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## GENERAL DESCRIPTION OF BIDDING METHODS

**2/1 Game Force, 5-card Majors, Var NT, short ♣ & ♦, 2♣ both Majors**

### 1NT OPENINGS AND RESPONSES – Note 1

**Strength** 1/2 NV 11-14, 3 NV 14-17, else 15-17 HCP

Tick if artificial and provide details below ☐

**Shape constraints** BAL

Tick if may have singleton ☐

**Responses** 2♣ Stayman (non-promissory)

2♦ Transfer to ♥ 2♥ Transfer to ♠

2♠ Transfer to ♣ 2NT Transfer to ♦

Others 3♣: 55M INV; 3♦: 55M GF; 3♥: 54+m short ♥ GF; 3♠: 54+m short ♠ GF;  
4♦/4♥: transfer; 4♠: 55m GF

Action after opponents double (if penalty)XX: any 1-suiter, 2X=touching; pass: F to XX **Note 2**

Action after other interference X: strength if (2/3X) artificial, takeout if (2/3X) natural;  
2NT: Lebensohl; jump to 4♦/4♥: transfer **Note 2**

### TWO-LEVEL OPENINGS AND RESPONSES

#### Meaning

#### Responses

#### Notes

2♣ (1) 5-10 (NV) / 8-11 (V) 54+ Majors; or  
(2) ≥5 losers 65+ Majors  
(3) ≤3 losers 55+ Majors  
(4) 3<sup>rd</sup> NV can be 44 and wide-range  
2♦: equal length or INV; 2M: NF; 2NT: GF; 3m: natural INV; 3M: PRE **Note 3**

2♦ (1) 3-8 5+(NV) / 6-11 6(V) ♥/♠; or  
(2) 25+ BAL; or  
(3) 8.5+ PT for m or 9.5+ PT for M  
2M/3M: p/c; 3♣/♦: ♥/♠ INV+; 2NT: ask; 4M/5m: nat **Note 4**

2♥ 5-10 (NV) / 8-11 (V) 5+♥/4+m  
2♠ 5-10 (NV) / 8-11 (V) 5+♠/4+m  
2NT: ASK; 3♣/4m: p/c; 2♥-3♦/2♠-3♥: GF fit Major; 2♠-3♦: ♥ F1 **Note 5**

2NT 22-24 HCP BAL  
3♣: puppet stayman; 3♦/♥: transfer;  
3♠: minor stayman; 3NT: puppet to 4♣;  
4♣: 55M; 4♦/♥: transfer **Note 6**

### OTHER ASPECTS OF SYSTEM WHICH OPPONENTS SHOULD NOTE

(Please include details of any agreements involving bidding on significantly less than traditional values).

3NT: Namyats with 8-9 tricks; Responder 4♣: slam try; 4♦: show your M; 4M: p/c slam try

4NT: Specific A asking: 5♣: No A; 5NT: ♣A; 6♣: 2As

## OTHER OPENING BIDS

	HCP	see Note*	Min length	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
1♣	11+	<input type="checkbox"/>	2	1) 4+♣ unbal; OR 2) 12-14 BAL (V), no 4♦; OR 3) 15-17 BAL (1/2 NV), no 4♦; OR 4) 20-21 BAL, may 5♦		<b>Note 14,15 &amp; 16</b>
1♦	11+	<input type="checkbox"/>	2	4+♦ or 18-19 BAL may 5♣		
1♥	11+	<input type="checkbox"/>	5		F1NT; Jacoby; Bergen;	<b>Note 7</b>
1♠	11+	<input type="checkbox"/>	5		2♣: art GF; 2♦: 5+ cards ♥ GF	<b>Note 8</b>
3 bids	6-10	<input type="checkbox"/>	6/7	Pre-emptive	New suit = const NF (NV) ; F1 (V)	
4 bids	6-10	<input type="checkbox"/>	7/8	Pre-emptive		

\*(Please enter your normal HCP range in the HCP column. Please tick box if you have any special agreements involving different values in particular positions (e.g. light openings in third seat) and include further details under Supplementary Details).

## DEFENSIVE METHODS AFTER OPPONENTS OPEN

OPPONENTS OPEN A NATURAL ONE OF A SUIT	CONVENTIONAL MEANING	SPECIAL RESPONSES	Notes
Simple overcall	1X: wide range; 2X: 10+ HCP	New suit at 2/3-lvl: NF/F1; cue bid: LR+ over M, check 4-cards M/stopper over m; xfer response over 1M overcall	<b>Note 12</b>
Jump overcall	PRE		
Cue bid	Michael's; NV: wide range; V: Intermediate		
1NT	Direct: 15-18 HCP BAL (System ON) / Balancing: 12-14 HCP (all natural)		
2NT	Direct: Unusual 2NT / Balancing: 18-20 HCP BAL (System ON)		
OPPONENTS OPEN WITH	DEFENSIVE METHODS	SPECIAL RESPONSES	Notes
Strong 1♣/1♦/2♣/2♦	X: ♥+♠; ♣: ♣ or ♦+♥; ♦: ♦; ♥: ♥ or ♠+♣; ♠: ♠ or ♣+♦; NT: ♠+♦ or ♥+♣;		<b>Note 17</b>
Short 1♣/1♦	Same as natural 1♣/1♦ opening		
Weak 1NT	Multi Landy when non-passed hand; Lionel when passed		<b>Note 9</b>
Strong 1NT (14-16 or+)	Same as passed hand vs weak NT		<b>Note 9</b>
Weak 2	X: Takeout; Cue: ask stopper;	Lebensohl ON over X oppo weak 2	
Weak 3	Over oppo 2/3M, 4m: 5+m-5+oM		
3NT (show long minor)	X: penalty; 4m: takeout, short in m; Others: to play		
Multi 2♦	X: 12-14 BAL or 18+ any; 2NT: 15-17 BAL, same as 2NT opening		<b>Note 13</b>

## SLAM CONVENTIONS

Name	Meaning of Responses	Action over interference
RKC	14/30/2 w/o trump Q/2 w trump Q	
Weak RKCB	0.5/1/1.5/2/2.5 KC after 3X – 4♣ or 3♣ – 4♦	
Cue bid	First or second round control	Over X, XX shows first round

## COMPETITIVE AUCTIONS

Agreements after opening of one of a suit and overcall by opponents

Level to which negative doubles apply	4♥
Special meaning of bids	Cue: fit, INV+ (if open M), or ASK stopper / 4M, INV+ (if open m)
Exceptions / other agreements	New suit: 1/3 level F; 2 level NF

Agreements after opponents double for takeout

Redouble	10+ HCP no fit, seek for penalty	New suit	1/3-level F; 2-level NF	Jump in new suit	1/3-level F; 2-level NF
Jump raise	Pre-emptive	2NT	fit, good raise	Other	

Other agreements concerning doubles and redoubles

Emphasise Majors ONLY; After oppo XX showing strong: Pass: Nothing to tell; Jump: PRE

In GF sequence: X = PEN;

Support X / XX up to 2♥

## OTHER CONVENTIONS

1m – 1M – 1NT – 2♣/2♦: 2 way checkback; **Note 10**

1m – 1M – 2NT – 3♣: Major checkback; **Note 10**

Help suit try after 1m – 1M – 2M or 1M – 2M or P – 1M – 2m/2M;

Unusual vs unusual (X: suggest penalty; cue lower: fit; cue higher: remaining suit FG);

Gazzilli after 1M – 1♠/1NT **Note 8**

2NT as Lebansohl **Note 12**

For passed hand over 1M: 1 way drury (2♣: 4-cards M max pass); Jump: fit raise **Note 7a**

For passed hand over 1M: 2NT shows 8-10 HCP 55m, opener any bid to play except 4m slam try

## SUPPLEMENTARY DETAILS

(Please cross-reference where appropriate to the relevant part of card, and continue on back if needed).

**Version control System card**

**Last updated: 05<sup>th</sup> January 2024**

Note Updates	Description	Last Updated
Note 1	Development after 1NT opening	22 <sup>nd</sup> May 2022
Note 2	Development after 1NT being interfered	17 <sup>th</sup> December 2023
Note 3	Development after 2♣ opening	24 <sup>th</sup> December 2023
Note 4	Development after 2♦ opening	17 <sup>th</sup> October 2023
Note 5	Development after 2M opening	17 <sup>th</sup> October 2023
Note 6	Development after 2NT opening	17 <sup>th</sup> October 2023

## OPENING LEADS

For all the card combinations shown, clearly mark the card normally led if different from the underlined card.					Hatch over or shade this box if using non-standard leads.		
v. suit contracts	A <u>K</u>	A <u>K</u> x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 <u>8</u> 7 x	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	x <u>x</u> x	x <u>x</u> x x	x <u>x</u> x x x
v. NT contracts	A <u>K</u> x ( <u>x</u> )	A <u>J</u> 10 x	<u>K</u> <u>Q</u> 10	<u>K</u> <u>Q</u> x	K <u>J</u> 10	K <u>10</u> 9	<u>Q</u> J 10
	<u>Q</u> J x	<u>J</u> 10 x	10 x <u>x</u>	<u>10</u> 9 x	9 8 7 <u>x</u>	10 x x <u>x</u>	H x <u>x</u>
	H x x <u>x</u>	H x x <u>x</u> x	H x x <u>x</u> x x	<u>x</u> x	<u>x</u> x x	x x x <u>x</u>	x x x <u>x</u> x
Other agreements in leading, e.g. high level contracts, partnership suits:-							
First lead: VS suit 2 <sup>nd</sup> / 4 <sup>th</sup> ; VS NT top of nothing (<4 cards)/ 4 <sup>th</sup> (4+ cards); J/10 lead implies 0/1 honour							
VS suit or NT, partner lead A/Q for attitude (may lead Q from KQ) and K for count							
CARDING METHODS							
	Primary method v. suit contracts			Primary method v. NT contracts			
On Partner's lead	udca			udca			
On Declarer's lead	udca			udca			
When discarding	udca			udca			
Other carding agreements, including secondary methods (state when applicable) and exceptions to above							
Attitude: low: encouraging; high: discouraging							
Count: high-low: odd; low-high: even							
Suit preference: high: higher rank; low: lower rank							
Remaining CTT: standard							
Reverse Smith Echo VS NT							
SUPPLEMENTARY DETAILS (continued)							
Note Updates	Description					Last Updated	
Note 7	Development for major raises					05 <sup>th</sup> November 2023	
Note 8	Development for 2/1 Game Force and Forcing 1NT					24 <sup>th</sup> December 2023	
Note 9	Defence against oppo open 1NT					29 <sup>th</sup> September 2023	
Note 10	Checkback after NT rebbid					17 <sup>th</sup> December 2023	
Note 11	Transfer response over 1M overcall or 1M opening X					28 <sup>th</sup> May 2022	
Note 12	Use of 2NT as Lebansohl					24 <sup>th</sup> May 2022	
Note 13	Defence against opponent Multi 2 ♦					24 <sup>th</sup> May 2022	
Note 14	Transfer and Walsh responses to 1 ♣ opening					30 <sup>th</sup> November 2023	
Note 15	Inverted minor					05 <sup>th</sup> January 2024	
Note 16	1m – 2X development					05 <sup>th</sup> January 2024	
Note 17	Against Strong/Artificial openings					27 <sup>th</sup> December 2023	

## Supplementary Details:

### Note 1: Development after 1NT opening

(Last updated: 22<sup>nd</sup> May 2022)

- **Overview of Responses to 1NT opening:**
  - 2♣ = **Stayman**, do not promise Major [1a]
  - 2♦/2♥/4♦/4♥ = **Transfer** to 2♥/2♠/4♥/4♠, with supper acceptance [1b]
  - 2♠/2NT = **Transfer** to 3♣/3♦, single m suit, with supper acceptance [1c]
  - 3♣ = **55M INV**, natural development
  - 3♦ = **55M GF**, natural development
  - 3M = **splinter** with **54+m short M GF**, natural development

### Note 1a: Development after 1NT – 2♣

(Last updated: 22<sup>nd</sup> May 2022)

- After 1NT – 2♣, **1NT opener**:
  - 2♦ = no 4 cards M
    - **2♣ responder** further response:
      - 2♥ = **signoff**, usually 5+ cards ♥ and 4 cards ♠
      - 2♠ = **signoff**, 5+ cards ♠ and 4 cards ♥
      - 2NT = **INV**, can have 54M or no any 4 cards M
        - **1NT opener** further development:
          - 3m = **signoff**
            - *Note: in a INV sequence, 1NT opener bid 3m = signoff, usually with 6 cards m*
      - 3♣ = **GF**, 5+ cards ♣ and 4 cards unknown M
        - **1NT opener** further development:
          - 3X = ♣ fit, cue bid
      - 3♦ = **GF**, 5+ cards ♦ and 4 cards unknown M
        - **1NT opener** further development:
          - 3X = ♦ fit, cue bid
      - 3♥ = **GF, Smolen**, 5+ cards ♠ and 4 cards ♥
      - 3♠ = **GF, Smolen**, 5+ cards ♥ and 4 cards ♠
      - 3NT = to play
      - 4♦ = **GF, Transfer**, 6+ cards ♥ and 4 cards ♠
      - 4♥ = **GF, Transfer**, 6+ cards ♠ and 4 cards ♥
      - 4NT = Quantitative
  - 2♥ = 4 cards ♥, can have 4 cards ♠
    - **2♣ responder** further response:
      - 2♠ = **INV** without 4 cards ♠ OR **GF** with ♥ fit
        - **1NT opener** further development:
          - 2NT = **min**
          - Others = **max**, values
      - 2NT = **INV** with 4 cards ♠
      - 3♣ = **GF**, 5+ cards ♣ and 4 cards ♠
        - **1NT opener** further development:
          - 3X = ♣ fit, cue bid
      - 3♦ = **GF**, 5+ cards ♦ and 4 cards ♠
        - **1NT opener** further development:
          - 3X = ♦ fit, cue bid

- 3♥ = **INV**
- 3♠ = ♥ fit, splinter, slam try
- 3NT = choice of contract, to play in 3NT or 4♠
- 4m = ♥ fit, splinter, slam try
- 4♥ = to play
- 4NT = Quantitative
  - *Note: if RKCB through 2♠ fit ♥ first*
- 2♠ = 4 cards ♠, no 4 cards ♥
  - **2♣ responder** further response:
    - 2NT = **INV**, may not have 4 cards ♥
    - 3♣ = **GF**, 5+ cards ♣ and 4 cards ♥
      - **1NT opener** further development:
        - 3X = ♣ fit, cue bid
    - 3♦ = **GF**, 5+ cards ♦ and 4 cards ♥
      - **1NT opener** further development:
        - 3X = ♦ fit, cue bid
    - 3♥ = ♠ fit, **GF**
    - 3♠ = **INV**
    - 3NT = to play
    - 4X = ♠ fit, splinter, slam try
    - 4♠ = to play
    - 4NT = Quantitative
      - *Note: if RKCB through 3♥ fit ♠ first*

### Note 1b: Development after 1NT – 2♦ / 1NT – 2♥ / 1NT – 4♦ / 1NT – 4♥

(Last updated: 22<sup>nd</sup> May 2022)

- **General Principles:**
  - **1NT opener** bids other than completing the transfer are super accept, showing:
    - New suit = **max**, 4+ cards support and doubleton in the suit
      - *Note: in some case 2NT is used to show doubleton in the suit reserved for re-transfer*
    - 3M = **min** and 4+ cards support
  - After super accept,
    - If responder rebid 3♦/3♥ as **re-transfer** to 3♥/3♠, then new suit **cue bid** fit ♥/♠
    - If responder **do not re-transfer**, new suit shows **natural** second suit **GF**
    - In all cases, subsequent 4NT RKCB as already established ♥/♠ fit
- After 1NT – 2♦, **1NT opener**:
  - 2♥ = none of the above super acceptance case
    - **2♦ responder** further response:
      - 2♠ = **GF**, single ♥ suit
        - **1NT opener** further response:
          - 2NT = **max**, less than ♥ Hx support
          - 3♥ = **max**, better than ♥ Hx support
          - 3NT = **min**, less than ♥ Hx support
          - 4♥ = **min**, better than ♥ Hx support
      - 2NT = **INV**
        - **1NT opener** further development:
          - 3m = **signoff**
            - *Note: in a INV sequence, 1NT opener bid 3m = signoff, usually with 6 cards m*

- 3♣ = **GF**, 4+ cards ♣ and 5+ cards ♥
  - **1NT opener** further development:
    - 3♥ = **non-min**, ♥ fit
    - 3NT = no fit
    - 4♥ = **min**, ♥ fit
    - Others = ♣ fit, cue bid
- 3♦ = **GF**, 4+ cards ♦ and 5+ cards ♥
  - **1NT opener** further development:
    - 3♥ = **non-min**, ♥ fit
    - 3NT = no fit
    - 4♥ = **min**, ♥ fit
    - Others = ♦ fit, cue bid
- 3♥ = **INV**
- 3♠ = **self-splinter**, slam try
- 3NT = choice of contract, to play in 3NT or 4♥
- 4m = **self-splinter**, slam try
- 4♥ = **mild slam interest**
- 4NT = Quantitative
  - *Note: if RKCB through 4♦ transfer to 4♥ then 4NT*
- After 1NT – 2♥, **1NT opener**:
  - 2♠ = none of the above super acceptance case
    - **2♥ responder** further response:
      - 2NT = **INV**
        - **1NT opener** further development:
          - 3m = **signoff**
            - *Note: in a **INV** sequence, **1NT opener** bid 3m = **signoff**, usually with 6 cards m*
- 3♣ = **GF**, 4+ cards ♣ and 5+ cards ♠
  - **1NT opener** further development:
    - 3♠ = **non-min**, ♠ fit
    - 3NT = no fit
    - 4♠ = **min**, ♠ fit
    - Others = ♣ fit, cue bid
- 3♦ = **GF**, 4+ cards ♦ and 5+ cards ♠
  - **1NT opener** further development:
    - 3♠ = **non-min**, ♠ fit
    - 3NT = no fit
    - 4♠ = **min**, ♠ fit
    - Others = ♦ fit, cue bid
- 3♥ = **GF**, single ♠ suit
  - **1NT opener** further response:
    - 3♠ = **max**, better than ♠ Hx support
    - 3NT = less than ♠ Hx support
    - 4♠ = **min**, less than ♠ Hx support
- 3♠ = **INV**
- 3NT = choice of contract, to play in 3NT or 4♠
- 4X = **self-splinter**, slam try
- 4♠ = **mild slam interest**

- 4NT = Quantitative
  - Note: if RKCB through 4♥ transfer to 4♠ then 4NT

### Note 1c: Development after 1NT – 2♠ / 1NT – 2NT

(Last updated: 22<sup>nd</sup> May 2022)

- **General Principles:**
  - **1NT opener** bids other than completing the transfer are super accept, showing:
    - +1 = **max**, and fit in m
    - +2 = complete the transfer, nothing special
  - After super accept,
    - If responder rebid 3m is **signoff**, rebid 3NT is **to play**, 4NT is **RKCB**, else **shortage** showing (same as without super acceptance)
- After 1NT – 2♠, **1NT opener**:
  - 3♣ = none of the above super acceptance case
    - **2♠ responder** further response:
      - Pass = **signoff** with long m
      - 3X = **GF**, single ♣ suit, **self-splinter**
        - **1NT opener** further development:
          - 3NT = **signoff**
          - 4♣ = **slam interest**
          - Others = ♣ fit, cue bid
      - 3NT = **GF**, single ♣ suit, **no shortage**
        - **1NT opener** further development:
          - 4♣ = **slam interest**
          - Others = ♣ fit, cue bid
      - 4♣ = **serious slam interest**, single ♣ suit, start cue bid
      - 4NT = Quantitative
        - Note: if RKCB establish ♣ slam interest first then 4NT
  - 3♦ = none of the above super acceptance case
    - **2NT responder** further response:
      - Pass = **signoff** with long m
      - 3X = **GF**, single ♦ suit, **self-splinter**
        - **1NT opener** further development:
          - 3NT = **signoff**
          - 4♦ = **slam interest**
          - Others = ♦ fit, cue bid
      - 3NT = **GF**, single ♦ suit, **no shortage**
        - **1NT opener** further development:
          - 4♦ = **slam interest**
          - Others = ♦ fit, cue bid
      - 4♣ = **GF**, single ♦ suit, **self-splinter**
        - **1NT opener** further development:
          - 4♦ = **slam interest**
          - 4NT = **signoff**
          - Others = ♦ fit, cue bid



- 4♦ = **serious slam interest**, single ♦ suit, start cue bid
- 4NT = Quantitative
  - *Note: if RKCB establish ♦ slam interest first then 4NT*

## Supplementary Details:

### Note 2: Development after 1NT being interfered

(Last updated: 17<sup>th</sup> December 2023)

- After 1NT – (X):
  - If X is not penalty oriented, e.g. when showing unknown m, system **ON**
  - If X is penalty oriented, **responder**
    - Pass = **Suggest** partner to bid XX, either stand 1NT XX or non-touching runout
      - *Note: If opponent run-out, **responder** subsequent X penalty oriented and new suit only 4+ cards natural*
      - **1NT opener** forced to XX
        - **Responder** further response:
          - Pass = stand 1NT XX, subsequent X penalty oriented
          - 2♣/♦ = non-touching two suiter
    - XX = **Suggest** partner to bid 2♣, single suiter runout
    - 2♣ = ♣ + ♦
    - 2♦ = ♦ + ♥
    - 2♥ = ♥ + ♠

*Note: Opener may choose to run himself if he has a good 5 or 6 cards suit*

- After 1NT – (2X):
  - **Responder** further response:
    - X = **takeout** if shown anchor suit; else **general strength up to 2NT**.
      - *Note: In both cases, subsequent X penalty oriented, bid shows 4+ cards natural*
    - 2Y = **non-forcing**, natural
    - 2NT = **Lebansohl**, puppet to 3♣
      - **1NT opener** forced to 3♣
        - **Responder** further response:
          - 3X = **Stayman**, with stopper
          - 3Y = **non-forcing**, natural
          - 3NT = to play, with stopper
    - 3Y = natural, **GF**
      - *Note: cue bid opponent suit is **Stayman**, without stopper*
    - 3NT = to play, **without stopper**
    - 4♣ = 55 Majors
    - 4♦/4♥ = transfer to 4♥/4♠
    - 4♠ = 55 minors
- After 1NT – (2NT or above):
  - **Responder** further response:
    - X = **takeout** if shown anchor suit; else **general strength**
    - 3X = **GF**, natural
    - 4 cue bid = Both Majors if opponent suit m; else oM + m if opponent suit M
    - Jump to 4♣ = 55 Majors
    - Jump to 4♦/4♥ = transfer to 4♥/4♠
    - Jump to 4♠ = 55 minors
    - Non jump 4X = **GF**, natural

## Supplementary Details:

### Note 3: Development after 2♣ opening

(Last updated: 24<sup>th</sup> December 2023)

- **Overview of Responses to 2♣ opening:**

- 2♦ = same length in Majors, or **INV**;
- 2♥/♠ = ♥/♠ is longer;
- 2NT = **FG** ask;
- 3m = **INV** with 6+ cards minor without 3 cards in either Major;
- 3♥/♠ = **PRE**;
- 4♣/♦ = 4-4 or 5-5 in Majors, ask opener to transfer or bid 4M (system on if opps overcall 3♣ or below)

- After 2♣ - 2♦:

- 2♥ = 5+ cards ♥, can be equal length
  - 2♠ = **INV** with 3+ cards ♠
  - 2NT = **INV** without good Majors support, **NF**
  - 3♣ = **INV** with 6+ cards ♣ and 3 cards ♠
  - 3♦ = **INV** with 6+ cards ♦ and 3 cards ♠
  - 3♥ = **INV** with 3+ cards + ♥
  - 3♠ = **INV** with 4+ cards + ♠
  - 3NT = To Play
- 2♠ = 5+ cards ♠, ♠ is longer
  - 2NT = **INV**
  - 3♣ = **INV** with 6+ cards ♣ and 3 cards ♥
  - 3♦ = **INV** with 6+ cards ♦ and 3 cards ♥
  - 3♥ = **INV** with 4+ cards ♥
  - 3♠ = **INV** with 3+ cards ♠
  - 3NT = To Play
- 3♣ = at most 3 losers (5)6+ cards ♥, 5+ cards ♠
- 3♦ = at most 3 losers (5)6+ cards ♠, 5+ cards ♥
- 3♥/♠ = Max with Good 6+ cards ♥/♠
- 4♣ = at least 5 losers 6+ cards ♥, 5+ cards ♠
- 4♦ = at least 5 losers 6+ cards ♠, 5+ cards ♥

Remarks: 3.5-4.5 losers 65+ Both Majors open 1M

- After 2♣ - 2M:

- 3♣ = at most 3 losers (5)6+ cards ♥, 5+ cards ♠
- 3♦ = at most 3 losers (5)6+ cards ♠, 5+ cards ♥
- 3M = Max with Good 6+ cards M
- 4♣ = at least 5 losers 6+ cards ♥, 5+ cards ♠
- 4♦ = at least 5 losers 6+ cards ♠, 5+ cards ♥

- After 2♣ - 2NT:

- 3♣ = any 54, responder then 3♦ = ask, then opener 3♥/♠ = 5 cards ♠/♥
  - After 2♣ - 2NT - 3♣ - 3♦ - 3♥/♠:
    - 3♠ = Slam try in ♠, ask opener to bid shortness or 3NT = no short
    - 3NT = To play
    - 4m = Slam try in Opener's 5 cards Major, cue bid
    - 4♥/♠ = To Play
    - 4NT = **INV** to 6NT

- 3♥/♠ = Slam try in ♥/♠, ask opener to bid shortness or 3NT = no short
- 3NT = To Play
- 4m = natural, Slam try
- 4♥/♠ = To play
- 4NT = **INV** to 6NT
- 3♦ = 5+ cards ♠ and 5+ cards ♥
  - 3♥/♠ = Slam try in ♥/♠, ask opener to bid shortness
  - 3NT = To Play
  - 4m = natural, Slam try
  - 4♥/♠ = To play
  - 4NT = **INV** to 6NT
- 3♥/♠ = 6 cards ♠/♥ and 4 cards ♥/♠
  - 3♠ = Slam try in ♠, ask opener to bid shortness
  - 3NT = Slam try in Opener's **SHORTER** Major, ask opener to bid shortness
  - 4m = Slam try in Opener's 6 cards Major, cue bid
  - 4♥/♠ = To play
  - 4NT = RKC in Opener's 6 cards Major

General Principles throughout the system:

1. When a player is holding both Majors and being asked by 2NT, 3♥/♠ is extra length in **Other** Major

Applicable situations: 1♣ – 2♦ – 2NT / 1♦ – 2♥ – 2NT / 2♣ – 2NT

2. When 3♦ is **FG** Major asking, 3♥/♠ is always responding **Other** Major

Applicable situations: 1♣ – 2♦ – 2NT - 3♣ – 3♦ / 1♦ – 2♥ – 2NT - 3♣ – 3♦ /  
2♣ – 2NT - 3♣ – 3♦ / 2♦ – 2NT - 3♣ – 3♦

- After 2♣ - (X):
  - Pass = 5 cards ♣ with 2-1 Majors or 6+ cards
  - XX = Same length in Majors, or **INV** hand, subsequence development same as 2♣ - 2♦
  - 2♦ = natural, NF
  - Others = system on
- After 2♣ - (2♦):
  - X = Same length in Majors, or **INV** hand, subsequence development same as 2♣ - 2♦
  - 2♥/♠ = To play
  - 2NT = INV to 3NT
  - 3♣ = Constructive, NF
  - 3♦ = **FG**, ask partner bid his longer Major
  - 3♥/♠ = PRE
  - 4♣/♦ = Transfer/Bid your longer Major (i.e. system on)
- After 2♣ - (2/3/4♣/♦) or 2♣ - (X=♣):
  - Cue of opps suit = ask partner bid his longer Major at this level

### Note 3a: Responder Doubling

1. Responder X 2M/2NT/3♥ or above are penalty, and subsequence X by **BOTH sides** are penalty-oriented.

Examples:

2♣ – (2NT:both minors) – **X** – (3♣/3♦) –  
P – (P) – X

2♣ – (2♥) – X – (3♣/3♦) –  
X: ♣/♦ values, suggest penalty

2. If penalty double is **NOT** established, Responder X 3♣/3♦ anytime are INV+ with strength, **NOT** penalty. Opener bid 3 of his longer if min, 4 of his longer if Max, 4 of minor shortness if 5-5

Examples:

2♣ – (2NT:both minors) – **P** – (3♣/3♦) –  
P – (P) – X

2♣ – (X) – XX – (3♣/3♦) –  
P – (P) – X

2♣ – (P) – 2♦ – (2NT:both minors) –  
P – (3♣/3♦) – X

## Supplementary Details:

### Note 4: Development after 2♦ opening

(Last updated: 17<sup>th</sup> October 2023)

- **Overview of Responses to 2♦ opening:**

- 2M/3M = pass or correct
  - *Note: this 3M pass or correct can't be too weak, promises at least 2 controls*
  - After that 4NT is RKCB in other Major.
- 2NT = ask (NV) strength and length // (V) strength and quality
  - **2♦ opener** further development:
    - 3♣ = any **min**; **responder** then
      - 3♦ = **GF** relay; **2♦ opener** then
        - 3♥ = (NV) 5 cards ♠ // (V) good suit quality ♠
        - 3♠ = (NV) 5 cards ♥ // (V) good suit quality ♥
        - 3NT = (NV) 6 cards ♥ // (V) poor suit quality ♥
        - 4♣ = (NV) 6 cards ♠ // (V) poor suit quality ♠
      - 3M = pass or correct or raise;
      - 4♣/4♦ = ask opener to show his Major through transfer / directly;
    - 3♦/3♥ = **max**, (NV) 5 cards ♥/♠ // (V) good suit quality ♥/♠
    - 3♠/3NT = **max**, (NV) 6 cards ♥/♠ // (V) poor suit quality ♥/♠
    - 4X = strong natural
    - 4NT = strong BAL; **responder** then
      - 5X = RKCB in X;
      - 5NT = general INV
- 3♣ = **responder** has **INV+**, 5+ cards ♥
  - **2♦ opener** further development:
    - 3♦ = no 3 cards ♥ support
    - 3♥ = 3+ cards ♥ support
    - Others = 3+ cards ♥ support, **splinter**
- 3♦ = **responder** has **INV+**, 5+ cards ♠
  - **2♦ opener** further development:
    - 3♥ = no 3 cards ♠ support
    - 3♠ = 3+ cards ♠ support
    - Others = 3+ cards ♠ support, **splinter**
- 3NT = to play
- 4M = to play

- **Overview of Strong minor case:**

- After 2♦ – 2M – 3m, **responder**:
  - +1 Step = double negative, opener may stop at 4m
  - 3NT = a few scattered values, suggest to play
  - Others = values showing

- **VS interference:**

- After 2♦ – (X), **responder:**
  - Pass = ♦
  - XX = ask **opener** to bid his M
  - 2M = **non-forcing**, natural
  - 3m = **non-forcing**, natural
  - 4♣/♦ = ask **opener** to transfer/bid his M
- After 2♦ – (2M), **responder:**
  - X = pass or correct
  - 2NT = natural, **INV**
  - 3m = **non-forcing**, natural
  - 3X = **non-forcing**, natural
- After 2♦ – (2NT or 3♣), **responder:**
  - X = penalty
  - 3X = **non-forcing**, natural
  - 4♣/♦ = ask **opener** to transfer/bid his M
- After 2♦ – (3♦ or above), **responder:**
  - X = penalty
  - 4 cue bid = bid your M
  - Others = **non-forcing**, natural

## Supplementary Details:

### Note 5: Development after 2M opening

(Last updated: 5<sup>th</sup> May 2023)

- **Overview of Responses to 2M opening:**

- 2NT = ask
  - **2M opener** further development:
    - 3♣ = **min**, 5 cards M and 4+ cards ♣
    - 3♦ = **min**, 5 cards M and 4+ cards ♦
    - 3♥ = **max**, 5 cards M and 4+ cards ♣
    - 3♠ = **max**, 5 cards M and 4+ cards ♦
    - 3NT = 6 cards M, opener then 4♣ = minor ask
    - 4♣ = 5 cards M and 6+ cards ♣
    - 4♦ = 5 cards M and 6+ cards ♦
- 3♣ = pass or correct
- 2♥ – 3♦ / 2♠ – 3♥ = **GF**, fit Major
  - **2M opener** further development:
    - 3M = **max**, 5422
    - 4M = **min**, 5422
    - 3NT = **non-min**, 5422
    - Others = shortness
- 2♥ – 2♠ = ♠, **non-forcing**
- 2♥ – 3♠ = ♠, **GF**
- 2♠ – 3♦ = ♥, **forcing 1 round**, **2M opener** 3♥ shows 2+ cards ♥ support
- 3NT = to play
- 4m = pass or correct
- 4M = to play

- **VS interference:**

- After 2M – (X), **responder**:
  - XX = strength and subsequent X penalty oriented
  - 2NT = Relay to opener's minor
  - Others = Non-forcing, Natural
- After 2M – (2X/3X), **responder**:
  - X = penalty
  - Others = System **ON** when bidding spaces allowed



## Supplementary Details:

### Note 6: Development after strong 2NT

(Last updated: 17<sup>th</sup> October 2023)

- **Overview of Responses to strong 2NT:**

- 3♣ = **Puppet Stayman** [6a]
- 3♦/3♥/4♦/4♥ = **Transfer** to 3♥/3♠/4♥/4♠, with supper acceptance [6b]
- 3♠ = **minor stayman** [6c]
- 3NT = puppet to 4♣, either signoff in ♣ or single minor slam try [6d]
- 4♣ = **55M**, either no slam interest or slam force
- 4♠ = **55m**

### Note 6a: Development after 2NT – 3♣

(Last updated: 17<sup>th</sup> October 2023)

- **After 2NT – 3♣, 2NT opener:**

- 3♦ = at least one 4 cards M
  - **3♣ responder** further response:
    - 3♥ = 4 cards ♠, no 4 cards ♥
      - **2NT opener** further development:
        - 3♠ = **max**, ♠ fit
        - 3NT = no ♠ fit
        - 4♠ = **min**, ♠ fit
        - Others = cue bid, ♠ fit
    - 3♠ = 4 cards ♥, no 4 cards ♠
      - **2NT opener** further development:
        - 3NT = no ♥ fit
        - 4♥ = **min**, ♥ fit
        - Others = cue bid, ♥ fit
    - 3NT = no 4 cards ♥, nor 4 cards ♠
    - 4♣ = slam interest, both 4 cards ♥ and 4 cards ♠
      - **2NT opener** further development:
        - 4♦ = Bad hand, responder then 4♥ to P/C
        - 4♥/4♠ = Good hand, suggest to continue
    - 4♦ = no slam interest or slam force, both 4 cards ♥ and 4 cards ♠
    - 4♥ = **slam try**, 5+ cards ♣
    - 4♠ = **slam try**, 5+ cards ♦
    - 4NT = Quantitative
      - *Note: need to establish M fit first before RKCB*
- 3♥ = 5 cards ♥
  - **3♣ responder** further response:
    - 3♠ = slam try, ♥ fit
    - 3NT = no fit
    - 4♣ = **slam try**, 5+ cards ♣
    - 4♦ = **slam try**, 5+ cards ♦
    - 4♥ = to play
    - 4NT = Quantitative
      - *Note: need to establish ♥ fit first before RKCB*

- 3♠ = 5 cards ♠
  - **3♣ responder** further response:
    - 3NT = no fit
    - 4♣ = **slam try**, 5+ cards ♣
    - 4♦ = **slam try**, 5+ cards ♦
    - 4♥ = **slam try**, ♠ fit
    - 4♠ = to play
    - 4NT = Quantitative
      - *Note: need to establish ♠ fit first before RKCB*
- 3NT = no 4 cards M
  - **3♣ responder** further response:
    - 4♣ = **slam try**, 5+ cards ♣
      - **2NT opener** further development:
        - 4NT = no ♣ fit
        - Others = fit ♣, cue bid
    - 4♦ = **slam try**, 5+ cards ♦
      - **2NT opener** further development:
        - 4NT = no ♦ fit
        - Others = fit ♦, cue bid
    - 4NT = Quantitative

### Note 6b: Development after 2NT – 3♦ / 2NT – 3♥ / 2NT – 4♦ / 2NT – 4♥

(Last updated: 17<sup>th</sup> October 2023)

- **General Principles:**
  - Accept transfer promise 3+ cards support
  - Opener bid 3NT = no 3 cards support
  - Super accept after 2NT opening works **slightly different** to 1NT opening, in particular, **2NT opener** bids new suit are super accept, showing:
    - New suit = **max**, 4+ cards support and **values** in the suit
      - *Note: in some case 4M is used to show values in the suit reserved for re-transfer, e.g. 2NT – 3♦ – 4♥ show ♦ values*
  - After super accept,
    - If responder rebid 4♦/4♥ as **re-transfer** to 4♥/4♠, then new suit **cue bid** fit ♥/♠
    - If responder **do not re-transfer**, new suit shows **natural** second suit **GF**
    - In all cases, subsequent 4NT RKCB as already established ♥/♠ fit
- After 2NT – 3♦, **2NT opener:**
  - 3♥ = 3+ cards ♥ support
    - **3♦ responder** further response:
      - New suit = shortness, slam try
      - 3NT = no shortness, slam try
  - 3NT = no 3 cards ♥
    - **3♦ responder** further response:
      - 4♣ = **GF**, 4+ cards ♣ and 5+ cards ♥
        - *Note: can be just a choice of contract with 5m5M, not necessarily slam try*
        - **2NT opener** further development:
          - 4NT = No fit
          - Others (including 4♥) = ♣ fit, cue bid
      - 4♦ = **GF**, 4+ cards ♦ and 5+ cards ♥

- *Note: can be just a choice of contract with 5m5M, not necessarily slam try*
  - **2NT opener** further development:
    - 4NT = No fit
    - Others (including 4♥) = ♦ fit, cue bid
- 4♥ = **mild slam interest**, 6+ cards ♥
- 4NT = Quantitative
  - *Note: if RKCB through 4♦ transfer to 4♥ then 4NT*
- After 2NT – 3♥, **2NT opener**:
  - 3♠ = 3+ cards ♠ support
    - **3♥ responder** further response:
      - New suit = shortness, slam try
      - 3NT = no shortness, slam try
  - 3NT = No 3 cards ♠
    - **3♥ responder** further response:
      - 4♣ = **GF**, 4+ cards ♣ and 5+ cards ♠
        - *Note: can be just a choice of contract with 5m5M, not necessarily slam try*
        - **2NT opener** further development:
          - 4NT = No fit
          - Others (including 4♠) = ♣ fit, cue bid
      - 4♦ = **GF**, 4+ cards ♦ and 5+ cards ♠
        - *Note: can be just a choice of contract with 5m5M, not necessarily slam try*
        - **2NT opener** further development:
          - 4NT = No fit
          - Others (including 4♠) = ♦ fit, cue bid
      - 4♥ = **slam interest**, 5+ cards ♥ and 5+ cards ♠
        - *Note: responder slam force would bid 4♣ instead of 3♥ transfer*
        - **2NT opener** further development:
          - 4♠ = 2-2 Majors , non-minimum responder further development:
            - 4NT = suggest to play
            - 5♥ = 6+ cards ♥, **INV to 6♥**
            - 5♠ = 6+ cards ♠, **INV to 6♠**
          - 4NT = RKC in ♥
  - 4♠ = **mild slam interest**
  - 4NT = Quantitative
    - *Note: if RKCB through 4♥ transfer to 4♠ then 4NT*

## Note 6c: Development after 2NT – 3♠

(Last updated: 22<sup>nd</sup> May 2023)

- After 2NT – 3♠, **2NT opener**:
  - 3NT = no 4 cards minor
    - **3♠ responder** further response:
      - 4♣ = **slam try**, 5+ cards ♣ and 4+ cards ♦
      - 4♦ = **slam try**, 5+ cards ♦ and 4+ cards ♣
      - 4M = **slam try**, 5+ cards ♣ and 5+ cards ♦, short in M
  - 4♣ = 4+ cards ♣
    - **3♠ responder** further response:
      - 4X = fit ♣ cue bid
      - 4NT = RKCB in ♣
  - 4♦ = 4+ cards ♦
    - **3♠ responder** further response:
      - 4X = fit ♦ cue bid
      - 4NT = RKCB in ♦

## Note 6d: Development after 2NT – 3NT

(Last updated: 22<sup>nd</sup> May 2023)

- After 2NT – 3NT, **2NT opener**:
  - 4♣ = not super accept in ♣
    - **3NT responder** further response:
      - Pass = to play
      - 4♦ = 6+ cards ♦, **slam try**, **2NT opener**:
        - 4NT = no fit, **signoff**
        - 5♦ = fit, but bad hand
        - Else = cooperative cue bid slam try
      - 4M = 6+ cards ♣, **slam try cue bid**, **2NT opener**:
        - 4NT = no fit, **signoff**
        - 5♣ = fit, but bad hand
        - Else = fit, cooperative cue bid slam try
      - 4NT = RKCB in ♣
  - 4♦ = super accept in ♣
    - **3NT responder** further response:
      - 4M = 6+ cards ♦, **slam try cue bid**, **2NT opener**:
        - 4NT = no fit, **signoff**
        - Else = cooperative cue bid slam try
        - 5♦ = fit, but bad hand
      - 4NT = RKCB in ♣
      - 5♣ = to play
- *Note: in general 4NT by 2NT opener is showing no fit suggesting signoff; while 4NT by responder is RKCB.*

## Supplementary Details:

### Note 7: Major Raises

(Last updated: 05<sup>th</sup> November 2023)

- **Overview:**
  - **2M** = 3 cards support, 4-8 HCP, passed hand applies
  - **2M-1** = 3 cards support, 9-12 HCP, passed hand applies
  - **Jacoby 2NT** = 4+ cards support, 13-15 HCP no singleton / void or 16+ HCP
  - **Bergen raise** = 4+ cards support, 6-9 HCP (3♣) or 10-12 HCP (3♦)
  - **Splinter** = 4+ cards support, 13-15 HCP, singleton / void
- After 1M – 2NT:
  - **1M opener** response:
    - 3X = singleton
    - 3M = 6+ cards M
    - 3NT = 15+ HCP, BAL, 5 cards M only
    - 4X = 55 good second suit
    - 4M = **min**, no singleton
- After 1M – 3m/3M:
  - **1M opener** response:
    - 3m+1 = last train game try
    - 3M = signoff
    - 3M+1 = ask shortness
      - *Note: this also applies to 1m – 1M – 3M*
      - **Responder** further response:
        - 4X = shortness
        - 4M = no shortness
    - Else = cue bid
      - *Note: 1♥ – 3X – 3NT is ♠ cue bid*

### Note 7a: Major Raises for Passed hand

- Pass- 1M – 2♣ = 1-way drury, 9-11 HCP 4+ cards support
- Pass- 1M – 2NT = 55+ m, 8-10 HCP, subsequence bids are to play except 4m is slam try
- Pass- 1M – 3m = fit raise
- Pass- 1♠ – 2♦ = 9-11HCP 5+ cards ♥
- Pass- 1♠ – 3♥ = mixed raise, 6-8 HCP 4+ cards support
- Pass- 1♥ – 2♠ = mixed raise, 6-8 HCP 4+ cards support

## Supplementary Details:

### Note 8: 2/1 Game Force and Forcing 1♠/1NT over 1M opening

(Last updated: 24<sup>th</sup> December 2023)

- **General Principles:**
  - After 1M – 2♣ / 1♠ – 2♦, **1M opener** further describe his hands through **transfer response**.
  - **1M opener** any re-bid **above** the **catchall** bid is **non-min**, except having 4+ cards ♥ support after 1♠ – 2♦.
  - **1M opener** jump rebid to **3M non-min** set trump
  - **1M opener** jump to 4 lvl is minimum **at least semi-solid** 7+ cards suit, with 4X as **self-splinter**.
  - After 1♦ – 2♣, all developments are natural
- After 1♥ – 2♣, **1♥ opener**:
  - 2♦ = **transfer response** as if 2♥, **catchall**, any min
    - **2♣ responder** further response:
      - 2♥ = 3+ cards ♥
      - 2♠ = 4 cards ♠
      - 2NT = **natural**
      - 3m = natural
      - 3♠ = **Impossible 3oM**, 55+ both minors **GF**
  - 2♥ = **transfer response** as if 2♠, **non-min**, 5+ cards ♥ and 4+ cards ♠
    - **2♣ responder** further response:
      - 2♠ = 4 cards ♠
      - 2NT = **natural**
      - 3m = natural
      - 3♥ = natural fit ♥
  - 2♠ = **transfer response** as if 2NT, **non-min**, 5 cards ♥ **BAL/semi-BAL** or 6+ cards ♥
    - **2♣ responder** further response:
      - 2NT = catchall, Bal/Semi-bal
        - **1♥ opener** further response:
          - 3m = 4 cards m
          - 3♥ = 6+ cards ♥
      - 3m = natural
      - 3♥ = natural fit ♥
      - 3♠ = **Impossible 3oM**, 55+ both minors **GF**
  - 2NT = **transfer response** as if 3♣, **non-min**, 5+ cards ♥ and 5+ cards ♣
    - **2♣ responder** further response:
      - 3♣ = natural fit ♣
      - 3♥ = natural fit ♥
      - Others = natural
  - 3♣ = **transfer response** as if 3♦, **non-min**, 5+ cards ♥ and 5+ cards ♦
    - **2♣ responder** further response:
      - 3♦ = natural fit ♦
      - 3♥ = natural fit ♥
      - Others = natural

- 3♦ = **self-splinter** in ♦, exactly 4=5=0=4
- 3♠ = **self-splinter** in ♠, exactly 0=5=4=4
- 3NT = **self-splinter** in ♣, exactly 4=5=4=0
- 3♥ = **6+ cards solid ♥, set trump, non-min**
- 4♣ = 7+ cards ♥, at least semi-solid ♥, **self-splinter** in ♣, **minimum**
- 4♦ = 7+ cards ♥, at least semi-solid ♥, **self-splinter** in ♦, **minimum**
- 4♥ = 7+ cards ♥, **minimum**

• After 1♠ – 2♣, 1♠ opener:

- 2♦ = **transfer response** as if 2♥, can be min, 5+ cards ♠ and 4+ cards ♥
  - 2♣ responder further response:
    - 2♥ = 4+ cards ♥
    - 2♠ = 3+ cards ♠
    - 2NT = catchall
    - 3m = natural
- 2♥ = **transfer response** as if 2♠, **Catchall, any min**
  - 2♣ responder further response:
    - 2♠ = 3+ cards ♠
    - 2NT = catchall
    - 3m = natural
    - 3♥ = **Impossible 3oM**, 55+ both minors **GF**
- 2♠ = **transfer response** as if 2NT, **non-min**, 5 cards ♠ **BAL/semi-BAL** or 6+ cards ♠
  - 2♣ responder further response:
    - 2NT = catchall, Bal/Semi-bal
      - 1♠ opener further response:
        - 3m = 4 cards m
        - 3♠ = 6+ cards ♠
    - 3m = natural
    - 3♥ = **Impossible 3oM**, 55+ both minors **GF**
    - 3♠ = natural fit ♠
- 2NT = **transfer response** as if 3♣, **non-min**, 5+ cards ♠ and 5+ cards ♣
  - 2♣ responder further response:
    - 3♣ = natural fit ♣
    - 3♠ = natural fit ♠
    - Others = natural
- 3♣ = **transfer response** as if 3♦, **non-min**, 5+ cards ♠ and 5+ cards ♦
  - 2♣ responder further response:
    - 3♦ = natural fit ♦
    - 3♠ = natural fit ♠
    - Others = natural

- 3♦ = **self-splinter** in ♦, exactly 5=4=0=4
- 3♥ = **self-splinter** in ♥, exactly 5=0=4=4
- 3NT = **self-splinter** in ♣, exactly 5=4=4=0
- 3♠ = **6+ cards solid ♠, set trump, non-min**
- 4♣ = 7+ cards ♠, at least semi-solid ♠, **self-splinter** in ♣, **minimum**
- 4♦ = 7+ cards ♠, at least semi-solid ♠, **self-splinter** in ♦, **minimum**
- 4♥ = 7+ cards ♠, at least semi-solid ♠, **self-splinter** in ♥, **minimum**
- 4♠ = 7+ cards ♠, **minimum**

• After 1♠ – 2♦, 1♠ opener:

- 2♥ = **transfer response** as if 2♠, **Catchall, any min**, can have 3 cards ♥ support
  - 2♦ responder further response:
    - 2♠ = 3+ cards ♠
    - 2NT = catchall
    - 3m = natural, could be looking for stopper in other minor
    - 3♥ = 6+ cards good ♥, **slam try**, at least semi-solid
- 2♠ = **transfer response** as if 2NT, **non-min**, 5+ cards ♠, can have 3 cards ♥ support
  - 2♦ responder further response:
    - 2NT = catchall
      - 1♠ opener further response:
        - 3m = 4 cards m
        - 3♥ = 3 cards ♥
        - 3♠ = 6+ cards ♠
      - 3m = natural, could be looking for stopper in other minor
      - 3♥ = 6+ cards good ♥, **slam try**, at least semi-solid
      - 3♠ = natural fit ♠
- 2NT = **transfer response** as if 3♣, **non-min**, 5+ cards ♠ and 5+ cards ♣
  - 2♦ responder further response:
    - 3♣ = natural fit ♣
    - 3♥ = 6+ cards good ♥, **slam try**, at least semi-solid
    - 3♠ = natural fit ♠
    - Others = natural
- 3♣ = **transfer response** as if 3♦, **non-min**, 5+ cards ♠ and 5+ cards ♦
  - 2♦ responder further response:
    - 3♦ = natural fit ♦
    - 3♥ = 6+ cards good ♥, **slam try**, at least semi-solid
    - 3♠ = natural fit ♠
    - Others = natural



- 3♦ = **transfer response** as if 3♥, **non-min**, 5+ cards ♠ and 4+ cards ♥, with singleton
  - 2♦ **responder** further response:
    - 3♥ = fit ♥, no ♠ fit, ask singleton
      - 1♠ **opener** further response:
        - 3♠ = 6 cards ♠ and 4 cards ♥
          - 2♦ **responder** further response:
            - 3NT = ask shortage
              - 4♣ = short in ♣
              - 4♦ = short in ♦
            - Others = cue bid
              - 4♣ = 5 cards ♠ and 4 cards ♥, short in ♣
              - 4♦ = 5 cards ♠ and 4 cards ♥, short in ♦
      - 3♠ = double ♠♥ fit, subsequent 6RKCB
        - 1♠ **opener** further response:
          - 3NT = 6 cards ♠ and 4 cards ♥
            - 2♦ **responder** further response:
              - 4♣ = ask shortage
                - 4♦ = short in ♦
                - 4♥ = short in ♣
              - Others = cue bid
                - 4♣ = 5 cards ♠ and 4 cards ♥, short in ♣
                - 4♦ = 5 cards ♠ and 4 cards ♥, short in ♦
      - 3NT = ♠ cue bid
      - Others = cue bid
  - 3♥ = **non-min**, 5 cards ♠ and 4 cards ♥, no singleton
    - 2♦ **responder** further response:
      - 3♠ = natural fit ♠, double ♠♥ fit, subsequent 6RKCB
      - 3NT = ♠ cue bid
      - Others = cue bid
  - 3NT = **min**, 6 cards ♠ and 4 cards ♥
    - 2♦ **responder** further response:
      - 4♣ = ask shortage
        - 4♦ = short in ♦
        - 4♥ = short in ♣
      - Others = cue bid
  - 4♣ = **min**, 5 cards ♠ and 4 cards ♥, short in ♣
  - 4♦ = **min**, 5 cards ♠ and 4 cards ♥, short in ♦
  - 4♥ = **min**, 5 cards ♠ and 4 cards ♥, no m shortage
  - 3♠ = **6+ cards solid ♠, set trump, non-min**
  - 4♠ = 7+ cards ♠, **minimum**
  - 1♥ – 1♠:
    - 1♥ – 1♠ = 4+ cards ♠ below GF or 5+ cards ♠ GF, 3-way checkback applies after 1♥ – 1♠ – 1NT (See Note 10)

- **Gazzilli after 1♥ – 1♠:**
  - **1♥ opener** rebid:
    - 2♣ = 4+ cards ♣, or 17+ HCP any hand
      - **Responder:**
        - 2♦ = 8+ HCP any hand
          - **1♥ opener** rebid 2♥ = 5♥4+♣ 11-16 HCP  
Later on responder 3♦ = 4<sup>th</sup> FG, 3M = fit ♣INV, value
          - **1♥ opener** rebid 2♠ or above is 17+ HCP
        - 2NT = 5-7 HCP both minors
        - Jump to 3♥/3♠ = INV, treatment as if 2♣ natural
        - Else = 5-7 HCP natural
    - 2♦ = ♦ natural, 4+ cards ♦
    - 2♥ = 11-16 HCP, 6+ cards ♥
    - 2♠ = 11-16 HCP, 4 cards ♠
    - 2NT = 14-16 HCP, 6♥4m
      - **Responder:**
        - 3♣ = pass or correct
        - 3♦ = **GF** minor ask
          - **1M opener** rebid
            - 3♥ = ♣
            - 3♠ = ♦
    - 3m = 14-16 HCP 5-5
    - 3♥ = 6+ cards ♥, good hand but less than 17HCP
    - 3♠ = 4 cards ♠, good hand but less than 17HCP
    - 3NT = 18-19 BAL, 6M(322)

- **Gazzilli after F1NT:**

- **1M opener** rebid:

- $2\clubsuit = 2+(\text{usually } 3+) \text{ cards } \clubsuit, \text{ or } 17+ \text{ HCP any hand}$

- **Responder:**

- $2\diamond = 8+ \text{ HCP any hand}$

- **1♠ opener** rebid  $2♥ = 3 \text{ cards } ♥ \text{ } 11-16 \text{ HCP}$

- **1M opener** rebid 2NT or above is 17+ HCP

- $2♠ \text{ after } 1♥ - 1NT = 5-7 \text{ HCP } 5+ \text{ cards } \clubsuit \text{ } 4+ \text{ cards } \diamond$

- 2NT = 5-7 HCP both minors

- Else = 5-7 HCP natural

- $2\diamond = \diamond \text{ natural, } 3+ \text{ cards } \diamond$

- $2♠ \text{ after } 1♥ - 1NT = 6♥5♠ \text{ } 3.5-4.5 \text{ losers}$

- 2NT = 14-16 HCP, 6M4m

- **Responder:**

- $3\clubsuit = \text{pass or correct}$

- $3\diamond = \text{GF minor ask}$

- **1M opener** rebid

- $3♥ = \clubsuit$

- $3♠ = \diamond$

- 3X = 14-16 HCP 5-5

- 3M = 6+ cards M, good hand but less than 17HCP

- 3NT = 18-19 BAL, 6M(322)

- $3♠ \text{ after } 1♥ - 1NT = 7+ \text{ cards } ♥, \text{ slam try, self-splinter}$

- 4m = 7+ cards M, slam try, self-splinter

- $4♥ \text{ after } 1♠ - 1NT = 6♠5-6♥ \text{ } 3.5-4.5 \text{ losers}$

## Note 8a: Responder shows different length/strength in ♠ after 1♥ opening

♠ length	Strength	Responder's bid	Subsequence Action
4	<=9HCP	1♠	Stop at 1NT/2♦/2♥ if opener shows 11-16HCP
4	(9)10-12HCP INV	1♠	Bid 2♣ (3-way checkback) or 2♦ (Gazzilli), then 2NT Bid 2NT in other cases when it carries natural meaning
4	13+HCP FG	2♣	Bid 2♠ after opener bid 2♦/2♥
5	<=9HCP	1♠	Stop at 1NT/2♦/2♥/2♠ if opener shows 11-16HCP
5	(9)10-12HCP INV	2♠	Opener then 2NT/3♥ = To play, 3♠ = S/T, 3m = Values FG (3 lvl new suit FG)
5	13+HCP FG	1♠	Bid 2♦ (3-way checkback), see if opener bid 2♠ to show 3 cd ♠, or Bid 3m (4th-suit FG or 3 lvl new suit FG, directly or after 2♦ Gazzilli), see if opener bid 3♠ to show 3 cd ♠
6+	<=9HCP	1♠	Stop at 2♥/2♠ if opener shows 11-16HCP
6+	(9)10-12HCP INV	1♠	If opener rebid 1NT, Bid 2♣ (3-way checkback) then 2♠/3♠ Bid 3♠ directly in other cases, including opener 2♣ Gazzilli
6+	13+HCP FG	1♠	Bid 2♦ (3-way checkback), then 2♠/3♠, or Bid 3m (4th-suit FG or 3 lvl new suit FG, directly or after 2♦ Gazzilli), then 3♠

## Supplementary Details:

### **Note 9: Defence against opponent 1NT opening**

*(Last updated: 29<sup>th</sup> September 2023)*

- Against 1NT:
  - **(Non-passed hand)** VS weak NT (defined as upper range of 1NT  $\leq 15$  HCP)
    - X = penalty oriented
      - On opponent's run-out, subsequent X penalty oriented
    - 2X = **Multi-Landy**, defined as below
    - 3X = natural, **opening hand**
  - **(passed hand)** VS weak NT
    - Same as vs Strong NT
  - VS strong NT (defined as upper range of 1NT  $\geq 16$  HCP)
    - X = 44+ ♠ and lower
    - 2m = 44+ m and ♥
    - 2M = natural
    - 2NT = minors
    - 3X = natural, **pre-emptive**
- **Multi Landy:**
  - 2♣ = both Majors
  - 2♦ = 1 Major
  - 2M = M + m
  - 2NT = minors

## Supplementary Details:

### Note 10: Checkback after NT rebid

(Last updated: 17<sup>th</sup> December 2023)

Remark: the symbol 'M' here represents responder's first Major, 'oM' represents the other Major:

- After  $1\clubsuit - 1\diamond/\heartsuit - 1M$  or  $1\clubsuit - 1\diamond/\heartsuit - 1NT$  or  $1\diamond - 1M - 1NT$  or  $1\heartsuit - 1\spadesuit - 1NT$ :
  - $2\clubsuit$  = puppet to  $2\diamond$  either signoff or invite
    - $1\clubsuit - 1\diamond/\heartsuit - 1M/NT - 2\clubsuit - 2\diamond - 2M$  promising 5/6 cards M and M is fit
    - $1\diamond - 1M - 1NT - 2\clubsuit - 2\diamond - 2M$  promising 5 cards M
    - Responder bid 2oM after puppet = 5 cards M and 4 cards oM INV
    - Responder bid 2NT after puppet = 4/5 cards M INV, **no M fit**
    - Responder bid new suit after puppet = 5+ cards M and 4+ cards new suit
  - $2\diamond$  = any **GF**
    - $1\clubsuit - 1\diamond/\heartsuit - 1M/NT - 2\diamond - 2M$  = Hxx/Hx in M
  - $2M$  = 5+ cards M **BELOW INV** strength (applicable to 1NT rebid only)
  - $2M$  = 5 cards M 8-10 HCP constructive (applicable to  $1\clubsuit - 1\diamond/\heartsuit - 1M$  only)
  - $2NT$  = puppet to  $3\clubsuit$  either signoff or **GF** in opener's opening suit
  - $3m$  = 4 cards M and 6+ cards m **INV**
  - Note: responder shows  $\heartsuit$  then  $\spadesuit$  directly, e.g.  $1\clubsuit - 1\diamond - 1NT - 2\spadesuit = 44M INV$
  - Note: responder shows  $\spadesuit$  then  $\heartsuit$  directly, e.g.  $1\clubsuit - 1\heartsuit - 1NT - 2\heartsuit = 0-9 HCP 5\spadesuit 4\heartsuit$  or 0-5HCP 55+ Both Majors
- After  $1\clubsuit - 1\diamond/\heartsuit - 2NT$  or  $1\diamond - 1M - 2NT$ :
  - $3\clubsuit$  = checkback for Major, promise 5+ cards M **OR slam try in  $\diamond$** , then opener:
    - $3\diamond$  = No 3 cards M, but have slam interest if responder is slam try in  $\diamond$ 
      - Then responder  $3NT$ =to play,  $4\clubsuit$  = **5+M and 5+ $\clubsuit$  slam try**,  $4NT$  = Quantitative, Other = slam try in  $\diamond$
    - $3M$  = 3 cards M
      - Then responder **3NT= slam try in  $\diamond$** ,  $4NT$  = RKC, Other = slam try in M
    - $3NT$  = No 3 cards M, and no slam interest if responder is slam try in  $\diamond$ 
      - Then responder  $4\clubsuit/\diamond$  = 5+M and 5+ $\clubsuit/\diamond$  slam try,  $4NT$  = Quantitative
  - $3\diamond/\heartsuit$  = **Transfer to Major**
    - Retransfer to own Major = 6+ cards M FG, or 5+ cards M very weak hand, **Opener mandatory bid 3M**
    - shows  $\heartsuit$  then  $\spadesuit$  e.g.  $1\clubsuit - 1\diamond - 2NT - 3\heartsuit = 44M FG$
    - shows  $\spadesuit$  then  $\heartsuit$  e.g.  $1\clubsuit - 1\heartsuit - 2NT - 3\diamond = 5\spadesuit 4+\heartsuit FG$
  - $3\spadesuit$  = **slam try in  $\clubsuit$**
  - $3NT$  = no 5 cards M, to play
  - $4\clubsuit/\diamond$  = Serious slam try in  $\clubsuit/\diamond$

## Supplementary Details:

### **Note 11: Transfer response over 1M**

(Last updated: 28<sup>th</sup> May 2022)

- Transfer response after 1M only **ON** in the following 2 situations
  - 1M opening and opponent X
  - 1M overcall and the next oppo Pass or X
- Else, the general principles apply:
  - New suit at 2 level is natural and non-forcing
  - New suit at 1/3 level is natural and forcing
- After 1M – (X), **responder**:
  - XX = 10+ HCP, no support, seeking penalty
  - 1NT to 2M-1 = Transfer (NT->♣; ♣->♦; ♦->♥; ♥->♠)
  - 2M-1 = 8-10 HCP, 3 cards support
  - 2M = 4-7 HCP, 3 cards support
  - 2NT = 11+ HCP, 4+ cards support
  - 3m = fit raise
  - 3M = pre-emptive
    - *Note: also have mixed raise showing 8-10 HCP, 4+ cards support*
- After 1M overcall and next oppo Pass or X, **responder**:
  - Same as above except:
    - Transfer to oppo suit = limit raise 3 cards support, or 13+ HCP, no suitable bid
    - Jump cue bid = 8-10 HCP, 4+ cards support

## Supplementary Details:

### **Note 12: Use of Lebansohl**

*(Last updated: 24<sup>th</sup> May 2022)*

- 2NT is used as Lebansohl after:
  - Opener reverse;
  - 1NT opening being interfered at 2 level;
  - After takeout X on opponent's weak 2, with special defence against oppo Multi 2 ♦



## Supplementary Details:

### Note 13: Defence against Multi 2♦ opening

(Last updated: 24<sup>th</sup> May 2022)

- After (2♦):
  - X = 11-14 HCP BAL, or 18+ HCP, any hand
  - 2M = 11-17 HCP, natural
  - 2NT = 15-18 HCP, BAL
  - 3m = 11-17 HCP, natural
  - 3M = 14-17 HCP, good 6+ cards suit
  - 3NT = to play, can be gambling in nature
- After (2♦) – X – (pass):
  - **Responder:**
    - Pass = penalty pass
    - 2M = natural
    - 2NT = general **INV**, natural
      - Note: No **Lebansohl** when the suit is unknown
    - 3♣ = natural, to play
    - 3♦ = general **GF**
    - 3M = **INV**, natural
- After (2♦) – X – (XX or 2M/3M as **pass or correct**):
  - **Responder:**
    - Note: if **responder** want to penalty then need to pass first
    - X = takeout, i.e. short in M and length in oM
      - Note: to error on the conservative side when the suit is unknown
    - 2NT = general **INV**, natural
      - Note: No **Lebansohl** when the suit is unknown
- After (2♦) – X – (2M/3m as **natural**):
  - **Responder:**
    - X = penalty
    - 2NT = general **INV**, natural
      - Note: No **Lebansohl** when the suit is unknown
- After (2♦) – Pass – (2M as **pass or correct**) – X – (pass or correct):
  - **Responder:**
    - Note: oppo weak 2 suit is known through the pass or correct, **Lebansohl ON**
    - X = takeout on the pass or correct suit
      - Note: takeout in ♥ when multi 2♦ is ♥; takeout in ♠ when multi 2♦ is ♠
    - 2NT = **Lebansohl**
      - Note: same treatment as if multi 2♦ is an opening of weak 2♥ or weak 2♠
- After (2♦) – X – (2M as **pass or correct**) – X – (pass or correct):
  - **Responder:**
    - Note: same as above with **Lebansohl ON**

- X = takeout on the pass or correct suit
  - *Note: takeout in ♥ when multi 2 ♦ is ♥; takeout in ♠ when multi 2 ♦ is ♠, in this case partner is most likely to convert to a penalty X as he has the other 4 cards M*
- 2NT = **Lebansohl**
  - *Note: same treatment as if multi 2 ♦ is an opening of weak 2 ♥ or weak 2 ♠ and partner takeout X, only difference is the weaker HCP is assumed as takeout and the stronger one response as if **Lebansohl***
- After (2 ♦) – 2M – (pass):
  - **Responder:**
    - 2NT = general **INV**, natural
    - Lowest oM = **INV+**, M fit
- After (2 ♦) – 3m – (pass):
  - **Responder:**
    - 3M = **GF**, natural

## Note 14: Transfer and Walsh responses to 1♣ opening

(Last updated: 17<sup>th</sup> December 2023)

**General Principle:** Pass 1♣ only if you would pass when partner open 20-21 HCP 2NT

- **Overview of Responses to 1♣:**

- 1♦/♥ = 4+♥/♠ [14a]
- 1♠ = (1) 7- HCP , no 4 cards Major  
(2) 5+♦ without 4 cards Major, below FG  
(3) 5+♦ FG [14b]
- 1NT = 8-10 HCP without 4 cards Major [14c]
- 2♣ = inverted minor, 10+HCP with 5+♣ [15a]
- 2X = (see note 16) [16]
- 2NT = 11-12 HCP without 4 cards Major
- 3♣ = 7-9 HCP, Good 5+♣ pre-emptive
- 3♦ = 10-12 HCP, 6+♦ INV

### Note 14a: Development after 1♣ – 1♦/♥

- After 1♣ – 1♦/♥, opener:

- 1M = **exactly 3 cards M**, any shape, 11-17HCP
  - **responder** further response:
    - Pass = weak M, To play
    - 1♠ = 44 Both Majors, 8-10 HCP, constructive
    - 1NT = 8-10 HCP , 4 cards M, constructive
    - 2♣/♦/NT = 3-way checkback (see note 10)
    - 2M = 5 cards M, 8-10 HCP, constructive
    - 3M = 6+ cards M, preemptive
- 1♠ = 4 cards ♠, unbalance, 11-17HCP
  - **1♦ responder** further response:
    - 1NT = 5-10 HCP catch all
    - 2♣ = 3+♣ suggest to play
    - 2♦ = 4<sup>th</sup> suit FG
- 1NT = Balance, **exactly 2 cards M**, may have 4 cards oM, 12-14HCP(V)/15-17HCP(NV)
  - **responder** further response:
    - 2♣/♦/NT = 3-way checkback (see note 10)
    - 2M = weak 5+ cards M, To play
- 2NT = Balance/Semi-balance, 20-21HCP, FG
  - **responder** further response:
    - (see note 10)
- 3♣ = 15-17HCP with 6+ cards ♣
- 3♦ = 17+HCP with good 6+ cards ♣, usually with Major concern or S/T
  - **responder** further response:
    - 3M = 5+M
    - 3 oM = value showing
    - 3NT = To play
- 3oM/4♦ = SPL
- 3NT = 17+HCP with good 6+ cards ♣, suggest to play

Note: Supportive XX is **OFF**, it will carry natural meaning, i.e. willing to play this XX contract  
e.g. 1♣ – (P) - 1♥ – (X) – XX = 4 cards ♥

#### Note 14b: Development after 1♣ – 1♠

- After 1♣ – 1♠, opener:
  - 1NT = Balance/Semi-Bal, may have 4 cards M, 12-14HCP(V)/15-17HCP(NV)
    - 1♠ responder further response:
      - 2♣ = 5+♦ and 4+♣, INV
      - 2♦ = weak, 6+♦
      - 2M = 5+♦ and 4 cards M, FG
      - 2NT = INV with 5 cards ♦
      - 3♣ = 5+♦ and 4+♣, FG
      - 3♦ = 5+♦, FG
      - 3M = 5+♦, self-splinter
    - 2♦/♥/♠ = 16+ HCP, reverse, Lebansohl on
    - 2NT = Balance/Semi-balance, 20-21HCP, FG
      - 1♠ responder further response:
        - 3♣ = 5+♦ and 4+♣, or very weak 5+♦, opener forced to bid 3♦
        - 3♦ = 5+♦, FG
        - 3M = 5+♦ and 4 cards M, Big hand
        - 3NT = To play
    - 3♣ = 15-17HCP with 6+ cards ♣
    - 3♦ = 17+HCP with good 6+ cards ♣, usually with Major concern or S/T
      - 1♠ responder further response:
        - 3M = Value showing
        - 3NT = To play
    - 3NT = 17+HCP with good 6+ cards ♣, suggest to play

#### Note 14c: Development after 1♣ – 1NT

- After 1♣ – 1NT, opener:
  - 2♣ = 5+ cards ♣, To play
  - 2♦/♥/♠ = 15+ HCP, reverse, Lebansohl on
  - 2NT = INV 3NT, likely 15-16HCP BAL/Semi-Bal
  - 3♣ = 13-15HCP with 6+ cards ♣
  - 3♦ = 15+ HCP with good 6+ cards ♣, usually with Major concern or S/T
    - 1NT responder further response:
      - 3M = value showing
      - 3NT = To play
  - 3NT = To play with whatever hand

#### Note 14d: Miscellaneous

1. Due to potential rebidding problem, 4=4=1♦=4 opens 1NT when HCP is appropriate
2. System ON after 1♣ – (X), except 1♣ – (X) – 2♣ and 1♣ – (X) – 2NT, see note 15
3. In NV 1<sup>st</sup>/2<sup>nd</sup> position, 1♦ – 1M – 1NT is 15-17HCP bal with 4-5 cards ♦, 3-way checkback is still on as usual.
4. 1m – (1♥) – 1♠ = minor takeout, without 4 cards ♠;
5. 1m – (1♥) – X = negative double, 4+ cards ♠; system on as if after 1♣ – 1♥, m=♦ also applies
6. 1m – (1♥) – 2♠ = negative free bid, NF, Good 5+ cards ♠; Strength similar to 1m – (1♠) – 2♥
7. Whenever partner implies 4+ cards in a Major, support X up to 2M.

## **Note 15: Inverted Minor**

(Last updated: 05<sup>th</sup> January 2024)

**General Principle:** Opener/Responder bid new suit lower than 3m = FG, value showing, Opener jump over 3m = Strong balance with short opening m

System **OFF** for all overcalls including X, whereas 1m – (X) – 2m = simple raise, 1m – (X) – 2NT = Jordan raise

### **Note 15a: Development after 1♣ – 2♣**

- After 1♣ – 2♣, opener:
  - 2X = value showing, non-minimum FG
  - 2NT = Balance, minimum
  - 3♣ = ♣ Unbalance, minimum
  - 3♦ = 3=3=5♦=2♣, 20-21 HCP
  - 3M = 4 cards M, 2 cards ♣, 20-21 HCP
  - 3NT = 3=3=4♦=3♣, 20-21 HCP

### **Note 15b: Development after 1♦ – 2♦**

- After 1♦ – 2♦, opener:
  - 2M = promise 4 cards ♦, value showing, non-minimum FG
  - 2NT = promise 4 cards ♦, Balance, minimum
  - 3♣ = promise 4 cards ♦, ♣ value, No Majors A/K, non-minimum FG
  - 3♦ = promise 4 cards ♦, Unbalance, minimum
  - 3M = 4 cards M, no 4 cards ♦, 18-19 HCP
  - 3NT = No 4 cards M and No 4 cards ♦, 18-19 HCP

## Supplementary Details:

### Note 16: Development after 1m-2X

(Last updated: 05<sup>th</sup> January 2024)

System ON only after being X, system OFF for all other overcalls.

### Note 16a: Development after Major Flannery 1♣ – 2♦ / 1♦ – 2♥

1♣ – 2♦ / 1♦ – 2♥ = 6-9 HCP, 5+ cards ♥ and 4+ cards ♠

- After that **opener**:
  - 2M = To play
  - 2NT = INV+ asking:
    - **responder** further response:
      - 3♣ = any minimum, then 3♦ by **opener** = FG further asking:
        - 3♥ = extra ♠, 5+ cards ♠, then 4m = fit ♠ cue bid
        - 3♠ = extra ♥, 6+ cards ♥, then 4m = fit ♥ cue bid
        - 3NT = no extra length in Majors
      - 3♦ = Maximum FG, no extra length in Majors
      - 3♥ = Maximum FG, extra ♠, 5+ cards ♠, then 4m = fit ♠ cue bid
      - 3♠ = Maximum FG, extra ♥, 6+ cards ♥, then 4m = fit ♥ cue bid
    - 3m = Natural, NF
    - 3om = 17+HCP with good 6+ cards m, usually with om concern or S/T
    - 3M = **Slam try in M**
    - 3NT = To play

### Note 16b: Development after minor Reverse Flannery 1♣ – 2♥

1♣ – 2♥ = 6-9 HCP, 5+ cards ♦ and 4+ cards ♣

#### General Principle:

After FG is established, 4m = Slam try in m

3M by opener is value-showing, 3M by responder is shortness

- After that, **opener**:
  - 2♠ = INV+ asking:
    - **responder** further response:
      - 2NT = any minimum, then **opener**:
        - 3m = To play
        - 3M = value showing, FG
        - 3NT = To play
        - 4m = INV to 5m
      - 3♣ = Maximum FG, extra ♦, 6+ cards ♦, then 3M = fit ♦ cue bid
      - 3♦ = Maximum FG, extra ♣, 5+ cards ♣, then 3M = fit ♣ cue bid
      - 3♥ = Maximum FG, no extra length in minors, shortness ♥
      - 3♠ = Maximum FG, no extra length in minors, shortness ♠
      - 3NT = Maximum FG, 2=2=5=4
    - 2NT = 20-21 HCP balance, FG
      - **responder** further response:
        - 3♣ = extra ♦, 6+ cards ♦, then 3M = fit ♦ cue bid

- 3♦ = extra ♣, 5+ cards ♣, then 3M = fit ♣ cue bid
- 3♥ = no extra length in minors, shortness ♥
- 3♠ = no extra length in minors, shortness ♠
- 3NT = 2=2=5=4
- 3♣ = To play
- 3♦ = To play
- 3M = value showing, usually stopper ask in other Major, forcing to 4♣
- 3NT = To play
- 4m = **Slam try in m**

**Note 16c: Development after weak minor pre-empt 1m – 2♠**

1♣ – 2♠ = 0-6 HCP, 6+ cards ♣

1♦ – 2♠ = 0-6 HCP, 5+ cards ♦

- After that, **opener**:
  - 2NT = 20-21/18-19 HCP balance, may be 2 cards m
  - 3m = To play
  - 3X = value showing, ask responder to show value or bid m if valueless
  - 3NT = To play

## Supplementary Details:

### Note 17: Against Strong/Artificial openings

(Last updated: 27<sup>th</sup> December 2023)

- Against Precision 1♣/Strong 1♦/2♣/2♦:
  - **Modified Suction (apply to ANY levels)**
    - X = both Majors
    - ♣ = ♣ or ♦ + ♥
    - ♦ = ♦ natural
    - ♥ = ♥ or ♠ + ♣
    - ♠ = ♠ or ♣ + ♦
    - NT = ♠ + ♦ or ♥ + ♣
    - Responder subsequence Pass/bid = Pass or correct, XX = 55+ two suiters
- Against 1♣ = Any strong or weak balance (e.g. Polish ♣):
  - Pass = any weak or any 15+ HCP (need to alert), subsequence X is takeout-oriented
  - X = 11-14 Balance/semi-Balance
  - 1♦/1♥/1♠ = natural with ≤14 HCP
  - 1NT = ♣ with ≤14 HCP
  - 2♣ = Both Majors, 8-11 HCP or strong, subsequence actions same as 2♣ opening
  - Others = natural, preemptive
- Against 2NT = Both minors:
  - X = Penalty on at least one suit
  - 3♣/♦ = Strong ♥/♠
  - 3♥/♠ = Competitive ♥/♠, **NF**
  - 3NT = Strongest Both Majors, ≤ 3 losers, responder bid his minor A or 4M if none
  - 4♣/♦ = Both Majors 55+, shortness
  - 4♥/♠ = To Play
  - 4NT = Specific A asking
- Against 2NT = Strong Balance:
  - **Lionel (similar to against Strong 1NT)**
    - X = 55+ ♠ and lower
    - 3m = 55+ m and ♥
    - 3M = natural
    - 3NT = minors
    - 4X = natural, **pre-emptive**