DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style; Responses; 1/2 Level; Reopening)

1NT: 1st Suited; 2-suited, 1NT or more, lead H; 2NT=3NT, no outside A or K.

jump new=INV; 6+12-15; JUMP CUE=dist raise; 2NT=NEW, then Wolff cont;

jump pre=PRE; RDBL=Hx(+); values: (1NT) resp; Misc: DBL=other 2

or 3-card SUP(suited); 2NT=good 4-card SUP; new suit JUMP=FIT

 SNAPJACR: 2-level (quite AGGR); new suit=2F, at 3-level,

INT OVERCALL (2ND/4TH Live; Responses; Reopening)

INT 3RD RESPONSES (2ND/4TH Live; Responses; Reopening)

OPENING LEADS STYLE

LEADS AND SIGNALS

Strong Club - BLUE

SPECIAL FORCING PASS SEQUENCES

Players:

Robert Hamman - Paul Soloway

SYSTEM SUMMAR Y

OPENER SHOWS GOOD HAND with DBL, free bid is COMP, may

1ST LEVEL CONVERSION; NT rebid=19+; DBLer COMP bid=Xtra

QJx(+); QJ

Signals in ORDER OF PRIORITY

QJx(+); QJ

TrumpSignals:

Ask ATT: KQx(+)

Hi=ENCRG

TAKEOUT DOUBLES (Style; Responses; Reopen)

WBF Convention Card 2.18

1-level:4M OK, 54Ms; most 1-suiters (6-18); then,new suit=NF; CUE=FIT or good, NT

Jump new=INV; 6+12-15; JUMP CUE=dist raise; 2NT=NEW, then Wolff cont;

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<table>
<thead>
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<th>Opening</th>
<th>Min.</th>
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<th>Responses</th>
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High Level Bidding

1NT: (0314): when no suit is agreed, still 0-3, 1-4, 2, 2+ (something) Note#7

good about the hand, Queen ask after steps 1,2 is cheapest

One-trump suit bid/next step denotes Q, all others show (K's up-the-line), trump suit shows Q, deniers K. Almost mandatory SNT.

KICKBACK (one over) RKCB: when suit is agreed or implied.

Two Over", "three over" KICKBACK in game conflict situations.

When 4NT is NAT, 5C?Asacs, continuations are NAT. In general, CUE-bidding is not strongest slam try. When KICKBACK used, INT=SPL; mostly lo/mi form

The-under-ours (0-level): DEPO (K roman), TRF, then SPL
Note:..1 After 1C Opening

1C -1D
1M 4+ -cards; bid 4-card M before a longer minor, NF
e.g.  AKxx  AQ  KQxxx xx
1NT 17-19, BAL; NF
2m 5+ -cards; Forcing. Can have M with 21+
2H NAT
2S NAT, 5+S, F1
2NT 22-24 HCP, BAL; then, RESP as 2NT opener
3C NAT, like a STR 2-bid
3D NAT, like a STR 2-bid
3M SOL M: demands CUE with Ace; 3NT with King(s); 4M=no A or K

________________________________________________________________________

Note:..2 Interference over our 1C

Versus double:

1C-(DBL) -Pass 0-5 HCP
- RDBL BAL, FG
-1D 6-7 HCP
- other as without interference, NAT, 8+ HCP
If DBL shows specific suit, 1NT=8+ with stopper (not 12+ with hearts)

Versus a 1-level overcall:

1C-(1D) -Pass 0-5 HCP
-DBL 6-7 HCP [ then, a CUE=8-11, no stopper, no 5-card suit]
-1NT 8+ HCP, stopper
-2D 12+, no stopper, no 5-card suit
-others NAT, 8+
NB: with 5S and 7HCP bid 1S rather than DBL

1C-(1H) -Pass 0-5 HCP
-DBL 6-7 HCP (followed by cuebid: 8-11, no stopper, no 5 card suit)
-SUIT 8+ HCP, FG
-1NT 8+ HCP, FG, stopper
-CUE 12+, no stopper, no 5-card suit

1C - (O/C) - 1NT - (P)
suit Natural, including theirs
2NT Baron (suits up the line)
HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

Versus Interference after 1C-(P)-1x:

1C (P) 1D (DBL) (where DBL could be anything)

---

Pass NF (reopening DBL by 1C or 1D bidder=takeout)
RDBL 20-23, awkward hand (good canapé)
1M NAT, NF, 5+M
1NT 17-19 (system on)
2m NAT, Forcing
2M STR 2-bid
2NT 22-24 (system on)
3m STR 2-bid
3M Semi-PRE (not a solid suit)
3NT Tricks

---

1C (P) 1D (1M)

---

Pass NF (reopening DBL by 1C or 1D bidder=takeout)
DBL Takeout; with STR 2-suiters start with DBL
Sui NAT, NF
1NT Sound 18-19 [System on]
JUMP STR 2-bid
JUMP CUE Solid suit type
2NT 22-24 [System on]

---

1C (P) 1M (DBL) (where DBL could be anything)

---

Pass Neutral; later double by either partner=PENALTY
RDBL 4+H or S (suit doubled)
1S/2m/2H 5+ cards, reason to bid
2S/1H 4441, 17+ HCP
1NT 17-19 [System on]
CUE NAT, 6+cards
Jump CUE Solid suit type
2NT 22-24 [System on]
HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

1C (P) 1M thru 2S   (Bid thru 3D)

???

Pass   Usually BAL, antipositional for NT, could be PURE PEN if known ART, 2-suiter
DBL of "NAT" PEN "over"; then, if non-raise, "over" DBL=PEN, "under" DBL=T/O, "cards"; If raise, DBL=T/O

DBL of known 2-suiter Def vs 1+ suit(s);Pass, then DBL=PEN; then RESP's DBL=PEN
(even "under" the bidder)

1NT   Unlimited   (similar for 2NT nonjump in COMP)
Suit   NF
Jump  Strong two-bid
Cue   NAT

1C (P) 1M (ART 2-suiter)
DBL   PENALTY of one or both

1C (P) 1M (NAT + another)
DBL   PENALTY of suit bid

1C (P) 1M (3C=D)
DBL   PENALTY of D

1C (P) 1M (3C=D)
P (3D) DBL T/O

1C (P) 1M (3C=D)
P (3D) P (P)
DBL T/O

Versus NAT bids through the two-level:

Pass   0-5 HCP
Double of 1x: 6-7 HCP or 8-11 HCP with no stopper, no 5-card suit
Suit   8+ HCP, 5+ -cards
1NT    8+ HCP, stopper, can be off shape (or 14+)
CUE    12+ HCP, no stopper, no 5-card suit

1C (1H) 2S 4-8 HCP, 6/7 S
   2NT    NAT
   3C 1 or 0 loser D
   3D 1 or 0 loser H (caters to psych)
   3H 1 or 0 loser S
   3S Playable opposite a void, not great hand
1C (1S) 2NT  NAT
   3C 1 or 0 loser D
   3D 1 or 0 loser H
   3H 1 or 0 loser S (caters to psych)

1C (1NT* crash) 2NT NAT
   3C 1 or 0 loser D
   3D 1 or 0 loser H
   3H 1 or 0 loser S

1C (1NT* minors) 2NT 5/5 Majors, FG
   3C 5/5 majors, COMP
   3D 1 loser H
   3H 1 loser S
   3S Solid H or Solid S

Opener's CUE of opponent's suit after Responder's POSITIVE is NATURAL

Versus competition at three-level or higher:

Pass    0-7 HCP
Double 8-13 HCP, semi-BAL, no stopper
Suit 8+ HCP, 5+ -cards
NT  7+ -13 HCP, NAT, stopper
CUE  14+ HCP, no 5-card suit

Versus a known two-suiter higher than 1D:

Minimum CUE 8-11 HCP
Maximum CUE 12+ HCP

Versus two-suited DBL, Crash, etc: Ignore: i.e. bid normally
Other Sequences

PRINCIPLE: In competition, at any level, unless specifically defined to the contrary, bids are natural after responder has bid notrump.

Trap passes are possible, opener will generally keep bidding. Doubles are penalty in game-forcing auctions but takeout through 3D if:

(1). No game force in existence.
(2). Opponents bid and raise a suit (not a strained preference)

Pass/double inversion in forcing (high-level (3H+) situations)

PRINCIPLE: If partner has bid a suit that you have not supported (and you have bid no suit of your own),

Raising   WEAKEST support route
Double    FIT (strong)
Pass and pull   FLEXIBLE

Note:...3 After 1D Opening

1D -2D: INV+

1D – 2D
2H       BAL
2S       Unbal (2nt asks SPL: lo-middle-high)
2NT      Clubs, denies 4D
3C       2-suiter (3D asks: 3M = natural, 3NT/4C = C)
3D       NF (3M = stoppers; 4H = RKCB; 4S = SPL; 4NT = Nat)
3M       Strong SPL

1D – 2D
2H – 2S   Forces 2NT
   2NT    FG
   3C    Natural (Limit)
   3D    INV
   3M    Strong SPL
   3NT   16 – 18
1D – 2D
2H – 2S
2NT–3C SPL
  3D 17+-19 BAL
  3M SPL

1D – 2D
2NT- 3C F1

1D – 3C Clubs and diamonds, mixed raise values
All 4H = RKCB
Exclusion RKCB: 4S and higher 0/3; 1/4

1D-1M; 2OM
1D – 1H
2S Always 3H unless 6 – 5
  2NT Possible weak hand
3C Extra Value, 6D + 3H
3D MIN, 6D + 3H

1D – 1H
2S – 2NT
3C/3D – 3H Signoff

1D – 1H
2S – 3C Usually 5+ H, good hand
  3D F1
  3H 6+H, GF

1D – 1S
2H – 2S
2NT 4 – 6 with stopper
3C Extra 4 – 6
3D Min 4 – 6
3H 6 – 5
3S Min 3-card raise

1D – 1S
2H – 2NT
3C 3S + 6D and any minimum
3D 4H – 6D
3H 6 – 5
3S Extra values with 3S
3NT Extras, 4 – 6
HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

1D – 1S
2H – 3C  GF, 5+ spades
3D  4 – 6
3H  5 – 6
3S  3S + 6D
3NT  To play

1D – 1M; 3C  3-card M SUPP with 4 or 5 of either minor; 5/5 also
1D – 1H
3C – 3D  F1
3H  1=3=4=5
3S  1=3=5=4
3NT  0=3=5=5

1D – 1H
3C – 3D
3H – 3S  Creates GF
3NT  To play
4C/4D  INV, NF
4H  To play

1D – 1H
3C – 3H  NF
3S  5+ H, GF; then all CUES

1D – 1H
3C – 3D
ANY – 4S  RKCB in 5 card minor

1D – 1S
3C – 3D  F1
3H  5S, GF
3S  Sign off
3NT  To play
4C  4+ trumps; GF
4D  4+ trumps; GF

1D – 1S
3C – 3D
3H  3=1=4=5
3S  3=1=5=4
3NT  3=0=5=5
- 4C  INV, NF
HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

- 4D INV, NF

1D – 1S
3C – 3D
Any – 4H RKCB in 5 card minor (If 5D– 5C, 4NT = RKCB diamonds)

1D – 1S
3C – 3H
4C CUE for spades
4D CUE for spades

Opener's Reverse over 1NT RESP:

1D -1NT
2H - 2S 4 spades or ART MAX
   - 2NT Not 4S, not MAX
   - 3C NF
   - 3D 4+D, NF

1D - 1NT
2S Always 5+D
   - 2NT Extras
   - 3C NF
   - 3D MIN, 3+D
   - 3H F, card in H

Note:..4

1H-1S; 3C Always 3-card S SUPP
1H-1S
3C-3D ASK
3H 3 4 1 5
3S 3 5 1 4
3NT 3 5 0 5
HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

1H – 1S
3C – 3D
3H – 3S  Sign off

1H – 1S
3C – 3D
ANY–4C  INV, NF

1H – 1S
3C – 3H  GF  3 hearts
3S  GF  5+S
3NT  To play
4C  GF

1H – 1S
3D – 3H  forces 3S
3S – 3NT  4 spades, 3 hearts + stopper; choice of game
4C  asks shape
4D  inv diamonds

1H – 1S
3D – 3NT  To play
4C  RKCB diamonds
4D  GF; 4+ trumps

1H – 1S
3D – 3H
3S – 4C
4D  3 4 5 1
4H  3 5 4 1
4S  3 5 5 0
Then,  4S a place to play
4NT = RKCB 5 card suit (lower D)
5C  = RKCB 5 card suit (higher)

1H – 1NT
2S – 2NT  PUP to 3C (sign off in a minor)

1H – 1NT
2S – 3C/3D  F1
**1H-2C**

FG NAT, or NF when 3C rebid, or any distribution with 3-card limit raise

2D  
1. 1444, 12-14 HCP  
2. 4H5m, MIN  
3. 4H4C, BAL, MIN  
4. 5+H, MIN

2H 5+H, MAX

2S MAX:
1. 1444, 15-16 HCP  
2. Minor canapé  
3. 4S6H  
4. 5S6H  
5. 6H4C

2NT 12-13 HCP, BAL, NF (not 5H)

3C Extra values:
1. 5H4C, extras  
2. Fair 5/5

3D SPL

3H 6+H, 1-loser suit at worst

3S SPL (S), with 5+H, extras

3NT 6H + stoppers, Hx in clubs

4C D SPL with 3514 or 2515, always 5H

4D S SPL with 1534, 1525, always 5H

---

**1H-2D NAT, FG or 2/3 D (NF)**

2H 5- or 6-card H, MIN or 5H4C, good

2S ART, multi-meanings:
1. WK C canapé  
2. 1444, 11+to14- HCP  
3. 6+H good hand, bad suit  
4. 6H4S, 15-16 HCP  
5. 6H5S  
6. 6H4D

2NT BAL MIN, not 5H, not 44 Ms, could have 4D

3C Extra value canapé or good 5/5

3D 4+D; many hand types

3H 6+H, good suit

3S Always 5H

3NT 3415, good spades, 14+-16 HCP; 2425 possible (club canapé)

4C 3541 or 2551, always 5H

4D Picture, no outside controls, 2542
**1H - 2S**  **Strong Jump Shift or 5+S and 3H**

1H - 2S
2NT    All MIN
3C    Canapé, either minor
3D    Good H hand
3H    Moderate H hand
3S    Good hand for S
3NT    To play, likely 1=4=4=4, 14-16 HCP

1H - 2S
2NT-3m    4+m
    -3H    3H, 5+S
    -3S    STR JS, no second suit
    -3NT
    -4m    3-card m, 3H/5+S, 18-19 HCP

Then, OP 4NT =To play

1H - 2S
3C - 3D    ASK
3H
3S    D, no C stopper
3NT    D with C stopper

1H - 2S
3D - 3H    ASK
3S    Good 1-suiter

[RESP continues: 3NT=slam-suiter, 4m=SPL with H, 4H=MIN]
3NT    2-suiter with clubs, 6/4 or 5/5
4C    2-suiter with diamonds, 6/4 or 5/5

---

**Note:..5 FG M Raise**

1M-3C    4+M, any shape, FG
3D    MIN
3H    Extras, BAL or some SPL, Always 5+H
3S    ART, extra value C canapé
3NT(/1H)    ART, extra value D canapé
3NT(/1S)    5S4x, BAL, extras
4m    Decent suits, 5/5+
4H (/1S)    Decent suits, 5/5+
4M    Good trumps, concentrated, not much else; e.g. AKQxx or AKxxxx
Note:..6
1S-2C FG NAT, or 2/3 C or random distribution with 3-card limit raise
2D All MIN without 4H: (1) 5- or 6-card S; (2) WK C canapé; (3) 4S4C, no stoppers;
(4) 5S4D; (5) 5S4C
2H Natural, may be 44
2S Good hand, 6+S or 5S4D
2NT BAL, 12-13 HCP, not 5S
3C MAX: (1) 5S4C; (2) 5S5C; (3) 4S5C
3R SPL, 5S
3S MAX, 1-loser suit
3NT 6S + stoppers, Hx in C,
4C 5S/5C with D SPL
4D 5S/5C with H SPL
**There is no D canapé when 1S is opened.

1S-2D NAT, FG or 2/3 D
2H NAT
2S Catchall, 5+S, or 5+S and 4+C, weak
2NT BAL, 12-13 HCP, not 5S, may have 4m
3C 5/5 or 4/5 with good clubs, extras
3D Many hand types
3H SPL, 5S
3S MAX, very good suit
3NT Canapé (C): 4315 or 4225, good H
4C 5341 or 5251, always 5S
4D 5242 Picture

1S-2C
2H-2NT
3C 6-4, 5-5, Good 5-4, 15-16 HCP
3D C raise
3H Weak, 5/5
3S Weak, 6/4
Note:..7 **General Principles Interference over our 1NT**

(1) If they have one KNOWN suit (not via DBL/2C), transfer LEB around the known suit.

(2) If they have two known suits:
   (a) DBL=PEN if their bid is in a genuine suit
   (b) Use cue-bids like two-way Stayman as much as possible
   (c) Apply INV+ transfers to other suits whenever feasible
   (d) 3S always 5/5+ in other two suits
   (e) 2NT natural, so no transfer to C, therefore 3C/(3D) often NAT/COMP

(3) If they bid no higher than 2C with no known suit, play as much of system as possible (using DBL as Stayman where required)
(4) If they bid higher than 2C (2D+) with no known suit, the idea is to show as many hand types as possible without overcomplicating the structure: transfer LEB will show at least INV values.
(5) Our normal approach with weak COMP hands that must go to the three-level is to pass and hope to bid later. Thus, when 2NT=LEB, it is really a respectable hand with clubs, forcing to game if followed up with a NEW SUIT or a CUE-BID.
(6) Fast actions SHOW stoppers if SLOW actions are available.
(7) If they show an unknown one-suiter, we must wait until they identify their suit in order to make a NEG (takeout) double.
(8) If they show or imply a suit in which we might still have a good contract, we can pass and bid or jump-bid that suit NATURAL(ly), or we can possibly use TEXAS.
(9) After a LEB transfer to C, Responder's M rebid is generally used to show 4OM.
(10) TEXAS whenever we can jump to it.
(11) Unless they have shown a minor, showing both minors is important for us.

1NT (DBL=PEN) ???

Pass  Content (We can't play 1NT redoubled!); delayed DBL=T/O
RDBL  Puppet to 2C (to play 2C or 2D)
2C  STAY
2R  TRF
2S  Minor suit STAY
2NT  INV to game with one minor
3x/4C  PRE
4R  Texas
**Note:..8  2M-2NT**

2M-2NT is INQ; then, 3C=MIN or MAX, 3D=Fair, 3H=MIN with 4 of OM, 3S=MAX with 4 of OM; 3NT=Great suit

2M-2NT-3C-3D=INQUIRY: allowing MIN hand to still bid game

2NT, then 4C, i.e. Delayed 4C=RKCB

After response to 2NT, cheapest non-signoff, non-3NT, non-4C asks shortage.

**Note:..9 Interference over 2M opening**

<table>
<thead>
<tr>
<th>Over DBL:</th>
<th>RDBL</th>
<th>STR</th>
</tr>
</thead>
<tbody>
<tr>
<td>2S (over 2H)</td>
<td>NAT,NF</td>
<td></td>
</tr>
<tr>
<td>2NT/3C/3D/3H</td>
<td>Transfers</td>
<td>[TRF to ours shows Honor]</td>
</tr>
</tbody>
</table>

2H-(2S)-2NT/3C/3R  Transfers (Same structure as over DBL)

Direct COMP raise=PRE

Jumps are FIT and lead-directing. Then, Opener's DBL is likely SPL in responder's suit.

2M-(ANY):-DBL=PENALTY, new suit=Forcing

  Interference over 3x or higher

New suits over double or 3-level overcall are NAT, NF, but might be lead-directing

Double by preemptor=Lightner
Note: 10 After our Takeout Double

After cue-bid response, both partners bid naturally; however, when cue-bid is by a PH, doubler aims to bid missing M if he has it;

(1x) DBL (1Y) DBL PENALTY, 4+ cards in Y, some values
(1x) DBL (1M) 2M NAT, 5-card suit, about 5-7 HCP
(1m) DBL (1x) 2m Cue-bid, promises rebid if UPH
(1C) DBL (1D/1N) 2C H+S, does not promise rebid
(1D) DBL (2C) 2D H+S, does not promise rebid

P (1D) DBL (P)
2D  Does not promise rebid

(1M)-DBL-(2M): DBL  RESP(about 8+ HCP)
   2NT  Minors, light 3D, or strong 3OM+
   3C  might be light
   3D  Constructive
   cheap OM COMP
   3H CUE  FG,4S
   3S CUE  FG,good long unknown suit, no S stopper
   JUMP 3S 5S, no stop INV
   4m  INV
   4OM  Long OM, not much defense
   4M  Minors, M control, slam try
   4NT  Minors, not slammish
   5m  Long suits, not great hands
MANY EXTENDED agreements, e.g,

(1S) DBL (2S) DBL
(P) 3m (P) 3H 4-card suit, INV no spade stopper

(1S) DBL (2S) DBL
(P) 3C (P) 3D 4+D/4H, values (right partscore)
Note:...11 Fit-Showing Jumps

"Fit-showing Jumps": All four-level minor-suit jumps by responder show four-card fit plus decent suit bid; better than PRE values.

1S (2H) 4m FIT-jump

Fit-showing jumps are forcing to the cheapest level in the fitting suit, unless we double the opponents.

Fit-showing jumps that force to game set up Forcing Pass situation (pass/double inversion): Pass is the most penalty-oriented action since it requests a reopening double. DBL is a 4 1/2 M bid. Pass and pull is the strongest action.

New suit jumps by PH or in competition (after an action on its right [but not NEG DBL] or in UNAMBIGUOUS situations) by Advancer are FIT JUMPS: four+ card support and at least nine combined cards in the two suits.

P (1D) 1S (2D)
3H FIT (H+S)
Note:...12  Over Opponents NT O/C

1D-(1NT)-DBL  9+ HCP, some sound 8's
   -2C  STAY
   -2D  TRF (then new suit=NF)
   -2H  TRF (then new suit=NF)
   -2S  Both minors, emphasis on diamonds
   -2NT  Both minors or ART FG, usually a 2suiter
   -3x  PRE
   -3NT  More minors
   -4C  More PRE
   -4M  NAT
   -4NT  More minors

1M-(1NT)-DBL  Sound 9+ HCP, (slightly higher minimum)
   -2C  C+OM, usually 55+
   -2D  D+OM, usually 55+
   -2M  WK raise
   -2OM  NAT,NF
   -2NT  Both minors, or ART FG, usually a 2-suiter
   -3x  PRE
   -3NT  More minors
   -4x  FIT, length
   -4M  PRE
   -4OM  NAT
   -4NT  More minors

After penalty double of 1NT, pass is forcing up to and including 2D and all DBLs are for PENALTY. If Comic NT, then new suit, we are forced to 2NT.

If opponents escape to 2H or higher, P=NF. DBLS under the suit bid are for takeout, all DBLs over the suit bid are penalty

New suit by penalty doubler of 1NT=NF; 2NT=natural cue-bid=FG

1D/1M-(3NT):Natural bidding; 4NT=Plain Blackwood; Delayed 4NT=RKCB; DBL, then bid=Doubt

1D/1M (3NT) DBL (P)
P (4C) 4H  Pass or correct (two places to play)
Note: 13 Countering Two Suited Overcalls

Michaels

1D-(2D=Majors, 4/5+): Pass  Nothing to say or PEN coming next
   DBL  BAL, values, invites cooperation (no F/P)
   2H  COMP, with C ("other" minor)
   2S  L/R+ in D (or antipositional FG)
   2NT  NAT
   3C  NAT, FG
   3D  COMP
   3M  SPL, big D fit (later 4NT=Exclusion RKCB)
   3NT  NAT, based on D fit
   4C/5C  Fit, D+C with values for 4D/5D
   4D/5D  PRE
   4M  NAT
   4NT  Blackwood, aces

1H-(2H=5+S/5+m):  Pass  Neutral or PEN
   DBL  BAL, values, invites coop (no F/P)
   2S  C, COMP+ (OP bids 3C unless extras)
   2NT  L/R(3 trumps)
   3C  D, COMP+ (OP bids 3D unless extras)
   3D  L/R(4 trumps)
   3H  COMP
   3S  FG S SPL for H
   3NT  FG BAL H raise
   4m  FG m SPL for H
   4H  PRE
   4S  RKCB (H)
   4NT  Exclusion RKCB H, void in S
   5m  Exclusion RKCB H, void in m

1S-(2S=5+H/5+m): Pass=Neutral or PEN; DBL=BAL, values, invites coop(no F/P);
   2NT=C, COMP+ (OP's 3C=expected); 3C=D, COMP+(OP bids 3D unless extra values);
   3D=L/R (3 trumps); 3H=L/R(4 trumps); 3S=COMP; 3NT=F, BAL S RAISE; 4m=m SPL
   for S; 4H=H SPL for S; 4S=PRE; 4NT=RKCB (S); 5m/5H=Exclusion RKCB (S)
Unusual 2NT (UNT)

1D-(2NT=5+H/5+C): Pass Neutral, may be unilateral PEN
  DBL  BAL, transferable values (no F/P)
  3C  L/R in D (still below 3D)
  3D  COMP
  3H  Spades; NEG DBL or NEG FREE-BID
  3S  NAT, FG
  3NT  NAT, NF, based on D fit
  4C  C Splinter for D
  4D  PRE
  4S  NAT
  4H  RKCB-D
  4NT  H SPL for D
  5C/5H  Exclusion RKCB for D
  5D  NAT, PRE

1H-(2NT=5+D/5+C): Pass Neutral, may be unilateral PEN
  DBL  BAL, values, invites cooperation (no F/P)
  3C  NEG DBL/NEG FREE BID in S
      (opener stalls with 3D)
  3D  L/R in H
  3H  COMP
  3S  NAT, FG
  3NT  FG H raise, usually BAL
  4m  m SPL for H
  4H  PRE
  4S  NAT
  4NT  RKCB (H)
  5m  Exclusion RKCB (H)

1S-(2NT=5+D/5+C): Pass = Neutral, may be unilateral PEN; DBL = BAL, values, invites cooperation (no F/P); 3C = NEG DBL or NEG FREE BID with H; opener stalls with 3D; 3D = L/R in S; 3H = NAT, FG; 3S = COMP; 3NT = FG S raise, usually BAL; 4m = SPL; 4H = NAT; 4S = PRE; 4NT = RKCB (S); 5m = Exclusion RKCB (S)

"Upper Suits"

1H-(2H=5+S/5+D): Pass = Neutral, may be PEN of S or D; DBL = BAL, values, invites cooperation (no F/P); 2S = C, COMP; 2NT = L/R in H (3 trumps); 3C = NAT, FG; 3D = L/R in H (4 trumps); 3H = COMP; 3S/4D = SPL for H; 3NT = FG, H raise (usually BAL); 4C = FIT-JUMP; 4H = PRE; 4S = RKCB-H; 4NT = EXCLUSION RKCB-H, S shortage; 5D = EXCLUSION RKCB-H; 5C = NAT
1S-(2S=5+H/5+D): Pass=Neutral, may be PEN of OM or D; DBL=BAL, values, invites cooperation (no F/P); 2NT=C, COMP; 3C=NAT, FG; 3D=L/R(3 trumps); 3H=L/R(4 trumps); 3S=COMP; 3NT=FG S raise (usually BAL); 4C=FIT-JUMP; 4D/4H=SPL; 4S=PRE; 4NT=RKCB-S; 5D/5H=EXCLUSION RKCB-S; 5C=NAT

Top And Bottom Suits (A.K.A. "Extremes" Or "High/Low")

1D-(2D=5+S/5+C): Pass=Neutral, may be unilateral PEN; DBL=BAL, transferable values (no F/P); 2H=NAT/NF, decent suit; 2S=H, FG; 2NT=NAT; 3C=L/R in D; 3D=COMP; 3S/4C=SPL raise of D; 3NT=NAT, NF, based on D fit; 4D=PRE; 4H=RKCB (D); 4S/5C=EXCLUSION RKCB-D; 4NT=Ace asking; 5D=PRE

1H-(2H=5+S/5+C): Pass=Neutral, may be penalty double of OM or D; DBL=BAL, values, invites cooperation (no F/P); 2S=D, NEG DBL or NEG FREE BID; 2NT=L/R (3 trumps); 3C=L/R(4 trumps); 3D=NAT, FG; 3H=COMP; 3S/4C=SPL; 3NT=H raise (usually BAL); 4D=FIT-JUMP; 4H=PRE; 4S=RKCB-H; 4NT=EXCLUSION RKCB-H, short S; 5C=EXCLUSION RKCB-H; 5D=NAT, PRE

1S-(2S=5+H/5+C): Pass, DBL are as above; 2C=COMP D; 2D=NAT, F; 3H=L/R(4 trumps); 3S=COMP; 3NT=FG S raise (usually BAL); 4C/4H=SPL raise of S; 4D=FIT-JUMP; 5S+D; 4S=PRE; 4NT=RKCB-S; 5C/5H=EXCLUSION RKCB-H; 5D=NAT, PRE

Colorful Cue Bids (Black Cue=Reds; Red Cue=Blacks)

1D-(2D=5+S/5+C): Pass=Neutral, may be unilateral PEN; DBL=BAL, transferable values (no F/P); 2H=NAT/NF, decent suit; 2S=H, FG; 2NT=NAT; 3C=L/R in D; 3D=COMP; 3S/4C=SPL raise; 3H=FIT-JUMP; 3NT=NAT, NF, based on D fit; 4D=PRE; 4H=NAT; 4S=RKCB-D; 4NT=EXCLUSION RKCB-D, short S; 5C=EXCLUSION RKCB-D; 5D=PRE

1H-(2H=5+S/5+C): Pass, DBL are as above; 2S=D, NEG DBL or NEG FREE BID; 2NT=L/R(3-card support); 3C=L/R(4-card support); 3D=NAT, FG; 3H=COMP; 3S/4C=SPL; 3NT=F, H raise (usually BAL); 4D=FIT-JUMP; 4H=PRE; 4S=RKCB-H; 4NT=EXCLUSION RKCB-H, short S; 5C=EXCLUSION RKCB-H; 5D=NAT, PRE

1S-(2S=5+H/5+D): Pass, DBL as above; 2NT=C, NEG DBL or NEG FREE BID; 3C=C, FG; 3D=L/R(3-card support); 3H=L/R(4-card support); 3S=COMP; 3NT=FG S raise (usually BAL); 4C=FIT-JUMP; 4D/4H=SPL; 4S=PRE; 4NT=RKCB-S; 5D/5H=EXCLUSION RKCB-S; 5C=NAT

Astro Cue Bids

See Defense for TOP and BOTTOM CUE-BID
Top And Another Cue-Bids
1D-(2D=5+S/5+x): Pass, DBL as above; 2H=NAT/NF; 2S=C, COMP+; 2NT=NAT; 3C=D, INV+; 3D=H, INV+; 3H/4C=FIT-JUMP; 3S=SPL; 3NT=NAT, NF, (D fit); 4D/4H=NAT, PRE; 4S=RKCB-D; 4NT=EXCLUSION RKCB-D, short S; 5C/5D=NAT/PRE

1M-(2M=5+OM/5+m): See Defense vs MICHAELS (OM+unknown m)

Ghestem
1D-(3C=5+S/5+H: Uppers): Pass, DBL as above; 3D=COMP; 3H=C, COMP+; 3S=Good raise in D; 3NT=NAT, NF, (D fit); 4C=NAT, FG; 4D=PRE; 4H=RKCB-D; 4S=SPL; 4NT=H SPL; 5C=FIT; 5D=NAT, PRE

1D-(3C=5+C/5+S: Extremes): Pass, DBL as above; 3D=COMP/INV raise (use DBL to separate ranges); 3H=NAT, NF; 3S=H, FG; 3NT=NAT, NF, D fit; 4C/4NT=SPL(4NT=S); 4D/5D=NAT, PRE; 4H=FIT; 4S=RKCB(D); 5C/5S=EXCL RKCB(D)

1D-(3C=5+H/5+C: Lowers): Pass, DBL as above; 3D=S, COMP-INV; 3H=COMP; 3S=NAT, FG; 3NT=FG H raise, usually BAL; 4C/4D=SPL; 4H=LIM/PRE; 4S=FIT; 5C/5D=EXCLUSION RKCB (H)

Any Two Unbid Suits
1D-(2NT=ANY 2): Pass, DBL as above; 3C=D, LIM/COMP+; 3D=H, COMP+; 3H=S, COMP+; 3S=C, COMP+; 3NT=NF, D fit; 4D=PRE; 4C/4S=FIT; 4NT=FIT with H; 4H=RKCB-D; 5D=PRE

1M-(2NT=ANY 2): Similar to above, TRF, etc
Note: 14 After our 2C Opening

Responses to 2C:

2D        INQ
2M        NAT, INV, 5+cards, can be corrected to 3C
2NT       Puppet to 3C, for FG 2-suiter or WK C
3C        INV + in D
3D        INV + in H
3H        INV + in S
3S        6S/4H, GF
4C        semi-PRE
4D        RKCB(C)
4M        signoff

2C-2D
2H        either M
2S        MAX
2NT       BAL, MIN
3C        UNBAL, MIN
3D        6/5, NAT, any strength or 6/4, MAX
3M        6/5, NAT, very good

2C-2D
2H        -2S    all INV hands
            -2NT   FG hands
            -3C    INV, no Major
            -3D    NAT, FG
            -3H    5H, D stopper
            -3S    5S, D stopper

2C-2NT
3C-3D     Majors, 5/5+, GF
            -3M     M + D, GF

By Passed Hand:
2C        2NT    Natural
          3C    To play
          3D/H/S INV