TRF; <u>Others:</u> *2S= 4S+6m COMP; *2N= 55 m COMP; *3m= 6m+4H COMP;	P+Dbl= NEG COMP; P+2N over 2m= NAT NF;
<b>1-F We Open 1N – Contested Auctions</b>	
<b>1N-(2C/2D= Landy):</b>	Dbl= PEN; 2D= NAT COMP; *2H= 44+ mm COMP/+; [Later: 3M= STOP;];



	<p><b>*2S=</b> TRF C INV/+ [<b>3C=LIKES</b>]; <b>*3C=</b> TRF D INV/+;  <b>*3D=</b> 5D+5C F1;  <b>*3M=</b> SPL 5D+4C+FRAG OM FG;  <b>*2N=</b> PUP 3C;  <b>[Next P/3D= S/O; *3M=</b> SPL M 5C+4D+FRAG OM;]</p>	
<b>1N-(Woolsey/DONT):</b>	<p><b>Over Dbl: *Rdbl=</b> PUP 2C to play 2C/2D; <b>Oth=</b> SYS ON;  <b>Over 2C: *Dbl=</b> STAY; <b>Oth=</b> SYS ON;  <b>Over 2D: Dbl=</b> NEG; <b>2M=</b> COMP;  <b>Over 2M: *Dbl=</b> COMP CD; <b>*2S/3C=</b> TRF C/D; <b>*2N=</b> LEB;</p>	
<b>1N-(2X=NAT):</b>	<p><b>After 1N-(2C=NAT):</b>  <b>*Dbl=</b> STAY; <b>*2R=</b> TRF;  <b>*2S=</b> TRF D; [<b>2N= LIKES</b>];  <b>*3N=</b> FASS;  <b>*2N=</b> PUP 3C;  <b>[Later: *3D=</b> 44 MM FG;  <b>*3M=</b> 5OM w/ C  STOP FG;  <b>*3N=</b> not sound;];  <b>*3C=</b> ART 54 MM;  <b>[3D asks: 3M= SMOLEN;];</b>  <b>*3D/H/S=</b> TRF INV/+ H/S/D;  <b>*4m=</b> 6om+4cM FG;</p>	<p><b>After 1N-(2D=NAT):</b>  <b>*Dbl=</b> STAY; <b>2M=</b> NAT NF;    <b>*3N=</b> FASS;  <b>*2N=</b> PUP 3C;  <b>[Later: *3D=</b> 44 MM FG;  <b>*3M=</b> 5OM w/ D  STOP FG;  <b>*3N=</b> not sound;];  <b>*3C=</b> ART 54 MM;  <b>[3D asks: 3M= SMOLEN;];</b>  <b>*3D/H/S=</b> TRF INV/+ H/S/C;  <b>*4m=</b> 6om+4cM FG;</p>
	<p><b>After 1N-(2M=NAT):</b>  P= Neutral;  Dbl=NEG inc. 5C+4OM or 4OM;  2S= NAT COMP upto 8;  We play <b>SASS-LebRub 2N/3C/D/M/3N</b>;  <b>*3OM=</b> ART FG C no STOP;  <b>*4C=</b> Gerber;  <b>*4D=</b> TRF OM; 4OM= NAT;  <b>*4M=</b> CD S/T M Cue;  <b>*4N=</b> CD G/O;</p>	
	<p><b>Over 1N-(2D=H):</b>  <b>*Dbl=</b> 4+D COMP/+;  <b>*2H=</b> TRF 4+S COMP/+;  <b>*2S/3C=</b> TRF C/D INV+;  <b>2N/+</b>= SAAS-LebRub;</p>	<p><b>Over 1N-(2H=S):</b>  <b>*Dbl=</b> 4+H COMP/+;    <b>*2S/3C=</b> TRF C/D INV+;  <b>2N/+</b>= SAAS-LebRub;</p>
<b>1N-(2D=mono M):</b>	<p><b>*Dbl=</b> TRF H; <b>*2H=</b> TRF S: <b>*2S/+</b> a/o Landy;</p>	
<b>1N-(2N=3X/3XX):</b>	<p><b>*3C=</b> STAY; <b>*3R=</b> TRF;</p>	
<b>1N-(P)-2C-(Dbl):</b>	<p><b>After 1N-(P)-2C-(Dbl):</b>  P= denies a STOP;  <b>[Over P, RDbL=</b> restores auction; (see below);  <b>2D=</b> NF; <b>2H/2S/3C=</b> Pass/Correct;  <b>*3D=</b> 55 MM INV/+; <b>*3M=</b> rev.Smolen FG; ];  RDbL= PEN;</p>	



<p><b>1N-(P)-2C-(2D):</b></p>	<p>OTH bids= SYS ON w/ C STOP;  <u><b>After 1N-(P)-2C-(Dbl); P-(P)-Rdbl:</b></u>  2D= 4H; 2H= 4S; 2S= No 4M; 2N= 44M;  *3C= 5D; *3D= 5H; *3H=5S; *3S= 6D;  [all w/o C STOP;]  <u><b>After 1N-(P)-2C-(Dbl); P-(P)-Rdbl-(P); 2R:</b></u>  SYS ON i.e. *2N= F1; *3D= agrees M etc;  <u><b>After 1N-(P)-2C-(2D):</b></u>  P= Neutral;  <b>[Over P, Dbl= NEG; 2H/S/3C= P/C; 2N= FG;  3D= 55 MM INV/+; 3M= Rev.Smolen;]</b>  Dbl= NEG, no STOP;  <b>[Over Dbl, 2H/S/3C is P/C; 2N= FG;  3D= 55 MM INV/+; 3M= Rev.Smolen;]</b>  2M= NAT 4M w/ D STOP;  2N= STOP + No 4M;  (not worth a PEN Dbl of 2X via P);  <u><b>After 1N-(P)-2C-(2D); P-(P)-2N=FG:</b></u>  Opener bids NAT;  <u><b>After 1N-(P)-2C-(2D); Dbl-(P)-2N=FG:</b></u>  Opener 3C= NAT; 3D/3H= TRF;  3S= No D STOP; 3N= D STOP:</p>
<p><b>1N-(P)-2C-(2M):</b></p>	<p>P= denies 4OM;  <b>[ Over P: Dbl= NEG; Oth= SYS ON;]</b>  Dbl= NEG 4OM;  <b>[ Over P: 2S/3H= NF; 4S/4H= S/O;  CUE= ART FG w/o STOP to play 3N or 4M by  Opener;]  Oth= SYS ON;]</b>  2S/3H= 5S/5H w/ STOP In M;  *2N= 5OM no M CTRL;  <b>[ RESP: 3OM= NAT NF; 4OM= NAT S/O;  CUE= ART FG w/o STOP to play 4M by  Opener;]</b></p>
<p><b>1N-(P)-2R=JT-(Dbl):</b></p>	<p>P= says nothing to protect in Dbled suit R;  <b>[After P, RDbl= restores auction;  2R+1= NAT NF; Oth= SYS ON;];</b>  2R+1= may be xx, says "have to protect Dbled  suit R; <b>[SYS ON here-after;];</b>  *2N= MAX + 4+M SUPP + No STOP in Suit-R;  <b>[Re-Trf apply;];</b>  *RDbl= ART w/ 3M SUPP + No STOP in Suit-R;  <b>[2R+1= S/O; Oth= SYS ON;];</b>  3M= 4M SUPP w/ STOP in Suit-R;</p>



	[All delayed 3R/4R by RESP are re-TRF;];
<b>1-G Miscellany</b>	
<b>After (1X)-P-(1N):</b>	<u><b>After (1m)-P-(1N):</b></u> *Dbl= S+X; *2m= m+H; 2M= NAT; <u><b>After (1m)-P-(1N)-P; (P):</b></u> Dbl= PEN; *2m= CUE, H+S; 2om/M= NAT; <u><b>After (1M)-P-(1N):</b></u> Dbl=T/o; 2m=NAT; *2M= OM+m; *2N= C+D; *3M= STOP ASK; <u><b>After (1M)-P-(1N)-P; (P):</b></u> Dbl= PEN; 2m= m+OM;
<b>After (1X)-P-(1Y)-1N:</b>	<u><b>After (1m)-P-(1M)-1N:</b></u> *2M= STAY; 2om= NAT NF; *2m= TRF OM; *2OM= TRF om FG; <u><b>After (1C)-P-(1D)-1N:</b></u> *2C= STAY; *2R= TRF; * 2S= TRF om; <u><b>After (1H)-P-(1S)-1N:</b></u> 2m/2S= NAT S/O; *2H= ART FG; 3m= 6m INV;

SC-LITE



<b>2</b>	<b>The 2N Battleground</b>			
<b>2A</b>	<b>We Open 2N= g19-20 5332/6m322/5422/5431ALL OK;</b>			
1C-1D-2N= 21-22; 1C-1D-2H-2S(PUP): 2N= 23-24; 3N= 25-26;				
*3C=STAY; *3D/H= TRF; *3S= PUP 3N or 6m S/T or 55 mm S/T or 64mm; *3N= 55 CD G/O; *4C= 4C+5D F/4N; *4D/*4H= TRF; *4S/*4N= QNT 5C/D;				
<b>2A-01</b>	<b>2N-*3C:</b>	Need not have 4M but when no 4M, 3H must ! 54 MM, 55 MM S/T, 4M+5m, 5C+4D also via 3C;		
		3D= no 4M; 3H= 4H, can have 4S; 3S=4S; *3N= 5S;		
		<b>After 2N-3C-3D:</b>		<b>After 2N-3C-3N:</b>
		*3H= 4H+5S;*3S= 4S+5H; [On 3N by Opener: 4R= TRF w/ 64 MM;]; 3N= S/O; *4D= 55 HS S/T; *4C= 4X+5C F/4N; [Opener: 4D= 4+D; Oth= agree C; 4N= S/O;]; *4H= 5D+4H F/4N; *4S= 5D+4S F/4N;		*4D= re-TRF 4S; *4C= NAT 4X+5C F/4S/N; [Opener: 4D= 4+D; Oth= agree C; 4N= S/O;]; *4H= 5D+4H F/4N; *4S= 5D+4S mild S/T;
		<b>After 2N-3C-3H:</b>		<b>After 2N-3C-3S:</b>
		*3S= 3H or S/T 4H; [Opener bids 4H or Cues w/ 5H ;] *3N= 4S; [Opener bids 4S w/ 4S;] *4H= S/O; *4C= 4D+5C F/4N; [Opener: 4D= 4+D; Oth= agree C; 4N= S/O;]; *4S= RKCB1430-H;		3N/4S= S/O; *4H= S agreed mild S/T; *4C= 4D+5C F/4N; [Opener: 4D= 4+D; Oth= agree C; 4N= S/O;]; *4N= RKCB1430-S;
<b>2A-02</b>	<b>2N-*3D:</b>	J/TRF H or 4441 any F/4N or SPL H 64mm; *3H= Semi/Auto; *3S= Super-Accept;		
		<b>After 2N-3D-3H:</b> *3S= 5+H; *3N= 5H+5m weak S/O; [Opener: 4C/4D= P/C;] *4C= 4=4=1=4; *4D= 4=1=4=4; *4H= 1=4=4=4; *4S= 4=4=4=1;	<b>After 2N-3D-3S:</b> *3N= 5+H; [Opener S/O in 4H ;]; *4C= 4=4=1=4; *4D= 4=1=4=4; *4H= 1=4=4=4; *4S= 4=4=4=1;	<b>After 2N-3D-3H-3S:</b> 3N= 2H; *4C= 3H S/T; *4D= 3H No S/T; *4H= 4H No S/T; <b>After 2N-3D-3H-3S-3N:</b> 4H= mild S/T 6+H; *4N= QNT;



		*4N= 2=1=4=6; *5C= 2=1=6=4;	*4N= 2=1=4=6; *5C= 2=1=6=4;	4m= 5H+4m F/4N;
2A-03	2N-*3H:	J/TRF S (always);		
		<u>After 2N-3H-3S:</u> 3N= COG; *4H= 55 HS G/O; *4S= mild S/T; *4N= QNT;	<u>After 2N-3H-3S:</u> *4C= NAT 5S+4C F/4S/N; *4D= NAT 5S+4D F/4S/N;	
2A-04	2N-*3S:	PUP 3N (S/O) or 6m S/T or 55 mm S/T or SPL S 64mm;		
		<u>After 2N-3S-3N:</u> *4C= 6+C S/T; *4D= 6+D S/T; *4M= 55 CD M SPL S/T; *4N= S SPL 1=2=4=6; *5C= S SPL 1=2=6=4; <u>After 2N-3S-3N-4C:</u> [4D= asks SPL; 4H= RKCB1430-C; 4N/5C= S/O;] <u>After 2N-3S-3N-4D:</u> [4H= asks SPL; 4S= RKCB1430-C; 4N/5D= S/O;] <u>After 2N-3S-3N-4M:</u> *4N/5m= S/O; *5H= RKCB1430-C 6 KC; *5S= RKCB1430-D 6 KC;		
2A-05	2N-*3N:	55 CD G/O;		
2A-06	2N-*4C:	4C+5D; <u>After 2N-4C:</u> 4D= agrees D; Oth= CueBid for C; *4N/5m= S/O;		
2A-07	2N-4D/H:	T/TRF H/S;		
		<u>After 2N-4D-4H:</u> *4S= RKCB1430-H; *4N(S)/5m= VOID;	<u>After 2N-4H-4S:</u> *4N= RKCB1430-S; *5m/H= VOID;	
2A-08	2N-4S/N:	QNT 5C/5D g ~10 opp 21-22, 8+ otherwise;		
		Opener S/O in 4N or 5m, others are RKCB1430-m;		
2B	We Open 2N: The Contested Auction:			
2N-(P)-3C-(Dbl):		Pass= Denies C STOP; [Over P: RDbI= restores auction & SYS ON;]; Oth= SYS ON promising a C STOP;		
2N-(3C):		DbI= NEG; *4C= 55 MM FG; *3D/3H/3S= TRF H/S/D FG; *4D/4H/4S= TRF H/S/D FG;		
2N-(3D):		DbI= NEG; *4C= 55 MM FG; *3H= TRF S INV/+; 3S= TRF H FG;		



	<b>*4D/4H/4S=</b> TRF H/S/C FG;	
<b>2N-(3C=HS):</b>	Dbl= NEG; 3D= 5m FG: [3H asks: 3S=C;3N= D;]; 3N= S/O; <b>*3M=</b> M SPL 54+ mm FG; <b>*4m=</b> 6m+4om FG;	
<b>2N-(P)-3D/H-(Dbl):</b>	<b>*Pass=</b> xx; 3M/4M= 3M/4M SUPP NO CTRL In Dbled suit; <b>*Rdbl/3N=</b> 3M/4M SUPP with CTRL in Dbled suit; <b>[Re-TRF applies;]</b>	
<b>2N-(P)-3S-(Dbl):</b>	<b>*Pass=</b> deny S STOP; <b>*Rdbl=</b> partial STOP; 3N= STOP;	
<b>2N-(P)-3C-(3X):</b>	<b>After 3D:</b> P= Neutral, deny 5M; Dbl/3N= 5H/S No D STOP; 3M= 5M w/ D STOP;	
	<b>After 3H:</b> P= Neutral; Dbl= 4S; 3S= 5S w/ H STOP; 3N= 5S w/o H STOP; <b>[RESP re-TRF;]</b>	<b>After 3S:</b> P= Neutral; Dbl= 4H; 3N= 5H;  <b>[RESP re-TRF;]</b>
<b>2-A3</b>	<b>We OverCall 2N:</b>	
	<b>After (2m)-2N:</b> <b>*3C=</b> STAY; <b>*3D/H/S=</b> TRF H/S/om; 3N= NAT; <b>*4C=</b> 55 MM; <b>*4D/H/S=</b> TRF H/S/om;	<b>After (2M)-2N:</b> <b>*3C=</b> STAY; <b>*3D/4D=</b> TRF OM; <b>*3M=</b> TRF cm; <b>After (2M)-2N-(P)-3C: (P)-3D-(P):</b> <b>*3M=</b> 5cm F/3N; <b>*4m=</b> 6m F/4N;
<b>2-A4</b>	<b>We OverCall 3N:</b>	
	<b>After (2m/3m)-3N:</b> <b>*4C=</b> (R); <b>*4D/H/S=</b> TRF H/S/om; 4N= NAT INV ~13-14; <b>*5C=</b> High-Gerber; <b>After (2m/3m)-3N-4C:</b> <b>*4N=</b> BAL 16-19; <b>*CUE=</b> BAL 20+; <b>*SuitBid=</b> NAT 6+X; <b>[NextBid=</b> ART RKCB143-X: <b>4N=</b> STR INV;];	<b>After (2M/3M)-3N:</b> <b>*4C=</b> (R); <b>*4D/H/S=</b> TRF OM/C/D; 4N= NAT INV ~13-14; <b>*5C=</b> High-Gerber; <b>After (2M/3M)-3N-4C:</b> <b>*4N=</b> BAL 16-19; <b>*CUE=</b> BAL 20+; <b>*SuitBid=</b> NAT 6+X; <b>[NextBid=</b> ART RKCB143-X: <b>4N=</b> STR INV;];
<b>2-A5</b>	<b>They Open 2N:</b>	
	<b>Basic Defense:</b> <b>*Dbl=</b> S+X; <b>*3m=</b> m+H; 3M= NAT; <b>*3N=</b> mm 55;	



<b>3.1+2</b>	<b>The Uncontested Auction-1C/1D</b>
--------------	--------------------------------------

<b>3-The Uncontested Auction:</b>		
<b>3.1</b>	<b>1C= 17+ Any but not (19)20 BAL:</b>	
	<b>1D= NEG 0-7; Oth= +ve 8+ FG;</b>	
<b>3.11</b>	<b>1C-1D:</b>	<b>1M= NAT 4+M (4 when U/BAL w/ a longer minor or 4441),</b> <b>1N= 17-18(19)</b> <b>2N= 21-22 &lt;Opening 2N is (19)20;&gt;;</b> <b>2m= NAT 6+m no 4M NF;</b> <b>*2H= PUP 2S;</b> <b>*2S= PUP 2N;</b> <b>3m= NAT 6+m FG;</b> <b>*3H= PUP 3S; &lt;Next 3N= 27-28; 4N= g29-30;&gt;;</b> <b>*3S= 55 CD INV;</b> <b>3N= S/O to play;</b>
	<b>After 1C-1D-1H:</b>	<b>After 1C-1D-1S:</b>
	<b>*1S= semi-auto LEB-EXT gen 0-4;</b> <b>*1N= ART 5S 5-7 deny 3H SUPP;</b> <b>F/2S;</b> <b>*2C= ART 0-2H SUPP 5-7;</b> <b>*2D= ART 3H SUPP 5-7;</b> <b>2H/3H= 4H SUPP BAL 4-5/6-7;</b> <b>*2S= SPL Any;</b> <b>    [*2N(R): 3C/D/H(S) 4-5;</b> <b>            4C/D/H(S) 6-7;];</b> <b>3m= 6+X 5-7;</b> <b>*3N= 4441H 7-8;</b>  <b>3S/4X= FJ 5X+4H SUPP w/ A/K in X;</b> <b><u>After 1C-1D-1H-1S= LEB-EXT:</u></b> <b>1N= BAL 5H NF;</b> <b>2m= 4M only U/BAL or with 4+C NF;</b> <b>*2N= ART FG;</b>	<b>*1N= LEB-EXT gen 0-4;</b>  <b>*2C/D a/o 1C-1D-1H;</b> <b>2H= NAT 5H 5-7 deny 3S SUPP;</b> <b>2S/3S= 4S SUPP 4-5/6-7;</b> <b>*2N= SPL Any;</b> <b>    [*3C(R): 3D/H/S(C) 4-5;</b> <b>            4C/D/H 6-7;];</b> <b>3m/H= 6+X 5-7;</b> <b>*3N= 4441H 7-8;</b>  <b>4X= FJ 5X+4S SUPP w/ A/K in X;</b> <b><u>After 1C-1D-1S-1N= LEB-EXT:</u></b> <b>*2N= ART FG;</b>
	<b>1C-1D-1M:</b>	<b><u>Over LEB-EXT: 1C-1D-1H-1S or 1C-1D-1S:</u></b> <b>2N by Opener is ART FG U/B;</b> <b>3m= 4M+6m 19-20 NF;</b> <b><u>Over 1C-1D-1H/1S-Any bid:</u></b> <b>3m by Opener is 4H/4S + 6m 19-20;</b> <b>3M sets suit S/T;</b>
	<b>After 1C-1D-1N= 17-18/19</b>	<b>After 1C-1D-2N= 21-22</b>
	<b>*2C= STAY;</b> <b>*2R= TRF;</b>	<b>Opening 2N SYS ON;</b>



	<p><b>*2S= 64 mm:</b>  [*2N= asks: 3m= 6m+4om;]  <b>*2N/*3C= TRF;</b>  <b>*3D= 6C+4M; 3M= 4OM+6D;</b>  <b>*4m= TRF;</b>  <b><u>After 1C-1D-1N-2C-2D:</u></b>  <b>*2H= Pass/Correct;</b>  <b>*2S= 5S+4H INV;</b>  <b><u>After 1C-1D-1N-2D-2H:</u></b>  <b>*2S= 5H+4S INV;</b></p>	
	<p><b>After 1C-1D-2C= 6+C no 4M</b>  <b>54+CD U/BAL OK</b></p>	<p><b>After 1C-1D-2D= 6+D, no 4M</b>  <b>54+ DC U/BAL</b>  <b>OK</b></p>
	<p>2D= NAT 5+D NF;  <b>*2M= 5OM;</b>  <b>*2N= PUP 3C:weak raise OR</b>  <b>6+X 2/3 HON;</b>  <b>[Over 3C:P w/ weak raise;</b>    <b>*3X= 6OM 2/3 Hon;];</b>  3C= good raise to 3C 5-7;  <b>*3D/*3M= SPL raise;</b>  <b>*3N= 4441C 6-7;</b>  <b>[Next: 4C= S/O;4D= F1;4M= NAT ;]</b></p>	<p>3C= NAT 5+C NF;  <b>*2M= 5OM;</b>  <b>*2N= PUP 3C: weak raise OR</b>  <b>6+M 2/3 HON;</b>  <b>[Over 3C: Pass= weak long C;</b>  <b>3D= weak raise;</b>  <b>*3M= 6OM 2/3</b>  <b>Hon;];</b>  3D= good raise to 3D 5-7;  <b>*3M/4C= SPL raise;</b>  <b>*3N= 4441D 6-7</b>  <b>[Next: 4C= F1;4D= S/O;4M= NAT ;]</b></p>
	<p><b>1C-1D-Oth:</b></p>	<p><b><u>1C-1D-*2H: *ART PUP 2S with 23+ BAL or 4441X 21+;</u></b>  <b><u>After 1C-1D-2H-2S(=PUP):</u></b>  2N= 23-24 (FG); 3N= 25-26; 3X= 4441 suit-below;  <b><u>After 1C-1D-2H-2S-2N:</u></b>  Opening 2N SYS ON but if you S/A you show 27+;  <b><u>After 1C-1D-2H-2S-3N:</u></b>  <b>*4C= 6-7 STAY w/ SMOLEN;</b>  <b>*4D/4H/4S/4N= TRF w/ 6X 0-7 or 5X 6-7;</b>  <b><u>After 1C-1D-2H-2S-3X(=suit below SPL):</u></b>  3SPL.Suit i.e. 3X+1= ART 0-4;  Oth= NAT 5-7 FG;  3N= NAT values in SPL suit;</p>
		<p><b><u>1C-1D-*2S: *ART 6m+4X or 55 CD FG;</u></b>  <b><u>After 1C-1D-2S-2N(=R):</u></b>  3C= 6C+4X; [3D asks: 3H/S/N(D);];  3D= 6D+4C;  3M= 6D+4M;  3N= 5C+5D <b>FG/ST F/5m ;</b></p>
		<p><b><u>1C-1D-3C/3D:</u></b> 6+C/D FG;  <b>Over 3C: *3D= ART: &lt;3M= NAT, 3N= S/O&gt;;</b></p>



		<p>*3M= ART 5OM;  *4D/M= SPL 3+C SUPP;  Over 3D: *3M= ART 5OM;  *4M/5C= SPL 3+D SUPP;</p>
		<p><u>1C-1D-*3H:</u> PUP 3S w/ BAL/semi-BAL 27+;  <u>After 1C-1D-3H-3S:</u> PUP  3N= 27-28; 4N= 29-30;  <u>After 1C-1D-3H:</u>  *4C= 55 MM 6-7; *5C= 55 mm 6-7;  *4D/H/S/4N= TRF 6+X 6-7;  <u>After 1C-1D-3H-3S-3N:</u>  *4C= 55 MM 4-5; *5C= 55 mm 4-5;  *4D/H/S/4N= TRF 6+X 4-5;</p>
		<u>1C-1D-*3S:</u> 55 CD INV – 3N/4m/4M/5m= S/O;
		<u>1C-1D-4C=</u> SuperGerber Sp Ace Ask;
3.12	After 1C-1H:	After 1C-1S:
	<p>*3S/*3N(m)= VOID;  *4m= SPL 17-18;  *3H= SPL 19-20: [3S(R) asks SPL;];</p>	<p>*3N= VOID;  *4X= SPL 17-18;  *3S= SPL 19-20: [3N(R) asks SPL;];</p>
3.13	1C-1N:	<p>8-12 or 15-16;  <u>After 1C-1N-2C(R):</u>  *2D= 4H; *2H= 4S; *2S= no 4M all 8-10;  2N= 11-12 4X333;  [3C(R): *3D= 4H; *3H= 4S; *3S= 4C; [*3N= 4D;];  *3C= 11-12 4D+4X; [3D(R): *3H= 4S; *3S= 4H; *3N= 4C;];  *3D= 11-12 4H+4S;  *3M= 11-12 4OM+4C;  *3N= 11-12 5 bad-m 332;  <u>After 1C-1N-2C-2D/2H:</u>  we play ITA with step response: 0/1/1+J/2/2+J/3;  <u>After 1C-1N-2C-2S-2N(R):</u>  *3C= 4D333;  *3D= 4C333;  *3H= 3=2=4=4;  *3S= 2=3=4=4;  *3N= bad 5m332;  <u>After 1C-1N-2C-2D:</u>  2S= 4S FG;  <u>After 1C-1N-2M:</u>  2N= may be 2X/4X SUPP;  when 4X SUPP will have 4Y &amp; 3+ CTRLs;  2/3Y= 4Y+3X SUPP can have EXTRAS;  3X= 4X SUPP 4X333 can have EXTRAS;  3N= 4X SUPP but prefer 3N;</p>



		JUMP nY= 4Y+4X 0-2 CTRLs; <u>After 1C-1N-2D:</u> 2N= 2D; *2H= 4S+3D; *2S= 4H+3D; 3C= 4C+3D; *3N= 44HS+3D; *3H= 4S+4D; *3S= 4H+4D; <u>After 1C-1N-2N(=C):</u> 3C= 2C/4C; <3D/3M= NAT;>; *3N= 44HS+3C; *3D= 4H+3C; *3H= 4S+3C; *3S= 4D+3C;	
3.14	1C-2N:	13-14 or 17-18; *3C= ®; *3D/*3H= TRF; *3S= MSS; 3N= bare MIN 17-18; 4m= NAT 5+m;	
		<u>After 1C-2N-3C(R):</u> *3D= 4H; *3H= 4S; *3S= 4C; *3N= 4D; [All 4333;]; *4C= 4D+4X; [*4D asks: *4M=OM; *4N=C;]; *4D= 4H+4S; *4M= 4OM+4C;	<u>After 1C-2N-*3D/*3H=TRF:</u> RESP accepts TRF with xx SUPP, bids cheapest suit with 3M, bids 3N with 4M SUPP; [If 53/54 M fit found, 4M by Opener suggests MIN & NF;];
		<u>After 1C-2N-3S:</u> *3N= Regressive bare MIN; 4m= NAT 4+m; *4H= 44 mm 0-3 CTRLs; *4S= 4m mm 4+ CTRLs; *4N= F/BW;	<u>After 1C-2N-4m:</u> *4X= CUE; *4N/5m= S/O; <u>After 1C-2N-4m-4N:</u> 5m= S/O; *5om= Super.Gerber;
3.15	1C-2m:	<u>After 1C-2m-2N:</u> *TRF apply: i.e. 1C-2C-2N: 3C= 4D; 3D= 4H; 3H= 4S; 3S= 6+C; 1C-2D-2N: 3C= 6+D; 3D= 4H; 3H= 4S; 3S= 4C;	
3.16	1C-2H:	4441X 8+ ; <u>After 1C-2H-2S=(R):</u> *2N= 11+; [Next, 3C=(R): 3D/H/S/N= suit-below;]; *3C/3D/3H/3S= suit-below 8-10; P.S. after 4441 EXACT distribution known. i.e. we play 4C/4D/4H/4S/4N CONVENTION !! 4C= PUP 4D    Next: 4M/5m= S/T; 4D= PUP 4H    Next: Pass/4S/5m= S/O; 4H/4S/4N= RKCB1430-l-m-h;  After 1C-2H-2N:	



		Some MIN hand; Suit below responses a /a;	
3.17	1C-2S:	<b>6m+4X or 55 CD 8-10;</b> <b><u>After 1C-2S-2N=(R):</u></b> 3C= 6D+4X; [3D asks: 3M=4OM;3N=C;]; 3D= 6C+4D; *3M= 6C+4OM; *3N= 55 CD 8-10; *4N= 55 CD 13-14;	
3.18	1C-Oth:	1C-*3C= 55 8-10 D+M or 11-12 D+C; [*3D asks: *3M= OM; *3N= C 11-12;]; 1C-*3D= 55 8-10 H+S; [3M= sets; 3N/4M= S/O; 4m= NAT FG;;]; 1C-*3M= 55 8-10 C+OM; [3S= sets S; 4C= sets C; 4D= sets H; 4M= S/O]; 1C-*3N= AKQxxx any; 1C-*4C= Super.Gerber Ace Ask: 4D= 0-1; 4H/S/N= 2/3/4; 1C-*4D/*4H= TRF 7+ H/S 5-7; 1C-*4S/*4N= solid C 7+ C/D AKQJxxx or KQJxxxx + side A	
3.19	Miscellany	<b><u>After 1C-1D-1N:</u></b> We play STANDARD main-stream METHODS as follows: <b><u>After 1C-1D; 1N-2C;2D:</u></b> 2H= P/C 2S; 2S= 5S+4H 6 hcp; 3M= Smolen 7 HCP; P.S. with 5H+4S & 6 HCP, go via 2D TRF & then bid 2S;  <b><u>After 1C-1D; 1N-2C; 2H:</u></b> 2S= NAT 4S F1; 2N- INV No 4M;  <b><u>1C-1D; 1N-2D/2H; 2H/2S:</u></b> 2N= NAT;  <b><u>1C-1D; 1N-2R=TRF-2M:</u></b> 2N= NAT INV; 3m= 5M+4+m NAT INV/+;	
		<b><u>After 1C-(P)-1D-(P); 1M-(I):</u></b> P= 0-4 or WAITING; Dbl= SUPP 3M 5-7; 2M= 4M SUPP 4-5; 3M= 4M SUPP 6-7; FJs Apply;	
		<b><u>After 1C-1D-1M-*2C:</u></b> 2M by Opener NF <=bad 19;	<b><u>After 1C-1D-1M-*2D:</u></b> 2M by Opener NF <=bad 19;



		2N by Opener is 5M G 21+; NewSuit= NAT F1 by BOTH;	2N by Opener is 5M G 21+; NewSuit= NAT F1 by BOTH;
		<b>After 1C-PositiveResp-JumpShift= DELTA Ask</b>	
<b>3.2</b>	<b>1D= 1+ D 11-16 but not 15-16 BAL;</b>		
	<b>1M= 4+M 5+ F1; 1N/2N= 7-10/12; 2m= 4+m 9+ F1; *2H= 5S+4H 0-8; *2S= 5C+5D 8-9 or 12+ FG; *3C= 5C+5D 10-11; 3D/4D= PRE, 3M= PRE gen 7M or g.6 75% PRE 5-8, 25% INV 8-9/10; 3N/4M to play; *4C= RKCB1430-D, 4N= BW1430; *1M= maybe 3M if 11 BAL;</b>		
<b>3.21</b>	<b>After 1D-1H:</b>	<b>After 1D-1S:</b>	
	<b>*1S= 3+S U/B; 1N= 11-14; 2C= 5+C; 2D= 6+D 11-16; 2H= 3+H fit; 2S= 5D+4S 15-16; 3C= 55 CD 15-16; 3D= 6+D &amp; 3H SUPP 15-16; 4S= NAT 6D+5S 15-16;</b>	<b>1N= 11-14;  2C= 5+C; 2D= 6+D 11-16; 2S= 3+S fit; 2H= 5D+4H 15-16; 3C= 55 CD 15-16; 3D= 6+D &amp; 3S SUPP 15-16; 4H= NAT 6D+5H 15-16;</b>	
	<b>After 1D-1M &amp; S/FIT:</b> <b>*3M= 5D+4M 15-16 may have SPL;</b> <b>*2N= g. 13+ SPL or 5C+4M 15-16:</b> [3C(R) asks: <b>*3M= 5C+4M 15-16 BAL;</b> <b>*3D/OM/N= D/OM/C SPL;];</b> <b>*3OM/*4C= MAX SPL 6D+4M 15-16;</b>  <b>Over 1D-1H-3H:</b> <b>3S= (R) SPL ask:       3N= No SPL; 4C/D/H(S)= SPL:]</b> <b>Over 1D-1S-3S:</b> <b>3N= (R) SPL ask:       4S= No SPL; 4C/D/H= SPL:]</b>		
	<b>After 1D-1M-2C:</b> <b>2M= NF upto INV;</b> <b>*2OM ART FG;</b> <b>2N= NAT INV;</b> <b>3D= 55 M+D INV;</b> <b>3M= Sets up suit, S/T;</b> <b>Oth= NAT/semi-NAT NF</b>	<b>After 1D-1M-2D:</b> <b>2M= NF upto INV;</b> <b>*2OM ART FG;</b> <b>2N= NAT INV;</b> <b>3C= 55 M+C INV;</b> <b>3M= sets up suit S/T;</b> <b>Oth= NAT/semi-NAT NF</b>	
	<b>After 1D-1H-2H:</b> <b>*2S=(R):</b> <b>*2N= L/S G/T S w 5+H;</b> <b>3m= L/S G/T m w/ 5+H;</b> <b>*3S/4m= 5+H VOID S/T;</b> <b>*3H= FG S/T;</b>	<b>After 1D-1S-2S:</b> <b>*2N=(R):</b> <b>3m/H= L/S G/T m w/ 5+S;</b> <b>*4m/H= 5+S VOID S/T;</b> <b>*3S= FG S/T;</b>	



	<b><u>After 1D-1H-2H-*2S:</u></b> 3H= 4H MIN; 3N= 3H MAX; 4H= 4H MAX; 2N= 4S+3H; 3X= 5+X 3H; 3S/4m= 4S/5m + 4H Non-MIN;	<b><u>After 1D-1S-2S-2N:</u></b> 3S= 4S MIN; 3N= 3S MAX; 4S= 4S MAX;  3X= 5+X 3S; 4H/4m= 4H/5m + 4S Non-MIN;
	<b><u>After 1D-1H-2S:</u></b> *2N= PUP 3C; [Next: 3D/3H= S/O; 3S= INV;] Oth= FG;	<b><u>After 1D-1S-2H:</u></b> 2S= NAT NF; *2N= PUP 3C; [Next: 3D= S/O; 3H/S= INV;] Oth= FG;
<b>3.22</b>	<b>1D-1N:</b>	<b>1D-2N:</b>
	2C= NATgen 5+C OR 4414; 2D= 5+D gen 6; *2M= ART 5cm UNBAL 15-16; 3C= 55 CD 15-16; *3D= 6+D MAX w/ C SPL; *3M= 6+D MAX M SPL; 3N= 6+D MAX BAL; *2N= PUP 3C: Next:           3D= 6D+4C; 3M= 6D+4M; 3N= Solid 6+D;  <b><u>After 1D-1N-2M:</u></b> 2N= NF; 3cm= NF; Oth= semi-NAT F;	*3C= PUP 3D; [P= S/O; 3N= raise 3N; [3M= 54+ CD + M SPL MAX;]; *3D= 6+D MAX w/ C SPL; *3M= 6+D MAX M SPL; *3N= 6+D MAX BAL;
<b>3.23</b>	<b>After 1D-2C:</b>	<b>After 1D-2D:</b>
	2D= 5+D; 3D= 6+D 15-16 BAL; *2H= ART BAL; *2S= ART 4+C may have SPL; 3m= MIN 4+C SUPP NF 11-12; 2N/3N= 4441C 11-14/15-16; *3M= 5om+4M 15-16;  <b><u>After 1D-2C-2D:</u></b> *2H= ART 54+ CD; [Next: Bidding NAT / semi-NAT;] *2S= PUP 2N; [Next: Bidding a/o 1D-2m-2H-2S-2N]  <b><u>After 1D-2C-2N:</u></b> 3C= 6+C 9-10; 3D/M= SPL;	*2H= ART BAL; *2S= ART 4+D may have SPL; 3m= MIN 4+mD SUPP NF11-12; 2N/3N= 4441D 11-14/15-16; *3M= 5om+4M 15-16;  <b><u>After 1D-2D-2N:</u></b> 3D= 6+D 9-10; 3C/M= SPL;
	<b><u>After 1D-2m-2H:</u></b>	



	<p><b>*2S= PUP 2N:</b>  <b>2N= EXTRAS FG;</b>  <b>*3C= PUP 3D w/ 5m+4om; [Next: 3M= SPL; 3N= 5422;];</b>  <b>*3D= ART 6+m om SPL;</b>  <b>*3M= M SPL FG;</b>  <b>3N= S/O 13-16;</b>  <b><u>After 1D-2m-2H-2S-2N(=PUP):</u></b>  <b>3m= 6+m 9-10 INV;</b>  <b>3M/3om= NAT 6m+4M/om FG;</b>  <b>3N= solid 6m;</b>  <b><u>After 1D-2m-2S:</u></b>  <b>2N asks SPL: 3m= 5m NO SPL; 3N= 4m NO SPL; Oth= SPL;</b>  <b>P.S. With 4M+5m, we go via 1m-1M ALWAYS;</b>  <b><u>After 1D-2m-2H-2N=BAL EXTRAS:</u></b>  <b>3m= MIN 3m; 3X= non-MIN values 3m; 3N= NO 3m;</b></p>		
<b>3.24</b>	<b>1D-2H:</b>	<b>*2N= MIS-FIT S/O; 3C= 6+C NF; 3D= NAT NF; 3M= SUPP ;</b>	
<b>3.25</b>	<b>1D-2S:</b>	<p>55 CD 8-9 or 12+; [2N= PUP 3C for S/O; 3m= INV;];          RESP w/ 12+ over-rides PUP 2N &amp; bids 3M= SPL or 3N= w/          values in MM;</p>	
<b>3.26</b>	<b>1D-3C:</b>	<b>55 CD 10-11 [P/3D= S/O;];</b>	
<b>3.27</b>	<b>1D-3D:</b>	<b>PRE;</b>	
<b>3.28</b>	<b>1D-Oth:</b>	<p>1D-3N is 44+ CD BAL 13-15 FG;</p> <p>1D-3M <b>6+M gen 7 75% PRE 5-7/8, 25% INV 8/9-10;</b></p> <p>1D-4D is PRE;</p> <p>1D-*4C is KB1430-D;</p> <p>1D-4M is NAT;</p> <p>1D-4N is BW;</p>	
<b>3.29</b>	<p><b><u>XYZ+2N:</u></b>  <b><u>After 1D-1M-1N &amp; 1D-1H-1S:</u></b>  <b>*2C= PUP 2D; [Next, 2M= INV; 2N= BAL INV; 3m= 5M+5m INV;]</b>  <b>P.S. We by=pass 2D PUP w/ 3M and good 4+D fit by bidding 2M;</b>  <b>*2D= ART FG; [Opener shows 3-1-2x SUPP;</b>  <b>[3m= 5m; 3M= 3M fit + 5cm;];</b>  <b>*2N= PUP 3C; [Next: P= S/O;</b>  <b>*3X= ART;]</b>  <b>P.S. Over 1D-1S-1N-2N-3C: 4C= 6520 11-12;</b>  <b>4D= 6502 11-12;</b>  <b>4H= 6511 11-12;</b>  <b>P.S. Over 1D-1H-1N-2N-3C: 3D= 64 HX: 3H asks: 3S/3N/4C= S/D/C;</b>  <b>3H/3S/N= 4441 C/D/OM(S);</b>  <b>P.S. Over 1D-1S-1N-2N-3C: 3D= 64 SD; 3H= 4144; 3S= S FG; 3N= 64 Sc;</b>    <b>*3M= NAT 6+ vg. M S/T;</b>  <b>*3X= 55 M+X S/T;</b>  <b><u>After 1D-1S-1N-2H: 5S+4H 9-10;</u></b></p>		



	<p><b>After 1D-1H-1N-2S: 6H+4S INV;</b></p> <p><b>After 1D-1S-1N-3H= 55 HS FG;</b></p> <p><b>After 1D-1S-1N-2D-anybid-3H= 5S+4H FG;</b></p> <p><b>After 1D-1S-1N-2C-2D-3H= 55 HS INV ~9-10;</b></p>
<b>3.29</b>	<p><b><u>PH over 1D:</u></b></p> <p><b>1D-2N= 12 NO 4M;</b></p> <p><b>1D-2H= 55 HS 8-9/10;</b></p> <p><b>1D-2S= 55 CD 8-9/10;</b></p> <p><b>1D-3C/3D= NAT 6+ C/D INV 8-9;</b></p> <p><b>1D-1M-1N: 2C= PUP 2D &amp; then INV 2N= 10;</b></p> <p><b>*2D= ART 11;</b></p> <p><b>1D-2m-2H-2S(=PUP 2N): 2N= N/F; 3N= S/A;</b></p>

SC-LITE



3.3	1M= 5+M 11-16 w/ 1N= F1;			
	SYSTEM OF RAISES:			
	Over 1H		Over 1S	
3.31	1S:	NAT 4+S 5+ F1;	*2D:	ART 5+H FG;
3.32	1N:	F1	1N:	F1
3.34	*2C:	ART FG;	*2C:	ART FG;
3.33	2U=2D:	4-way F/3H: ((A): 4H BAL 10-11; (B): 4H SUPP FG 12+; (C): 4H SPL 3+ KC; (D): 4H semi-PRE FJ;	2U=2H:	4-way F/3S: ((A): 4S BAL 10-11; (B)= 4S SUPP FG 12+; (C): 4S SPL 3+ KC; (D): 4S semi-PRE FJ;
	2M= 2H:	3+H SUPP 8-10;	2M=2S:	3+S SUPP 8-10;
	2S/3m=	NV: NAT WJS 3-8; V: 6+X g suit 7-10;	3m/H=	NV: NAT WJS 3-8; V: 6+X g suit 7-10;
	2N=	BAL g.12+ FG;	2N=	BAL g.12+ FG;
	3M= 3H	PRE 5-8 SUPP PTS;	3M=3S	PRE 5-8 SUPP PTS;
	*3S=	SPL ANY 2 KC 10-12;	*3N=	SPL ANY 2 KC 10-12;
	*3N(S)/4m=	VOID ANY 10-12 2 KC;	*4m=	VOID ANY 10-12 2 KC;
	4S=	NAT;	4H=	NAT;
	4N=	BW1430-H;	4N=	BW1430-S;
	4S/5m=	EKCB1430-H;	5m/H=	EKCB1430-S;
3.31	1H-1S:	See 1H-1S below;	1S-2D:	See 1S=2D below;
3.32	1H-1N:	See 1M-1N below;	1S-1N:	See 1M-1N below;
3.33	1H-*2D:	Opener bids: 3H= dead-MIN; 2H= non-MIN; Oth= G/T a/o 1H-2H; <u>After Opener 3H:</u> Pass(A) 3N(B) 3S/4m(C) 4H(D) <u>After Opener 2H:</u> 4H (A), 2N(B), 3H(C1-SPL), 3N/4m(C2-VOID), 2S/3m(D); <u>After G/T over 2D:</u> Over any G/T RESP bids 4H w/ (A) (D) & SPL (3S/4m) w/ (C) & 3N w/ (B);	1S-*2H:	Opener bids: 3S= dead-MIN; 2S= non-MIN; Oth= G/T a/o 1H-2H; <u>After Opener 3S:</u> Pass(A) 3N(B) 4m/H(C) 4S(D) <u>After Opener 2S:</u> 4S (A), 2N(B), 3S(C1-SPL), 3N/4m(C2-VOID), 3m/H(D); <u>After G/T over 2H:</u> Over any G/T RESP bids 4S w/ (A) & (D) & SPL (4m/4H) w/ (C) & 3N w/ (B);
3.34	1H-2H:	Direct S/S G/T; Via PUP NAGY DENIAL G/T; 3H= Baby BW;	1S-2S:	Direct S/S G/T; Via PUP NAGY DENIAL G/T; 3S= Baby BW;



		3N= G/T source of tricks; 3S/4m= VOID;		3N= G/T source of tricks; 4m/H= VOID;
3.35	1H-2C:	See 1M-2C below;	1S-2C:	See 1M-2C below;
3.36	1H-3S:	Splinter Any 11-12 2 KC; 3N asks: 4m/H(S) SPL;	1S-3N:	Splinter Any 11-12 2 KC; 4C asks: 4R/S(C) SPL;
3.37	1H-V:	3N(S)/4m VOID 10-12 2 KC;	1S-V:	4m/H VOID 10-12 2 KC;
3.38	1M-2N:	<b>BAL FG 13-16; P.S. with 17+ or FG w 4OM go via 2C;  <i>The purpose of 2N is to arrive in (1) 4M or (2) 3N or (3) 5m,  with 4OM NOT a consideration;</i></b>		
		3C= NAT 4C; 3D= NAT 4D; *3H= 6+M; *3S= 5332 15-16; *3N= 5332 11-14;		
		<b><u>After 1M-2N-3C-*3D:</u></b> *3H= 54 MIN; *3S= 54 MAX; *3N= 55 MIN; 4C= 55 MAX;	<b><u>After 1M-2N-3D-*3H:</u></b> *3S= 54/55 MIN; *3N= 54 MAX; 4D= 55 MAX;	
		<b><u>After 1M-2N-*3H:</u></b> *3S= agrees M; 3N= S/O;	<b><u>After 1M-2N-*3H-*3S:</u></b> *3N= ART S/T; 4M= S/O; 4m= NAT 64;	
3.31	1H-1S:	<b><u>After 1H-1S-1N:</u></b> 2C/D= PUP/FG C/B; [3-1-2 response over 2D;] 2H/S= S/O; 2N= PUP 3C; 3m= 55 Sm FG; 3H/S= S/T FG; <b><u>After 1H-1S-2S(=maybe 3S):</u></b> 2N= (R) G/T; *3m= SPL G/T; *4m= SPL S/T;; 3H= NAT F1; 3S=INV; P.S. With 36(31), rebid: 2H if minimum, 2m if EXTRAS; With 3622, prefer: raise to 2S, if decent S w/ moderate H <b><u>After 1H-1S-2S(=maybe 3S)-2N(=R):</u></b> 3m= NAT 3-5-4m-1om MIN, NF; [w/ extras rebid 2m, not 2S]; 3H= 35(32) or 3622 MIN, NF; [w/ 36(31) rebid 2H or 2m]; 3S/N= 4522 MIN/MAX; *4m= 4531 SPL m, 3om, less than direct 3S raise; 4H= 3622 MAX; 4S= "Picture bid"; [e.g.KQ10x,AKJxx,xx,xx];];		
3.31	1S-*2D:	<b><u>After 1S-2D:</u></b> 2H= "catch-all"; 2S= ART 4+C w/ EXTRAS;		



		<p>2N= NAT STOPS EXTRAS 14+;  3C= ART 4+D w/ EXTRAS;  3D=TRF 5S+4H w/ EXTRAS;  3H= TRF 6+S w/ EXTRAS; &lt;3S agrees S;&gt;;  3S= 6+S + 3H fit w/ EXTRAS; &lt;Next: 3N= waiting;&gt;;  3N= 5=4=2=2 15-16 A/K in all;  <b>After 1S-2D-2H:</b>  2N= waiting;  2S= 3S SUPP non-MIN;  3S= 4S SUPP non-MIN;  4S= 3+S SUPP MIN;  3m= NAT 4+m;  3H= 6+H;  *3N= 5H+4S w/ m SPL MIN; &lt;4C asks SPL: 4D=D;4H=C;&gt;;  *4m= 5H+4S w/ SPL non-MIN;  <b>After 1S-2D-2H-2N(=waiting):</b>  3m= 5S+4m MIN;  3H= H SUPP;  3S= 6+S + 3H SUPP MIN;  3N= 5332 gen 2H MIN;  <b>After 1S-2D-2N:</b>  3m= NAT 4+m; &lt;3H agrees H S/T;&gt;;  <b>After 1S-2D-3S:</b>  3N= No SPL but N/S S/T;  4m= SPL; 4H= S/O;</p>
	<b>1H-1S:</b>	<p><b>Special Bids Over 1H-1S:</b>  2N= either (a) MAX S raise or  (b) Long H w/ 3S SUPP;  Now, *3C= FG w/ 4S; *3D= FG w/ 5+S; 3M= S/O;  3m= NAT 55 FG;  [4m raise by responder is S/T w/ 4+ trumps,  [4D(3C) and 5C(3D) are SPL;  [Jump to 4H weak raise w/ 3+M SUPP;  [JUMP 4N Hx H SUPP + good 5+m SUPP;  [Jump rebid 4S shows 1-loser long S suit,  no control in 4th suit (om);  [3N shows extra values;];  3S= good MIN raise 5H+4S (14)15-16;  [3N asks SPL;];  3N= Special S raise 6H+4S conc. say: AQTx,AKJTxx,xx,  *4m= SPL 64 with A/Kx in om;</p>
<b>3.32</b>	<b>After 1H-1N:</b>	<b>After 1S-1N:</b>
	<p>*2C= GAZ i.e. 3+C 11-14 or some  15-16 hand-types;  2D= 3+D 11-14;  2H= 6+H 11-14;</p>	<p>*2C= GAZ i.e. 3+C 11-14 or some  15-16 hand-types;  2D= 3+D 11-14;  2H= 4+H 11-14;</p>



	<p>*2S= 6H+5S 11-14;  *2N= 15-16 55 or 6+ vg. H;  *3m= 15-16 64;  3H= 7+H MAX 15-16;  4m= Auto.SPL 7321/8221;</p> <p><b><u>After 1H-1N-2C=GAZ:</u></b>  *2D= PUP 2H w/;  a) 3H SUPP weak [rebid Pass;];  (b) BAL 10-11 [re-bid 2N];  (c) 5m+3H SUPP 8-9 [re-bid 3m;];  2H= xx H SUPP 8-9;  *2N= 55 CD 11-12;  3C/D= S/O;</p> <p><b><u>After 1H-1N-2N:</u></b>  3C(R): 3D/N(C)= 55;  3H= Solid 6H;  3H= weak raise;  3N= BAL 10-11;  3X/4C= NAT g. suit FG;</p>	<p>2S= 6+S 11-14;  *2N= 15-16 55 or 6+ vg. S;  *3m= 15-16 64;  3S= 7+S MAX 15-16;  4m/H= Auto.SPL 7321/8221;</p> <p><b><u>After 1S-1N-2C=GAZ:</u></b>  *2D= BART PUP 2H w/ H;  *2H= PUP 2S w/;  a) 3S SUPP weak [rebid Pass;];  (b) BAL 10-11 [re-bid 2N];  (c) 5m+3S SUPP 8-9 [re-bid 3m;];  2S= xx S 8-9;  *2N= 55 CD 11-12;  3C/D= S/O;</p> <p><b><u>After 1S-1N-2C-2D=BART:</u></b>  P= S/O 5+H 5-8;  2S= 5H + xx S SUPP 9-10;  2N= 5H 10-11 BAL;  3H= NAT INV 6+H 9-10;  3S= 6H+3S SUPP 9-10;  3m= 55 H+m 9-10;</p> <p><b><u>After 1S-1N-2N:</u></b>  3C(R): 3R/N(C)= 55;  3S= Solid 6S;  3S= weak raise;  3N= BAL 10-11;  3X/4C= NAT g. suit FG;</p>
<b>3.34</b>	<b>1M-2C:</b>	<b>1M-2C-2D(=MAX)-2H:</b>
	<p>*2D= MAX 15-16;  *2H= 54 64 MM any (but not 55/65);  *2S= MIN NOT WILD 55/64;  2N= MIN 6+M;  3m= MIN 55;  3M= MIN 64cm;  3N= MIN (over 1S shows 55 HS);  (over 1H shows 6H+5S);  4m= MIN, AUTO SPL  w/ 7321m, more likely 8221;  4M= MIN, 7M222;  4H= (over 1S opening) MIN, 6S+5H;</p> <p><b><u>After 1M-2C-2H-2S(R):</u></b>  2N/3N= 5422 MIN/MAX;  *3C= 64 any or MAX 5431/5440;</p>	<p>*2S= MAX, NOT WILD 55/64;  2N= MAX, 6+M;  3m= MAX 55;  3M= MAX 64cm;  3N= MAX (over 1S shows 55 HS);  (over 1H shows 6H+5S);  4m= MAX, AUTO SPL  w/ 7321m, more likely 8221;  4M= MAX, 7M222;  4H= (over 1S opening) MAX 6S+5H;</p>



3D(R): 3H/S 5431-cm ;  
 3N= 64; [4C sets H; = sets S;];  
 4m= 5440-m;  
 4H= 7411 MAX;

\*3D= MIN 5431 any;  
 [3H(asks): 3S= 5431C; 3N= 5431D;];

\*3M= MIN 5440-cm;  
 \*4m= MIN 7420m;  
 \*4H= MIN 7411;

**P.S. 1M-2C-2H: 3H= sets H S/T; 3S= sets S;  
 Over 1M-2C-2H-2S-3C-3D-3M= 5431cm MAX &  
 1M-2C-2H-2S-3D-3H-3M/N= 5431 MIN,  
 we play 4C-4D-4H-4S-4N convention !;**

**After 1S-2C-3N= 55 SH;**  
**Next 4C= agrees H; 4D= agrees S; 4N= DKC;**  
**After 1S-2C-4H= 65 SH;**  
**Next 4N= DKC;**  
**1H-2C-3N= 65 HS;**  
**Next 4C= agrees H; 4D= agrees S; 4N= DKC;**

**3.39**

**Passed Hand over 1M:**  
**DRURY: 2C= 3M Rev.Drury may have SPL;**  
 2D= 4M Drury gen. BAL;  
 3M= 5M Drury gen. BAL;

Over 1M-2C/2D: Game Trys as over 1M-2M;  
 Over 1S-2D-2H: NAT 4+H F/2S;

**After 1S-2C:**  
 2H= NAT 54+ MIN NF P/C;

**After 1M-2C:**  
 2D= waiting SPL ask:  
 RESP bid 2M w/ MIN & 2N w/ MAX No SPL;  
 RESP NewSuit= SPL;

Oth= NAT G/T;

**After 1M-2D:**  
 2H= NAT 54 F/2S;  
 2N= asks for conc. Values if Any;  
 NewSuit i.e. 2S(over 1H);/3H(over 1S)/3m= SPL

**FIT JUMPS:**  
 1H-2N(S)/3m= FJ;  
 1S-3m/3H= FJ;

**SPLINTERS:**  
 1H-2S= SPL-] 2N asks: 3C/D/H(S) SPL;  
 1S-2N= SPL-] 3C asks: 3D/H/S(C) SPL;



	<p>*4H= MIN 7411;  <b>P.S. 1M-2C-2H: 3H= sets H S/T; 3S= sets S;</b>  <b>Over 1M-2C-2H-2S-3C-3D-3M= 5431cm MAX &amp;</b>  <b>1M-2C-2H-2S-3D-3H-3M/N= 5431 MIN,</b>  <b>we play 4C-4D-4H-4S-4N convention !;</b></p>	
	<p><b>After 1S-2C-3N= 55 SH;</b>  <b>Next 4C= agrees H; 4D= agrees S; 4N= DKC;</b>  <b>After 1S-2C-4H= 65 SH;</b>  <b>Next 4N= DKC;</b>  <b>1H-2C-3N= 65 HS;</b>  <b>Next 4C= agrees H; 4D= agrees S; 4N= DKC;</b></p>	
<b>3.39</b>	<p><b><u>Passed Hand over 1M:</u></b>  <b>DRURY:</b> 2C= 3M Rev.Drury may have SPL;  2D= 4M Drury gen. BAL;  3M= 5M Drury gen. BAL;</p> <p>Over 1M-2C/2D: Game Trys as over 1M-2M;  Over 1S-2D-2H: NAT 4+H F/2S;  <b>After 1S-2C:</b>  2H= NAT 54+ MIN NF P/C;  <b>After 1M-2C:</b>  2D= waiting SPL ask: RESP bid 2M w/ MIN &amp; 2N w/ MAX No SPL;  RESP NewSuit= SPL;</p> <p>Oth= NAT G/T;  <b>After 1M-2D:</b>  2H= NAT 54 F/2S;  2N= asks for conc. Values if Any;  NewSuit i.e. 2S(over 1H);/3H(over 1S)/3m= SPL</p>	
	<p><b>FIT JUMPS:</b>  1H-2N(S)/3m= FJ;  1S-3m/3H= FJ;</p>	<p><b>SPLINTERS:</b>  1H-2S= SPL-] 2N asks: 3C/D/H(S) SPL;  1S-2N= SPL-] 3C asks: 3D/H/S(C) SPL;</p>
<b>B</b>	<b>2-over-1 Notes:</b>	
<b>B1</b>	All two-over one responses to 1M by UPH=FG.	
<b>B2</b>	Opener's simple <b>rebid of his M is the DEFAULT</b> choice; it neither denies nor implies extra length or strength.	
<b>B3</b>	<b>Opener's 2NT rebid indicates 15-16 HCP</b>	
<b>B4</b>	Opener introduces new suit freely at two-level <b>EXCEPTION:</b> minimum hand with six M, weak four-card lower-ranking suit, rebid 2M	
<b>B5</b>	<b>Opener's minor suit raise suggests four+ trumps, some extra playing strength</b>	
<b>B6</b>	Opener's Jump Shift Rebid after 1M-2D is a SPL raise of responder's suit promising at least four-card support and at least a well-constructed sound opening.	



	KQJxx x KJxx Axx (1S-2D; 3H) AQTxx Axx KQxx x (1S-2D; *3S= ART SPL C)	
<b>B7</b>	Opener's jump rebid of 3NT is 5422 "special raise," 15-16, with A or K in each suit NF (includes A of own M).	
<b>B8</b>	<b>Opener's jump to 4N (1M-2X-4N) is RKCB1430-X for responder's suit, a six or seven hand.</b>	
<b>B9</b>	All JUMPS after two-over-one response and rebid are "PICTURE" bids rather than fast arrival. e.g. 1S-2D; 2S-4S= CONCentrated 4=2=2=5, 1S-2D; 2H-4H= CONCentrated 2=4=2=5 All UNNECESSARY JUMPS in previously bid suit show suit quality, e.g. 1S-2C; 2S-4C shows solid clubs 1S-2H; 2NT-4H shows a solid suit	
<b>B10</b>	Jump reverse or jump shift by two-over-one responder is LIMITED SPLinter raise of opener's suit immediately preceding the jump, typically with the minimum number of trumps for the bid, 1S-2C; 2S-4D suggests 3-card support : Qxx Axx x AQJxxx 1S-2C; 2H-4D suggests 4-card support : Kx KJxx x AQ10xxx	
<b>B11</b>	Responder's jump to 3NT after a two-over-one and opener's rebid shows (typically) <b>5332 pattern, roughly 15-16 HCP</b> , allowing an "unbalanced" Opener to correct (i.e. no "FAST ARRIVAL"). Accordingly responder's second-round 2NT takes up most of the slack for a wide variety of hands. It is partnership practice for responder to bid 2NT if at all possible, and for opener to introduce new suits or show extra values afterwards. There is strong emphasis for opener to show "delayed" support for responder's main suit (doubleton honors may do) over 2NT.	
<b>B12</b>	<b>SPECIAL slam tries after 1S-2H-3H raise:</b> *3S= any SPL; *3N= non-serious S/T; *4m= LongSuit Try	
<b>B13</b>	FOURTH suit by 2x responder is used ARTIFICIALLY only INFREQUENTLY, and would be looking for a stopper in a hand unsuitable for any sensible natural bid.	
<b>3.4</b>	<b>2C= 6+C 10-14(15);</b>	
	*2D= (R) F/3C; 2M= NAT NF; *2N/*3C= PUP; *3D/*3H= INV/+ TRF; 3S= 6S+4H INV; 3N/4M= S/O; 4C= PRE; *4D= RKCB1430-C; *4N= BW;	
<b>3.41</b>	<b>2C-2D:</b>	(R) F/3C; <u>After 2C-2D:</u> 2H= 3+H; [2S= 5+S F1; 2N= F1; 3C= NF; 4C/4D(S) SPL:]; 2S= 3+S; [3H= 5+H F1; 2N= F1; 3C= NF; 4C/4D(H) SPL:]; 2N/3C= MAX/MIN w/o 3M; [3M= NAT 5M F1]; 3D/M= 64 non-MIN; 4C= long 7+C 14-15; 4D= NAT 65 g13-15; 4M= NAT 65 g13-15;
		<u>After 2C-2D-2M:</u>



		2S= 5S F1; 2N= F1; 3C= NF; *4C(OM)/*4D= SPL; With S/T hands go via 2N and find out if pard MIN or non-MIN then set 3M as S/T; *3D= ART FG;	
		<b><u>After 2C-2D-2M-3C(=MIN):</u></b> 3M= 6C+5M 11-12;	<b><u>After 2C-2D-2M-2N(=non-MIN):</u></b> 3C= MIN 6C NO 4M; [Next: *3D= ART FG;]; Oth= non-MIN length bid;
		<b><u>After 2C-2D-2N-3D:</u></b> *3M= STOP; [with both bid 3H first: 3S checks for S STOP;]; 3N= no M STOP;	
		<b><u>After 2C-2D-3D:</u></b> 3M= 5M FG; *4C= S/T C; 4D= S/T D;	<b><u>After 2C-2D-3M:</u></b> 3S= *4C= S/T C; *4D= S/T M;
3.42	2C-2M	5+M NF 7-10; <b><u>After 2C-2M:</u></b> 2N/3C= MAX/MIN no M fit; 3M= courtesy raise; 2S is 4S+6C, 3D is 4D+6C MAX, 3OM is 6C+5OM 13-14 MAX; (if 64, bid 3C!); *4C= SPL OM; *4D= SPL; 4M= g. raise;	
3.43	2C-2N:	<b>PUP 3C w/ (a) C PRE/FG; (b) 55 HS INV; (c) 6M FG;</b> <b><u>After 2C-2N-3C:</u></b> P= S/O (Type-a1); 3N= COG (Type-a2); *3D= 55 HS INV (Type-b); 3M= 6+M FG (Type-c); *4C= Auto-RKCB1430-C; *4X= VOID;	
3.44	2C-3C	<b>PUP 3D w/ (a) D PRE/FG; (b) 54 DM FG; (c) DC FG;</b> <b><u>After 2C-3C-3D:</u></b> P= S/O (Type-a1); 3N= COG (Type-a2); 3M= 5D+4M FG; (Type-b); 4C= C+D FG (Type-c);; *4D= auto-RKCB1430-D; *4M= VOID;	
3.45	2C-*3D: 2C-*3H: 2C-*3S:	<b>TRF INV 6+H 9-10;</b> <b>TRF INV 6+S 9-10;</b> <b>INV 6S+4H 9-10;</b> <b>P.S. 2C-*3D-3H-4H= Mild S/T;</b> <b>2C-*3H-3S-4S= Mild S/T;</b>	
3.46	2C-Oth:	2C-4C is PRE; 2C-*4D is KB1430-C; 2C-*4N is BW-14032; 2C-4M is NAT;	
3.PH		*2D= (R/F-3C); *3M= FJ; 2M= NAT NF; 2N= NAT INV; 3C= SUPP 7-10; *3D= ART 55 M INV;	



<b>3.5+6</b>	<b>The Uncontested Auction-2D/2M</b>
--------------	--------------------------------------

<b>3.5</b>	<b>We Open 2D: MULTI WEAK 2M 5-10 NV / 8-10 V;</b>	
<b>2D:</b>	2H/S= P/C; *2N= (R); *3C= ART 5+m FG; *3D= asks Opener to bid his M; 3M= NAT INV; *4C= asks Opener to bid 1-U hid M; *4D/5D/6D/7D= asks Opener to bid his M; 3N/4M= NAT S/O;	
<b>2D-2H:</b>	<b><u>After 2D-2H-2S:</u></b> *2N= opens up game possibilities; asks for a feature; *4m= SPL; 3H= RESP wants to play 3H!; 3m= S/O RESP own suit;	
<b>2D-2S:</b>	*2N/*3C= MIN/non-MIN w/ H;	
	<b><u>After 2D-2S-2N:</u></b> RESP 3C/3D/3S= S/O; 3H= S/O;	<b><u>After 2D-2S-3C:</u></b> RESP P/3D/3S= S/O; 3H= S/O;
<b>2D-2N:</b>	*3C= non-MIN any; *3D/*3H= MIN w/ H/S; *3S= ART solid M any; *3N= GG 64 MM; *4C= 6S+5m; [4D asks: 4M= cm'] *4D= 6H+5D; *4H= 6H+5C;	
	<b><u>After 2D-2N-3C:</u></b> *3D= (R/FG); 3M= P/C;	
	<b><u>After 2D-2N-3C-3D:</u></b> 3M= 6M+3OM; [*4m= setc cM S/T]; 3N= NO 63MM; [RESP 4C/4D a/b;] *4C= 6H+5S; *4D= 6S+5H;	
	<b><u>After 2D-2N-3D:</u></b> 3H/3N/4H/5m=S/O; *3S= Last Train S/T;	<b><u>After 2D-2N-3H:</u></b> 3S/3N/4S/5m= S/O; *4H= Last Train S/T;
	<b><u>After 2D-2N-3S:</u></b> *4C= asks Opener to TRF to M; *4D= asks Opener to Bid M;	<b><u>After 2D-2N-3N:</u></b> *4C= asks Opener to TRF to 6M; *4D= asks Opener to Bid 6M;
<b>2D-3C:</b>	ART 5+m FG; *3D/*3H= weak Two H/S; [RESP gen accepts TRF w/ 2+M or bids 4m S/T, NAT]; *3S= solid 6M ANY; [RESP 4C/4D a/b; *4M= ART C/D FG;]; *3N= 64 GG; [RESP 4C/4D a/b; *4M= ART C/D FG;]; <b><u>After 2D-3C-3D-3H or 2D-3C-3H-3S:</u></b>	



	Opener bids: 3N as temporizing, 4M to play with 6322 mm or a bare MIN;
<b>2D-*nD:</b>	Asks Opener to bid his M;
<b>2D-3M:</b>	NAT INV;
<b>2D-3N</b>	SignOff;
<b>2D-*4C:</b>	Asks Opener to TRF to his Major;
<b>2D-*4D:</b>	Asks Opener to bid his M;
<b>2D-4M:</b>	NAT S/O;

<b>3.6</b>	<b>We Open 2M: MUILDERBERG 54+ Mm 5-10 NV / 8-10 V;</b>		
<b>2H:</b>	2S= NAT, INV NF; *2N= either S/O Opp m or FG Any; *3C= ART INV ®, No H fit; *3D= ART INV ®, 3+H fit; 3H/5H= CAPTAINCY PRE; 3S= NAT FG; 3N= To play; *4m= SPL S/T; 4M= To play;	<b>2S:</b>	*2N= either S/O Opp m or FG Any; *3C= ART INV ®, No S fit; *3D= ART INV ®, 3+S fit; 3S/5S= CAPTAINCY PRE; 3H= NAT INV NF; 3N= To play; *4m= SPL S/T; 4M= To play;
<b>2H-2N:</b>	3C= 4+C; 3D= 4+D; <b><u>After 2H-2N-3C:</u></b> Pass= To play; 3D= NAT, F1; 3H= H fit, S/T; <b>[S/NS applies;];</b> *3S= S STOP; 3N= To play; 4C= C fit S/T; <b><u>After 2H-2N-3D:</u></b> Pass= To play; 3H= FG; *3S= S STOP; 3N= To play; 4C= NAT F1; 4D= D fit S/T;	<b>2S-2N:</b>	3C= 4+C; 3D= 4+D; <b><u>After 2S-2N-3C:</u></b> Pass= To play; 3D= NAT, F1; 3H= NAT F1; 3S= S fit, S/T; <b>[S/NS applies;];</b> 3N= To play; 4C= C fit S/T; <b><u>After 2S-2N-3D:</u></b> Pass= To play; 3H= NAT F1; 3S= S fit, S/T; 3N= To play; 4C= NAT F1; 4D= D fit S/T;
<b>2H-3C:</b>	Pass= MIN w/ C; 3D= MIN w/ D; *3H= MAX w/ C; *3S= MAX w/ D;	<b>2S-3C:</b>	Pass= MIN w/ C; 3D= MIN w/ D; *3H= MAX w/ C; *3S= MAX w/ D;
<b>2H-3D:</b>	3H/4H= S/O;	<b>2S-3D:</b>	3S/4S= S/O;



<b>3.7</b>	<b>The Uncontested Auction-3C+</b>
<b>3.7</b>	<b>We Open 3C+</b>
<b>3C:</b>	<p>*4D= RKCB 1430-D; 3N/4M= NAT S/O; 4N= B/W;            *3M= NAT INV;            *3D= ART FG M/D;            [Next: 3H/S= P/C; 3N= Accept none;]  <u>After 2C-3D-3M/N:</u>            4C= Hx C + D FG;            4D= STR D FG;            4M/OM= NAT STR FG;</p>
<b>3D:</b>	*4C= RKCB 1430-D; 3N/4M= NAT S/O; 4N= B/W;
<b>3M:</b>	*4C= RKCB 1430-M; 3N/4M/OM= NAT S/O; 4N= B/W;
<b>3N:</b>	<p><u>After 3N (1-2) POS= 4m PRE:</u>            *Nm= P/C;            4M= NAT S/O;            *4N= gen S/T;  <u>After 3N (3-4) POS= NAT:</u>            *4N= gen S/T;            4m= NAT 6m 9-10 F/4N S/T;            *4M= M SPL 55 mm 9-10 F/4N S/T;</p>
<b>4m:</b>	<p>(1-2-4) POS "NAMYATS" PRE SOLID suit may have o/s A;            *4D over 4C= S/T;            *4H over 4D= S/T;            Over 4C: *4S/5m= CTRL asks: 3-steps: No/2<sup>nd</sup>/1<sup>st</sup>;            Over 4D: *5m/5H= CTRL asks: 3-steps: No/2<sup>nd</sup>/1<sup>st</sup>;</p>
<b>4M:</b>	<p>PRE            4S= NAT;            4N= RKCB1430-M;            *5X= SHARPLES asks CTRL in X+1 suit;</p>
<b>4N:</b>	<p>5C= No A; 5D//S= A; 5N= CA;            6X= CRaSh i.e. 6C= Color; 6D= Rank; 6H= Shape;</p>
<b>5m:</b>	PRE;
<b>5M:</b>	Asks pard to raise 1-level witheach of trump A-K;



<b>4</b>	<b>1C/1D/1M/2C/2D/2M/3X – The Contested Auction</b>	
<b>4.1</b>	<b>INTERFERENCE OVER OUR 1C:</b>	
<b>1C-(Dbl=MM):</b>	RDBl= 7+ BAL values {Rdbl+Dbl= PEN;} *1D= ART 5-7 any; *1M= 5+ cm FG; 2m= NAT 6-7; 3m= 6+m 5-7 2/3 or AJ; *2M= M STOP 8+ FG; *3M= M SPL 55+ mm FG; [4OM= to play]; 4M= NAT to play; 1N/2N= 8-10/11-12;	
<b>1C-(1N=mm):</b>	DBL= 6+ BAL values {Dbl+Dbl= NEG;}; *2C= ART 44 MM 6-7 INV or 11+; *2D= ART 5+H 6-7 INV or 11+; *2H= ART 5+S 6+7 INV or 11+; *2S= PUP 2N w/ MM 8-10; [Next: 3C= 44 MM INV+; 3D= 55 MM INV+; 3M= Smolen 4M+5OM INV/+;] *3C= ART 55 MM 6-7 INV or 11+; *3D= ART 5+H FG 8-10; *3H= ART 5+S FG NO 3H 8-10; *3S= ART 5+S FG + 3H 8-10; 2N/3N= 8-10/11-12;	
<b>1C-(DBl=C or 1X):</b>	<b><u>After 1C-(Dbl=C):</u></b> Rdbl= ART 5-7; *1D/H/S= ART 5+ H/S/D FG; *2C= ART BAL+ FG; *2D/H/S= ART 6+ H/S/D 6-7;	<b><u>After 1C-(1D):</u></b> Pass= Neutral 0-7; *X/1H/S= ART 5+ H/S/C FG; *2C= ART BAL+ FG; *2D/H/S= ART 6+ H/S/C 6-7;
	<b><u>After 1C-(1H):</u></b> 1N/2N= 8-10 / 11-12; Dbl= NEG; *2H= ART 4S FG;	<b><u>After 1C-(1S):</u></b> 1N/2N= 8-10 / 11-12; Dbl= NEG; *2S= ART 4H FG;
<b>1C-(2m):</b>	Dbl= NEG; *4m= TRF cM gen 7+M; *3M= 55 M+om 6-7;	
<b>1C-(2M):</b>	P= Neutral ; *2S(over 2H)= NAT 5+S 3-5 ; *Dbl= NEG gen good 6+; *2N= F1 NAT STOP may have 4OM or 5m or both; *3C= TRF D INV/+; *3D= TRF OM INV/+; *3M= CUE 4OM NO STOP FG; *3OM= ART 5+C 7+ FG NO STOP; *3N= NAT M STOP NO 4OM;	
<b>1C-(2X/3X):</b>	<b>*4X bids ~ a/o Opening (2X/3X);</b>	



		<b>Please refer Standard Defense;</b>	
<b>Oth OCs:</b>		We play Dbl= 5-7; NewSuit NAT 8+ FG; JumpNewSuit= 6X gen 2/3 or AJ 5-7; <b>*Cue 2M/3M= 8+ 4OM NO M STOP;</b>	
<b>Miscellany:</b>		<b><u>After 1C-(P)-1D-(P); 1M-(I):</u></b> P= 0-4 or WAITING; Dbl= SUPP 3M 5-7; 2M= 4M SUPP 4-5; 3M= 4M SUPP 6-7; FJs Apply;	
		<b><u>After 1C-(1X)-P-(2X):</u></b> same defense as over (2X);  <b><u>After 1C-(1X)-P-(3X):</u></b> same defense as over (3X);	
		<b><u>Special FP situations:</u></b> <b>After a 1D (0-7) response or P (0-5), @ higher levels:</b> <b>RESP: P= Regressive / Neutral, Dbl= BID-ON;</b>  <b>After a +ve (8+) response, @ higher levels:</b> <b>RESP: P= D/P I.e. BID-ON, DBL= Regressive / Neutral;</b>	
<b>4,2</b>	<b>INTERFERENCE OVER OUR 1D:</b>		
<b>1D-(Dbl):</b>		<b>1M= NAT F1;</b> <b>*Rdbl= MM or TRF long C or 11+ F1;</b> <b>*2C/2D/2H= TRF various strength;</b> <b>*2S= 55 CD INV 9-10;</b> <b>*2N= 55 CD PRE (3N not in the PICTURE);</b> <b>3m= NAT 50% INV 9-10 / 50% PRE;</b> <b>3M/4m= NAT PRE;</b>	
<b>1D-(1H):</b>	<b>*Dbl=4+S F1;</b> <b>*1S= denies 4S ~ NEG Dbl;</b> (includes C COMP); 1N= 8-10;  <b>*2C= PUP 2D;Next:</b> (a.1) D COMP [re-bid P] (a.2) D INV/+ [re-bid 2N/3D/CUE;]; (b) 4S+5m 10-11 [re-bid 2M w/ cm;]; <b>[if 2C Dbled, P by Opener suggests C;];</b> <b>*2D= ART 5S INV/+;</b> [Over 2S: 2N/3S= INV; 3X= G/T F1;];	<b>1D-(1S):</b>	<b>*Dbl= 4+H F1;</b> <b>*1N= ART NEG Dbl;</b> (incl. C COMP); P= Neutral can be 8-10 S STOP; <b>*2C= PUP 2D; Next:</b> (a.1) D COMP [re-bid 2D;] (a.2) D INV/+ [re-bid 2N/3D/CUE;]; (b) 4H+5m 10-11 [re-bid 2H;]; <b>[if 2C Dbled, P by Opener suggests C;];</b> <b>*2D= ART 5H INV/+;</b> [Over 2H: 2N/3H= INV; 3X= G/T F1;];



	<p>*<b>2H</b>= ART C INV/+;  *<b>2S</b>= 55 CD INV/+;  *<b>2N</b>= 55 CD PRE;  *<b>3m</b>= ART 55 Sm INV;  *<b>3H</b>= 4=1=4=4 FG;  3S= PRE;  <u>After 1D-(1H)-Dbl-(P):</u>  1S= 3S; 2S= 4S;  1N= NAT 2S;  2m= 5+m;  *<b>2H</b>= CUE g raise 2.5S;  *<b>3C</b>= 5C+4S g14/15-16;  *<b>3S</b>= 5D+4S g14/15-16;</p> <p><u>After 1D-(1H)-Dbl-(RDb1N/2m):</u>  Dbl/RDb1= SUPP non-MIN;  2S= 4S;</p>		<p>*<b>2H</b>= ART C INV/+;  *<b>2S</b>= 55 CD INV/+;  *<b>2N</b>= 55 CD PRE;  *<b>3m</b>= ART 55 Hm INV;  3H= PRE;  *<b>3S</b>= 1=4=4=4 FG;  <u>After 1D-(1S)-Dbl-(P):</u>  2H= 4H;  1N= NAT 2-3H;  2m= 5+m;  *<b>2S</b>= CUE g raise 2.5H;  *<b>3C</b>= 5C+4H g14/15-16;  *<b>3S</b>= 5D+4H g14/15-16;</p> <p><u>After 1D-(1S)-Dbl-(RDb1N/2m):</u>  Dbl/RDb1= SUPP non-MIN;  2H= 4H;</p>
<b>1D-(1N):</b>	<b>Please refer The 1N Battleground;</b>		
<b>1D-(2C):</b>	<p><u>After 1D-(2C):</u>  P= Neutral COMP 5-8;  Dbl= NEG w/ ~8-10/+;  *<b>2D/*H</b>= TRF 5+H/S;  *<b>2S</b>= 44 MM INV/+;  *<b>2N</b>= ART D raise w/ STOP;</p> <p>*<b>3C/*D/*H</b>= ART INV/+ TRF;  *<b>3S</b>= ART FG D raise w/o STOP;</p>	<b>1D-(2D):</b>	<p><u>After 1D-(2D=NAT):</u>  P= Neutral COMP 5-8;  *<b>Dbl</b>= NEG ~ 8-10/+;  *<b>2M</b>= NAT NF;</p> <p>*<b>2N</b>= ART C raise w/ STOP;  3C= NAT NF;  *<b>3D/*3H</b>= ART INV/+ TRF;  *<b>3S</b>= ART FG C raise w/o STOP;</p>
<b>1D-(2H):</b>	<p>*<b>Dbl</b>= NEG 4+S good 7+;  *<b>2S</b>= ART NO 4S good 7+;  2N= NAT g 10-11;  *<b>3C</b>= ART TRF D COMP/+;  *<b>3D</b>=ART TRF S COMP/+;  *<b>3H(CUE)</b>= asks STOP FG;  *<b>3S</b>= ART 6+C INV/+;  3N= to play (may have 5+C);</p>	<b>1D-(2S):</b>	<p>*<b>Dbl</b>= NEG 4+H good 7+;  P= Neutral maybe 7-9/10;  2N= NAT g 10-11;  *<b>3C</b>= ART TRF D COMP/+;  *<b>3D</b>=ART TRF H COMP/+;  *<b>3S(CUE)</b>= asks STOP FG;  *<b>3H</b>= ART 6+C INV/+;  3N=to play (may have 5+C);</p>
<p><u>After 1D-(2M)-Dbl-(P):</u>  *<b>2N</b>= catch-all may not have a STOP but some BAL hand w/ 33+ in mm F1;  [2N if followed by 3m or 3OM is a STR INV ~ 14-16]  3m= NAT 5+m NF;  2S/3H= NAT 4X 11-13(14);</p>			
<b>1D-(2D=H+S):</b>	Please refer Section: Unusual v/s Unusual;		
<b>1D-(3m/3M):</b>	Please refer Section: Miscellany <b>[M-6]</b>		
<b>1D-(3N/4M):</b>	Please refer Section: Miscellany <b>[M-7]</b>		



1D-(Dbl)-P-(P); & 1D-(P)-P-(Dbl); P-(P):		<u>After 1D-(Dbl)-P-(P);</u> Kock-Werner RDbI & more: RDbI= H+S; 1M= M+C; It applies in the following situations: (a) 1D-(P)-P-(Dbl); RDbI= H+S; 1M= M+C; (b) 1D-(P)-P-(Dbl); P-(P)-RDbI= H+S; 1M= M+C;	
4.3	INTERFERENCE OVER OUR 1M:		
1M-(Dbl):		P= Neutral; [Later: 2M= 7-8 HCP Hx M SUPP; Dbl= CO-OP 9 HCP 2M+4X;]; *RDbI= PEN or 3M SUPP BAL 11-12; [FP (upto 2M) over Opp non-jump bids;]; [Over Jumps by Opp: Dbl by Opener is T/o; Dbl by Responder is Co-op PEN;]  2M= raise; 3M= PRE raise; *2S/3H= ART INV 3/4M SUPP; *2N= ART FG 3/4M SUPP FG; *3N= ART FG BAL raise 4+M; *3m= NAT 50% INV 9-10 / 50% PRE; *2S/3H= ART INV 3/4M SUPP; *3S/4H/4m= VOID; <u>Oth:</u> We play TRF from 1N to 2U;  <u>After 1H-(Dbl):</u> 1S= NAT F1; *1N/2C= TRF C/D; *2D= g. raise; <u>After 1S-(Dbl):</u> *1N/2C/2D= TRF C/D; *2H= g. raise;;	
1H-(1S):		Dbl= NEG or 3M BAL raise 11-12; 1N= NAT NF; 2C/2D= NAT F1; 2H= raise; 3H= PRE; *2S/N= INV/FG 3+H SUPP; Jump CUE= SPL; Jump NS= FJ; 3N= NAT;	
1M-(1N):		Pls refer The 1N Battleground in RR-1	
1M-(2C):		<u>After 1H-(2C):</u> *2D= SWB S	<u>After 1S-(2C):</u> *2D= SWB H F/2H ;



	10+ w/ 5+S, 8+ w/ 6+S; <b>*2S= SWB D F/3D</b> 10+ w/ 5+D. 8+ w/ 6+D;	10+ w/ 5+H, 8+ w/ 6+H; <b>*2H= SWB D F/3D</b> 10+ w/ 5+D. 8+ w/ 6+D;
<b>1M-(2X):</b>	<b><u>After 1M-(2m):</u></b> Dbl= NEG; 2M= COMP; 3M= Pre; <b>*2N/*3m=</b> ART FG/INV 3+M SUPP; 2X/3om= NAT COMP/+ F1; Jumps= FJ;  <b><u>After 1S-(2H):</u></b> Dbl= NEG; 2S= COMP; 3S= PRE; <b>*2N/3H=</b> ART FG/INV 3+S SUPP; NS= NAT F1; 3N= NAT; 4m= FJ; <b>*4H=</b> SPL w/ 4S; 4N= RKCB1430-S; <b><u>After 1H-(2S=WJO):</u></b> Dbl= NEG; 3H= COMP; <b>*2N=</b> ART INV/+ 3+M SUPP; NS= NAT F1; 3N= NAT; 4m= FJ; <b>*3S=</b> SPL w/ 4H SUPP; 4N= RKCB1430-S;  <b><u>After 1M-(2M=OM+m):</u></b> <b>*Dbl=</b> Replacement bid; <b>*2N=</b> ART FG 3+M SUPP; <b>*2S(over 1H):</b> ART INV 3/4H SUPP; <b>*3H(over 1S):</b> ART INV 3/4S SUPP; NS= NAT F1; 3N= NAT; 4m= FJ <b>*3S(over 1H)/*4H(over 1S)=</b> SPL w/ 4M SUPP; 4N= RKCB1430-M; <b><u>After 1M-(2N= mm): Unusual v/s Unusual;</u></b>	
<b>1M-(3m):</b>	<b>*4C=</b> ART FG w/ m CTRL; [Next, <b>4D= LAST-TRAIN;</b> ]; <b>*4D=</b> S/T w/o m CTRL; 4M= NAT;	
<b>1M-(3N):</b> <b>1M-(4OM):</b>	<b>Pls refer Miscellany [M-7]</b>	
<b>1M-(P)-2C-(Dbl):</b>	P= MIN; RDbl= Str BAL w/o STOP; <b>*2N=</b> STR BAL w/ STOP; <b>*3C=</b> C SPL, 6M non-MIN; Oth= NAT non-MIN	
<b>1M-(P)-2m=Drury-(Dbl):</b>	<b><u>After 1M-(P)-2m=Drury-(DBI):</u></b> P= good hand, no other 4X; <b>*RDbl=</b> Str BAL; [Next, <b>PEN Dbls by both sides;</b> ]; 2M/OM= MIN/sub-MIN;	
<b>1M-(P)-1N-(I);</b>	<b><u>After 1M-(P)-1N-(Dbl);</u></b>	



	P= MIN; RDbI= STR BAL 5332; Oth= non-MIN NAT; <b><u>After 1M-(P)-1N-(2m):</u></b> <b>*DbI=</b> NEG non-MIN; 2X= 4+X 11-14; 2M= 6+M 11-14; 2N/3m/3M= a/b 11-14; <b>*3m=</b> CUE STR SOLID 6+M STOP ask;	
<b>1H-(P)-*2D-(DbI):</b> <b>1S-(P)-*2H-(DbI):</b>	<b><u>After 1H-(P)-*2D-(DbI):</u></b> Basically <b>SYS ON</b> but, 3D= MIN but D SPL' 3H= MIN no D SPL; Rdbl= D CTRL non-MIN; 2N= D 1.5 STOP BAL EXTRAS; <b><u>After 1S-(P)-*2H-(DbI):</u></b> Basically <b>SYS ON</b> but, 3H= MIN but H SPL' 3S= MIN no H SPL; Rdbl= H CTRL non-MIN; 2N= H 1.5 STOP BAL EXTRAS;	
<b>4.4</b>	<b>INTERFERENCE OVER OUR 1N:</b>	
<b>4.41</b>	<b>1N- (Any):</b>	<b>Pleases refer 1N-2N- Battleground</b>
<b>4.5</b>	<b>INTERFERENCE OVER OUR 2C:</b>	
<b>2C-(DbI):</b>	<b>*RDbI=</b> 2-way: D NAT weak or PEN oriented 12+; <b>*2D/2H=</b> TRF H/S w/ 5+M; <b>*2S=</b> g. raise; 3C= weak raise; 2N= NAT; <b>*3D/H/S=</b> TRF H/S/D 5+ FG;	
<b>2C-(2D):</b>	P= Neutral may be COMP 5-8; DbI= NEG 8-10; 3C= raise; 2H/2S= NAT NF; 2N= NAT; <b>*3D/H=</b> TRF 5+M FG; <b>*3S=</b> asks D STOP;	
<b>2C-(2H):</b> <b>2C-(2S):</b>	<b>*DbI=</b> TRF 4+S F1; <b>*2S=</b> ~ NEG DbI; <b>*DbI=</b> promises 4+H; <b><u>Other bids:</u></b> 2N= NAT; 3C= raise; <b>*3D=</b> TRF OM; <b>*3M=</b> CUE STOP ask;	



	<b>*3OM=</b> ART D FG;
<b>2C-(3C=H+S):</b>	Dbl= COMP 3+C SUPP (Replacement bid); 3D= COMP NF; <b>*3M=</b> Shows STOP F/4C; 3N= S/O; {Delayed 3N via Dbl COG;}; 4C= SUPP F1; 4D= NAT long F1; <b>*4M=</b> CTRL/SPL C SUPP FG; <b>*4N=</b> CD COMP;
<b>2C-(P)-2D-(Dbl):</b>	SYS ON;
<b>2C-(P)-2D-(2M):</b>	P= May be Neutral; <b>[RESP: *Dbl= NEG; 2N= NAT NF; 3C= NAT COMP; 4C= INV w/ 10-11; *3M= CUE STOP ask F/4C; 2S/3H= NAT 5M COMP 11-12 NF;];</b> <b>*Dbl=</b> shows unbid M 3+; 2S/3H= NAT 4M non-MIN; <b>*3M=</b> asks STOP; Oth= SYS ON;
<b>2C-(P)-2D-(3D);</b>	<b>P=</b> Neutral; <b>*Dbl=</b> shows both M 33+; 3H/3S= NAT 4M non-MIN;
<b>2C-(P)-2M-(I):</b>	<b>*Dbl=</b> SUPP; 2S/3H= NAT; 3M= 4M;
<b>2C-P-2N/3C-(I):</b>	<b><u>After 2C-(P)-2N-(Dbl):</u></b> 3C= MIN; Rdbl= vg. C; Pass= non-MIN; <b><u>After 2C-(P)-2N-(3C=H+S):</u></b> Dbl= vg/ C; Oth= 64 Offensive;
<b>2C-(P)-3D-(Dbl=D):</b>	3H= 2+H MIN; <b>*Rdbl=</b> 0-1H; <b>*Pass=</b> Encouraging gen FG; 4C= Extra length MIN;
<b>2C-(P)-3H-(Dbl=H):</b>	3S= 2+S MIN; <b>*Rdbl=</b> 0-1S; <b>*Pass=</b> Encouraging gen FG; 4C= Extra length MIN;
<b>4.6</b>	<b>INTERFERENCE OVER OUR 2D:</b>
<b>2D-(Dbl):</b>	<b>*P=</b> tolerance for D; <b>*Rdbl=</b> asks to PUP 2H for RESP own suit; 2M/3M= P/C; <b>*2N=</b> ® F1; 3m= NAT F1;
<b>2D-(2M):</b>	<b>*Dbl=</b> NEG COMP OM; <b>*2N=</b> Leb-EXT PUP 3C for Opener's own suit or COMP in Opener's M; <b>*3m=</b> FNJ;
<b>2D-(2N):</b>	<b>*Dbl=</b> asks Opener to bid M; 4m/4M= a/b;
<b>2D-(3m):</b>	



4.7	INTERFERENCE OVER OUR 2M:	
2M-(Dbl):		*RDbI= asks P to PUP 2N for RESP own suit; 3M/4M= Captaincy; 5M= PRE; *2N= asks for Opener m; *3m= FNJ (may be L/D); *4m= FJ; *3N= Good raise to 4M; 4OM/5m= NAT S/O; *4N= raise to 5M w/ <b>one sure</b> defensive trick;
2H-(2S):		*DbI= G/T H; 3H= COMP; *2N= asks for m; *3m= FNJ (may be L/D); *4m= FJ; *4N= raise to 5M w/ <b>one sure</b> defensive trick; 5m= NAT S/O;
2S-(3H):		*DbI= G/T S; [Later 5m= P/C;]; 3S= COMP; *4m= FNJ; *4N= raise to 5M w/ <b>one sure</b> defensive trick; 5m= NAT S/O;
2M-(3m):		*DbI= G/T M; [Later 5m= P/C;]; 3M= COMP; *3D= FNJ may be Lead-Director; *4N= raise to 5M w/ <b>one sure</b> defensive trick;
2M-(2N):		*DbI/3N= asks for Opener m; 3m= NAT NF; 3M= COMP; 4M/5M= Captaincy;
2M-(OC):		3N= NAT; CUE= Good raise to 4M; 4M= Captaincy; 5M= PRE; *4N= raise to 5M w/ <b>one sure</b> defensive trick;
2M-(Dbl/OC/2N):		*4N= Asks for Opener m; 5m= NAT RESP own suit;
4.8	INTERFERENCE OVER OUR 2N:	
4.81	2N-(Any):	Please refer 1N-2N-Battleground;'
4.9	INTERFERENCE OVER OUR 2N+:	
3m-(Dbl):		NewSuit= NAT maybe Lead/Director; *3N= NAT or Save/Suggesting; 4M= NAT;
3M-(Dbl):		*NewSuit= Fit/Non-Jump; *3N= Save/Suggesting
3N-(Dbl):		Pass= Satisfactory i.e. to play; 4m= P/C i.e. interest in COMP om;
4m-(Dbl):		4M= S/O; 4N= RKCB!430-M; *Pass= Save-Suggesting;



<b>SC-Systematic changes in 4<sup>th</sup> Pos after (P)-P-(P):</b>	
<b>2D</b>	<b>Both M 55 8-10;</b>
<b>2M</b>	<b>Weak 10-11 gen 6+M; 11-13 5M;</b> <b><u>Over 2H:</u> *2S/3m= FNJ; *2N= SPL any;</b> <b><u>Over 2S:</u> *3m/3H= FNJ; *2N= SPL any;</b> <b><u>Over Interference:</u></b> <b>2M-(OC)-Dbl= Game/Try;</b>
<b>3m:</b>	<b>Vg. 6m (13)14-15;</b> <b><u>Over 3C:</u> *3D asks for 3M; 3M= STOP;</b> <b><u>Over 3D:</u> 3M= 5M;</b>
<b>3M:</b>	<b>NAT STR FG Auto KC ask;</b>
<b>4m:</b>	<b>NAT STR FG Auto KC ask;</b>

<b>LC- Leads &amp; Carding:</b>	
<b>Leads:</b>	<b>v/s Suit: 3/5;</b> <b>v/s NT: 3/5;</b>
<b>Honour Leads:</b>	<b>v/s NT: A for ATT, K/Q for U/B or CNT;</b> <b>v/s suit: A for CNT; K/Q for ATT;</b> <b>oth: J/T/9/8: 0/2 with the following exceptions:</b> <b>we lead J from KJT(x) &amp; T from QT9(x);</b>
<b>Other Leads:</b>	<b>2nd best from xXxx</b> <b>5th best from xxxxX;</b>
<b>Carding:</b>	<b>REV ATT &amp; STD CNT</b>

<b>D- Doubles:</b>	
<b>SUPP Dbl/RDbl:</b>	<b>where pard has responded @ 1-level .e. 1D-1M &amp;1H-1S;</b>
<b>RESP Dbl:</b>	<b>after a takeout double, at the two level,</b> <b>after an overcall, after a Pre-empt;</b>
<b>POS SLAM DBL:</b>	<b>Dbl in Direct seat= PEN;</b> <b>P= 0/1; Now, 4th seat pard, SAVES w/ 0, P w/ 2+,</b> <b>Dbls w/ 1;</b> <b>After 4th seat Dbls w/ 1, pard, P w/ 1, SAVES w/ 0;</b>
<b>LDDs:</b>	<b>Dbl of Drury 2m;</b> <b>Dbl of ART FG raise;</b>
<b>SPLinter Dbls:</b>	
<ul style="list-style-type: none"> <li><b>Dbl of direct SPL response:</b> prefer lead in lower of remaining suits EXCEPT at FAV Vul or when we Dbl S whence it is Save-Suggesting;</li> <li><b>Dbl of Opener's SPL raise:</b> not much help in the "obvious" lead suit; e.g. (1D)-P-(1S)-P; (4C)-Dbl= not much help in the "obvious" lead suit H;</li> </ul>	



<b>SD-Standard Defenses:</b>	
<b>v/s Opp STR 1C/2C:</b>	<p>*Dbl= MM; *Oth= TRF; *nN= mm;  <b>Over Str 1C-1D:</b> *Dbl= L/D; *nN= C+D; Oth= NAT;  <b>Oth</b> 100% WJOs;            Delayed actions show EQUAL strength;  <b>After OC by Pard:</b>            Raises= PRE and NT by Advr shows good raise;</p>
<b>v/s Opp STR 1D:</b>	<p>*Dbl= MM; *1N= C+M; 2D= NAT;  <b>Over (1D=STR)-P-(1H=NEG):</b>            *Dbl= H; *1N= C+M;</p>
<b>v/s Opp STR 2N:</b>	*Dbl= S+X; *3m= m+H; 3M= NAT;
<b>v/s Opp WK NT:</b>	<p>Dbl= Pen;            *2C= COMP H/S or HS; [Opener bids 2D for S pref;];            *2D= HS INV/+; 2M= NAT INV;            Oth: 2N= 55 STR; 3X= NAT IJO;  <b>R/O POS: same a/a;</b>  <b>PH: same a/a;</b></p>
<b>v/s Opp STR 1N</b>	<p>*Dbl= S+X; *2m= m+H; 2M= NAT;            Oth: 2N= H+m or C+D STR 55+; 3X= NAT IJO;  <b>R/O POS: same a/a;</b>  <b>PH: same a/a;</b></p>
<b>v/s 2D= Flannery:</b>	<p>*Dbl= 15+ BAL;            *2H= sound take-out of H; [ADV NAT; RESP Dbl;];            *2N= C+D; [PEN Dbl;];            3C= NAT: [3D/S= NAT; 3H= CUE;]; [RESP Dbl;]            3D= NAT: [3H= CUE; 3S= NAT F1;]; [RESP Dbl;]            *3H= STOP ASK;            3S= NAT STR; 4S= NAT STRonger;            3N= TRICKS;            *4H= C+D v STR; *4N= C+D G/O;</p>
<b>v/s 2D= 44 MM:</b>	<p>Pass= Neutral;  <b>[Pass+M= NAT; Pass + Dbl= NEG; P+2N= NAT;];</b></p> <p>*Dbl= COMP C/D or CD or v str NT 19+ or v STR CD;            ADV bids *2M= ART pref cm; 2N= NAT INV; ];</p> <p>2N= 16-18; [Opening 2N SYS ON;];            2M/4M= NAT;            3m= NAT INV OC; [3D= NAT; 3M= STOP;];            *3M= STOP ask;            *4m= 6m+4om STR;            *4N= CD not v STR (else go via *Dbl);  <b>After (2D= 44+ MM)-P-(2M)</b>            Dbl= CD or STR BAL;</p>



	2N= 16-18; 2S/3H/4M= NAT; 3m= NAT INV; *4m/4N= a/a;
<b>v/s 2D= MULTI:</b>	<p>*Dbl= H or S or CD All COMP OR STR 19+ BAL;  [RESP bids 2M= P/C, 2N= (R); 3m= NAT F1;];  2H/2S= NAT F1 w/ 5m {Michaels style};  [2N ask m: 3m= 5m; 4m= 5M+6m NF;]  2N= 15+-18 BAL;  [*3C= STAY; *3R/4R= TRF; *3S= 55 mm G/O; 3N= S/O;  [*4S/4N= TRF C/D 6+m;  [*4C= 65 mm: (4D= sets D; Oth= sets C;);];</p> <p>3m= NAT; *4C= v STR mono-M: 4D asks;  3M= NAT IJO;  3N= S/O; 4M= S/O;</p> <p><b><u>After (2D)-P-(2M):</u></b>  4<sup>th</sup> POS: Dbl= NEG T/o of M; 2N= NAT 15-18;</p> <p><b><u>After (2D)-P-(2M)-P; (P/2S):</u></b>  6<sup>th</sup> POS: Dbl= T/o; 2N= 2-suiter;</p> <p><b><u>After (2D)-P-(2M)-P; (2S)-P-(P):</u></b>  8<sup>th</sup> POS: Dbl= T/o; 2N= 2-suiter;</p> <p><b><u>After (2D)-P-(P):</u></b>  Dbl= T/o or D or v STR;  2M/3C= NAT; 3M= IJO ~14-16; 2N= 15-18;  3D= STR FG no D STOP; 4m= 55 C+cm FG;</p> <p><b><u>After (2D)-Dbl-(P):</u></b>  a/o our 2D multi i.e.  2H/S= P/C; 2N= (R); 3m= NAT F1; 3M= NAT g. 6M 9-10;  3N= S/O; 4C/4D= a/o our 2D;</p>
<b>v/s 2N= mm:</b>	Dbl= take-out~ BAL 14-16 or 20+; 3N= TRICKS ! *3C= COMP HS or H/S; *3D= INV/+ HS; *3M= NAT INV; 4M= NAT STR; *4m= 6cM+4OM;  <b><u>After (2N=CD)-3C:</u></b> ADVancer bids as follows: (1) 3H as P/C, (2) with one-suit G/I bids 3D and then:



	over 3H bids 3S as NAT INV or 4S NAT to play, over 3S bids 4H to play, (3) bid paradox 3S as P/C to invite a H game; (4) can bid at the 4-level, 4D and 4H, with S and H preference resp.	
<b>v/s 2X/3X:</b>	<b>v/s 2m:</b>	<b>v/s 3m:</b>
	*3m= M+M; 3M= NAT IJO; *4C= 1-suiter any STR: <b>[4D asks];</b> *4D= M+M (> than 3m); *4M= M+om; *4N= BW; 5om= NAT S/O;	3M/N= NAT; *4C= 1-suiter any STR: <b>[4D asks];</b> *4D= M+M; *4M= M+om; *4N= BW; 5om= NAT S/O;
	<b>v/s 2M:</b>	<b>v/s 3M:</b>
	*3M= 55 mm 14-16; *4C= 1-suiter STR any: <b>[4D asks];</b> *4D= OM+D; *4OM= OM+C; *4M= C+D; *4N= BW; 5m= NAT S/O;	3S= NAT; *4C= 1-suiter STR any; <b>[4D asks];</b> *4D= OM+D; *4OM= OM+C; *4M= C+D; *4N= BW; 5m= NAT S/O;
<b>v/s 3N= Gambling:</b>	Pass= Neutral; Dbl= HCP;	<b>[ Pass + Dbl= T/O;]</b> <b>[ Pass + 4D= NAT;]</b> <b>[ Pass +4M= 55 M+om G/O;];</b>
	<b>Oth= CCD style; i.e.</b> *4C= H or S or HS COMP; *4D= H+S STR; 4M= NAT STR;	
<b>v/s 3N= 4m PRE:</b>	Dbl= HCP;	
	<b>Oth= CCD style; i.e.</b> *4C= H or S or HS COMP; *4D= H+S STR; 4M= NAT STR;	
<b>v/s 4m= NAMYATS:</b>	Pass= Neutral;	<b>[ Pass + Dbl= PEN;] ;</b>
	*Dbl= T/O H/S resp;	<b>[ Dbl+Dbl = stronger T/O;];</b>
	(4C)-*4H= LM S+m;	
	(4D)-*4S= LM C+D;	
<b>v/s 4N= C+D PRE:</b>	Pass= Neutral; <b>[Pass+Dbl= PEN; Pass+5D= NAT;];</b> Dbl= Offensive values; 5C= NAT; *5D= H+S; *5N= H+S v str No m losers; *6m= H+S v STR, one loser in om;	



<b>DC-</b>	<b>Summary of Defensive &amp; Competitive Bidding:</b>
<b>DC-1</b>	<b>We Overcall</b>
<ul style="list-style-type: none"> <li>OCs= wide-ranging, gen 5+ cards</li> <li>Raise= LIM, JumpRaises= PRE, NT= NAT;</li> </ul>	
<b>*Reubens Advances:</b> (1X)-1Y: 1Z/1N/2N= NAT; 2X= TRF; 2Y-1= good raise; 2Y= just a raise; e.g. (1C)-1S: 1N= NAT; 2C= TRF D; 2D= TRF H; 2H= good 2S raise; 2S= just a raise; 2N= NAT; 3C= MIXED raise; 3S= PRE raise; 3D/H= NAT NF say AKQxxx or KQJxxx + K ; 3S= PRE raise; e.g. (1H)-1S: 1N/2C/2D/2N= NAT; 2H= good 2S raise; 2S= just a raise; 3C/D= NAT NF; 3H= MIXED raise; 3S= PRE raise; Also, NewSuit (whenever NAT) = F1 if OC @ 1-level; = NF if OC @ 2-level; TRF + NS = SPL; TRF into NS+ SUPP = FJ;  <b>Reubens Advances ON after Dbl &amp; 1N &amp; oth ADVance by OPP:</b> <b>After (1X)-1M-(Dbl): Reubens Advances Apply;</b> <b>After (1X)-1M-(1N): Reubens Advances Apply;</b> <b>After (1C)-1D-(1N): Reubens Advances Apply;</b> <b>NO Reubens Advances after 3-level OC;</b> After (1X)-1Y-(1Z/2Z): Dbl= 4 <sup>th</sup> suit w/ xx SUPP of Y; 4 <sup>th</sup> suit= 5+ No SUPP of Y;	
<b>DC-2</b>	<b>JUMp OverCalls</b>
<ul style="list-style-type: none"> <li>1-suit: 75% WJO; 25% IJO;</li> <li>After (1N=weak) at V/NV -&gt; IJO; NV/V -&gt; WJO;</li> <li>In R/o seat: 100% IJO;</li> <li>Over PRE: 100% IJO;</li> <li>Responses over WJO/IJO:</li> <li>2N advance is NAT G/T usually w/ fit; [NS= SPL; 3N= g. suit; 3X= S/O;];</li> </ul>	
<b>DC-3</b>	<b>We make a Take-Out Dbl</b>
<ul style="list-style-type: none"> <li>Style: 12+ gen; if classical 4441/4450 maybe 10+;</li> </ul>	
<b>Responses:</b> <b>simple suit response 0-7/8;</b> <b>1N= 7-10; 2N= 11-12; 3N= 13+;</b> <b>Jump response in M</b> maybe w/ 4 cards, w/ 5 cards HCP requirement maybe shaded; <b>Jump response in m</b> usually w/ 5 cards; <b>Jump response to 4M</b> is gen 6+ cards, MODerate HCP;	



<b>CUE= Forcing/SuitAgreement; F/SA;</b> e.g. (1X)-Dbl-(P)-2X=CUE F/SA; <b>Jump CUE</b> shows an unspecified SOLID suit (Dbler's priority is NT w a stop); e.g. (1H)-Dbl-(P)-3H w/ say Ax,xx,Akxxxxxx,xx; With a close choice between an INV JUMP advance in a M & CUE F/SA, ADVancer prefers the CUE w/ 5M; e.g. (1D)-Dbl-(P)-2D w/ KJTxx,Axx,xx,QJx;		
<b>DC-4</b>	<b>They Open, Our Competitive Bids:</b>	
	<b>Michaels Cue:</b> Direct and reopening position over suit one bids and 1NT response, weak or quite strong.	
	<b>After (1M)-2M:</b> 2N= asks for m or S/T; Next P=S/O; 3OM/4m= S/T; 3D/4C= NAT FG; *3C= 13+ w/ no fit for pard M; Next: P= MIN w/ C; 3D= MIN w/ D; 3M= MAX w/ cm; *3D= INV w/ M fit;	<b>After (1m)-2m:</b> 2D= NAT; 2N= NAT (misfit) [OCer removes w/ EXTRAS]; 3M= PRE; *3m= CUE ART F1 w/ 33+ MM INV/+;
	<b>Direct Jump Cue:</b>	
	<b>Direct three level jump cue is:</b> Natural over minor opening (incl Precision 1D), Asks stopper over major opening;	
	<b>Direct 2N OC:</b>	
	of a M Opening shows both minors, about 12-15; of a minor Opening shows H+om, 12-15;	
<b>DC-5</b>	<b>After Opp Conventional 2-suiter OCs:</b>	
	<b>After 1M-(2N):</b> See Sec-U Utility Convention	<b>After 1D-(2N=H+C):</b> <b>CUE #1=</b> COMP/FG lower suit-D; <b>CUE #2=</b> COMP/FG higher suit -S; Bidding Opener's suit & 4th(S)suit are INV;
	<b>Over minor Michaels:</b> See Sec-U Utility Convention	<b>Over Major Michaels:</b> P= Neutral; [Delayed Dbl=PEN;]; * <b>Dbl</b> is "STOLEN" bid; * <b>CUE=</b> INV w/ 3+M SUPP; * <b>2N=</b> FG w/ 4M SUPP; 3m= NAT F1; * <b>4m=</b> FJ; * <b>3N=</b> ART 4+S SUPP BAL FG; * <b>JUMP CUE 3S=</b> SPL FG; [FP+Y];
<b>DC-5</b>	<b>After a take-out Dbl of our 1X:</b>	
	<b>RDbl:</b> PEN or 3M fit 11-12 over a Major opening; shows <u>both</u> majors over a minor opening;	



	<b>NewSuit:</b> forcing one level only; <b>JumpShift:</b> FJ over a Major opening, NAT PRE over a minor opening; <b>2N/3N:</b> LIM/+ over a Major opening, CD PRE over a minor opening; <b>Non-game Dbl JumpShift:</b> FJ over a Major opening, SPL over a minor opening; <b>Oth:</b> Over a Major opening, we play TRF upto 2U Major; Over a minor opening, 1N is NAT, 2m raise is COMP.	
<b>DC-6</b>	<b>Notes on Balancing:</b>	
	<ul style="list-style-type: none"> <li>• 1N= 11-15:2C= (R): [2D,M= 11-13; 2N= 14-15; 3X= 14-15;]; Oth= SYS ON;</li> <li>• Dbl+NT: 16-17;</li> <li>• 2N=18-19: 2N SYS ON;</li> <li>• Jump in new suit: is opening hand, good 5+M or 6+m;</li> <li>• (1X)-P-(P)-2X: STR 2-suiter w/ suits unspecified; F/SA; ADVancer bids on Pass/Correct principles; ADVancer's NT bids are NAT &amp; below-game NT bids are F1;</li> <li>• (1X)-P-(P)-3X: STR unspecified SOLID suit asks for STOP; if the 3X bidder removes 3NT or bids strongly over advancer's negative 4C, he is making a one-suited slam suggestion.</li> </ul>	
<b>DC-7</b>	<b>Fourth Position Auctions:</b>	
	(1X)-P-(1Y):	Dbl= other 2 44+; 1N= 15-18; Also, 2X/Y= NAT; Also, 2N= Oth STR 55+ or quite weak; <ul style="list-style-type: none"> <li>○ 3X/4X= NAT PRE;</li> <li>○ 3Y= STOP ask;</li> <li>○ 4Y= NAT;</li> </ul> 3Z= IJO;  <u>After (1m)-P-(1M)-1N:</u> 2M= STAY; 2om= NAT NF; 2m= TRF OM; 2OM= TRF om FG; <u>After (1C)-P-(1D)-1N:</u> 2C= STAY; 2R= TRF; 2S= TRF om;
	(1X)-Dbl-(1Y):	Dbl= PEN; *2Y= ART CUE F1; 2X= NAT;
	(1X)-P-(1N):	<u>After (1m)-P-(1N):</u> *Dbl= S+X; 2m= m+H; 2M= NAT; <u>After (1m)-P-(1N)-P; (P):</u> Dbl= PEN; *2m= CUE, H+S; 2om/M= NAT; <u>After (1M)-P-(1N):</u>



		Dbl=T/o; 2m=NAT; *2M= OM+m; *2N= C+D; <b>After (1M)-P-(1N)-P; (P):</b> Dbl= PEN; 2m= m+OM;
	(1m)-P-(2N):	*Dbl= S+X; 3m= m+H; 3M= NAT;
	(1X)-1Y-(1Z):	Dbl shows unbid suit and tolerance for OC suit. Bidding the 4 <sup>th</sup> suit is 6+ no tolerance for suit Y;
	(1M)-P-(2M):	* <b>Dbl</b> = OBAR; *2N= 55; <b>[ADVancer bids on Pass/Correct principles;];</b> <b>same defense as over (2M) i.e.</b> *4C= STR 1-suiter any; *4D= D+OM; *4OM= OM+C; *4N= C+D; 5m= NAT;
	(1M)-P-(3M) (1M)-P(3m=Bergen):	<b><u>After (1M)-P-(3M):</u></b> <b>same defense as over (3M) i.e.</b> *4C= STR 1-suiter any; *4D= D+OM; *4OM= OM+C; *4N= C+D; 5m= NAT; <b><u>After (1M)-P-(3m=Bergen):</u></b> We treat as (1M)-P-(3M) & apply v/s (3M=PRE) defense; *3M= OM+m 55+ may be distributional' * <b>Dbl</b> = take-out of M; <b>same defense as over (3M) i.e.</b> *4C= STR 1-suiter any; *4D= D+OM; *4OM= OM+C; *4N= C+D; 5m= NAT;



<b>M- Miscellany:</b>	
<b>M-1</b>	<b>BW/RKC/EKC/Super=Gerber</b>
	RKCB1430-X; EKCB03142-X;
	When C are trumps, 4N is OPTIONAL RKCB i.e. 5C NOT A STEP 5D= 0/3; 5H= 2 w/o Q; 5S= 2 w/Q; 5N= 1/4 w/o W; 6C= 1/4 w/ Q;
	When 4N not available for RKCB, 5N= RKCB1430-X; If 4N taken away by Opps, 5N= RKCB1430-X; e.g. 3H-(5m)-*5N= RKCB1430-H; (2D)-2M-(5D)-*5N= RKCB1430-M;
	When 4N would be natural, Super-Gerber is a jump to 5C over 3N Responses: 0/1/2/3/4.
	If the opps Interfere over our 4N BELOW our 5X: Pass= 2 <sup>nd</sup> step i.e. 0/3; Dbl/Rdbl= 1st step: ¼; 1 <sup>st</sup> suit step= 2 w/o T-Q; 2 <sup>nd</sup> suit step= 2 w/ T-Q; 5N= 2/4 w/ a VOID; 6X= 0/3 w/ a VOID; If the opps Interfere over our 4N ABOVE our 5X: We play DEPO: Dbl= 0/2/4; Pass= 1/3/5;
<b>M-2</b>	<b>When 4N is BW &amp; not RKCB:</b>
	After our 1M/2C/2M/3X Openings , a Direct 4N is BW, we play simple BW ¼ 03 2 with the Trump-K not to be counted as an Ace;
<b>M-3</b>	<b>GSF</b>
	Step: 1 No ace, king or queen Step: 2 The queen, five small or the knowledge that there are 10+ trumps Step: 3 The ace or king Step: 4 The ace or king with extra length Higher: Two of the top three honors (plus some extra feature) 7C: Two of the top three honors
<b>M-4</b>	<b>Bidding the Opp's suit NATurally !</b>
	After (1X)-P-(1Y): we play both 2X & 2Y as NAT NF;
	After (1C)-1D-(1M): we play 2M/3M/4M= NAT;
	After (1m)-P-(1X)-Dbl; (P)-2m= NAT;
	After (1m)-P-(1X)-P; (2X)-3m= NAT;
	After (1m)-1H-(P)-1S; (P)-2m= NAT;
	After (1m)-1M-(P)-1N; (P)-2m= NAT;
	After (1X)-Dbl-(1Y): we play 2X NAT NF;
<b>M-5</b>	<b>2-suiters by PH:</b>
	<ul style="list-style-type: none"> <li>(1m): 1N= 5om+4H ; 2C= 5om+4S; 2D= H+S (54+);</li> <li>(1M): 1N= 4OM+5m;</li> <li>(1N): MeckWell i.e. Dbl= mono-C or D or H+S; 2C= C+X; 2D= D+M;</li> </ul>



<b>M-6</b>	<b>After Opp 3X/4m in 2<sup>nd</sup> POS After our 1D/1N Opening:</b>	
	<b>1D/1N-(3C):</b>	P= Neutral; Dbl= NEG; *3D/H/S= TRF H/S/D INV/+ (Opener assumes COMP); 3N= NAT; *4C= H+S; *4D/H/S= TRF H/S/D; *5C= 4450;
	<b>1D/1N-(3D):</b>	P= Neutral; Dbl= NEG; *3H= TRF S INV/+; *3S= TRF H FG; 3N= NAT; *4C= H+S; *4D/H/S= TRF H/S/C; *5C= 4405;
	<b>1D/1N-(3H):</b>	3S= NAT COMP/+; *4C= D INV/+; *4D= TRF S; *4S= TRF C; *4H= C+D FG; [*4S= ART S/T; 4N= NAT;];
	<b>1D/1N-(3S):</b>	*4C= D INV/+; *4D= TRF H; *4S= TRF C; *4H= C+D FG; [*4S= ART S/T; 4N= NAT;];
	<b>1D/1N-(4C):</b>	Dbl= NEG; *4D/H= TRF; *4S= TRF D; 4N= NAT;
	<b>1D/1N-(4D):</b>	Dbl= NEG; 4H/S= NAT; 5C= NAT; 4N= NAT;
<b>M-7</b>	<b>After Opp 1N/3N/4M in 2<sup>nd</sup> POS After our 1X/1N Opening:</b>	
	<b>1D-(1N):</b>	<b>Pls refer The 1N Battleground;</b>
	<b>1D-(3N):</b>	*4C= unspecified 1-suiter; *4D= H+S; *4M= LM M+m FG;
	<b>1D-(4H):</b>	Pass= Neutral maybe PEN Dbl of 4H; 4S= NAT; *4N= CD; 5m= NAT;
	<b>1D-(4S):</b>	Pass= Neutral maybe PEN Dbl of 4S; *4N= CD or DH or STR 5H; 5m/H= NAT;
	<b>1H-(1N):</b>	<b>Pls refer The 1N Battleground;</b>
	<b>1H-(3N):</b>	*Dbl= All 4+H hands; [Opener bids 4S with long S, else 4m w/ upto 2H;]; 4m= NAT may have xx H; 4H= long gen 7+H; *4N= CD;
	<b>1H-(4S):</b>	Pass= Neutral maybe PEN Dbl of 4S; *4N= CD; 5m= NAT 5H= COMP
	<b>1S-(1N):</b>	<b>Pls refer The 1N Battleground;</b>
	<b>1S-(3N):</b>	*Dbl= All 4+H hands; [Opener bids 4S with long S, else 4m w/ upto 2S;]; 4m= NAT may have xx S; 4H= long gen 7+H; *4N= CD;
	<b>1S-(4H):</b>	Pass= Neutral maybe PEN Dbl of 4H; 4S= NAT; *4N= CD; 5m= NAT;
<b>M-8</b>	<b>Many hues of 3N/4N:</b>	
	<ul style="list-style-type: none"> <li><b>3NT is always to play if that interpretation is possible and reasonable:</b></li> </ul>	
	(1S) P	(3S) 3NT NAT (where 3S=limit, or less)
	(1S) P	(2D) 3NT NAT (usually a long suit)
	(1S) P	(3C*) 3NT NAT (where 3C is an ART raise, e.g. MINISPLINTER or BERGEN)



- **4NT is to play (or NAT) if that is a reasonable interpretation:**

(3m)	DBL	(P)	4NT	NAT
(4m)	DBL	(P)	4NT	NAT
(2M)	DBL	(P)	4NT*	Minors (no obvious slam interest)
			4M*	Slam try (includes M control)
(3M)	DBL	(P)	4NT*	Minors (too important)
(4M)	DBL	(P)	4NT*	Minors or two suits (too important)
(3M)	4m	(P)	4NT	NAT
(3S)	4H	(P)	4NT*	RKCB1430-H
			4S*	S cue-bid, slam try in H

- 4NT by either partner after a “4<sup>th</sup> suit force” is NAT.
- Similarly, after a “4<sup>th</sup> suit force” and NAT 2N, 4N by either partner is NAT  
When someone has bid a NAT 3N and partner tries for slam with a FORCING four-level suit bid, a DIRECT retreat to 4N is NAT. In this scenario, if the 3N bidder cooperates with a control-showing bid, 4N is NAT, non-forcing, when it bypasses a particular control.

# SC-LITE



<b>U-Utility Conventions:</b>	
<b>U.1 Unusual v/s Unusual</b>	
If OPPs show 2-suits, we take advantage and show the other 2-suits ARTificially by the following Scheme: <b>CUE #1 is COMP or FG in the 4<sup>th</sup> suit i.e. your own suit;</b> <b>CUE #2 is COMP or FG in the suit opened i.e. Partner's suit;</b>	
1M-(2N=C+D):	*3C= COMP/FG S; *3D= COMP/FG H; 3H/3S= INVITATIONAL; 3N= FG M raise BAL; *4m= SPL raise; 4N= RKCB1430-M;
1D-(2D=H+S):	*2H= COMP/FG in C; *2S= COMP/FG D; 3m= INVITATIONAL; *3M= SPL Big D fit; 2N= NAT INV; 4D= PRE; 4C= FJ; 4N= RKCB1430-D;
<b>U-2 SASS-Leb-Rub</b>	
<b>SASS= Slow Arrival Shows Stop (i.e. via 2N shows STOP);</b>	
Case: 1 1N-(2M): Case: 2 (1X)-(1N)-(2X/Y): Case: 3 (1M)-P-(2M)-Dbl; (P): Case: 4 (2M)-P-(P)-Dbl; Case: 5 (2D=Multi)-P-(2H)-Dbl; (P); Case: 6 (2M)-Dbl: Case: 7 (1M)-(Dbl)-(2M):	
Dbl=	NEG; [promises 4OM COMP/+ and/or 4OM+5C COMP/+;]
2N=	Leb-Rubensohl PUP 3C:
	<b>Next:</b> P/3X= lower suit S/O;
	*3M= <b>4OM w/ M STOP;</b>
	*3Y= 3higher suit i.e. 3S= INV w/ 4S;
	*3N= <b>NO 4OM w/ M STOP; (can have 5+C);</b>
	*4M= CD S/T NO M CUE;
*3C=	INV/+ D; [Next: *3M(CUE)= 4OM; *3OM= asks M STOP; 3N= M STOP;];
*3D=	INV/+ OM;
*3M(CUE)=	4OM w/ NO M STOP;
*3OM=	INV/+ C w/ NO M STOP;
*3N=	NO 4OM & NO M STOP;
*4C=	Gerber;
*4D=	TRF OM;
4OM=	NAT;
*4M=	CD S/T M Cue; *4N= CD G/O;