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I Introduction

1 Introduction to PreFer (PF)

The PF system (originally called BWC: Best without Cards) is based upon the words **PRE-EMPT** and **TRANSFER**, which are the two most dominant characteristics of the system. **PF** is a very aggressive, natural bidding system with clear aims and goals:

- a) it shall bar and
- b) block the opponents
- c) take away as much bidding room as possible (PRE) and
- d) simultaneously cater for all MAJOR contracts and
- e) most other optimal contracts our way.

PF is especially aggressive when based on the “right” conditions, i.e. when you have a good suit fit.

1.1 Abbreviations

(It would be wise to copy this list and have it available when studying the system!)

- PF** abbreviation of the **PreFer** system
- OH** Opening Hand
- RH** Responding Hand.
- LHO** Left-Hand Opponent
- RHO** Right-Hand Opponent
- HCP** Honour Count Points (4321)
- DP** Distributional Points (3-2-1)
- HDP** sum of Honour and Distributional Points
- M** Major (suit/card)
- m** minor (suit/card)
- Hz (Hxz)** One of the three top Honours with one (two) small cards
- KC** Keycard
- Ctl** Control
- 1RF** One Round Force
- GF** Game Forcing
- NF** Non-Forcing
- Inv** Invitation(al)
- Inv+** at least **Inv**
- Pre** Pre-empt(ive)
- Pre Inv** Pre-emptive bid, which may become an **Inv** with the

- ideal cards in partner’s hand
- Bal** Balanced hand
- SemiBal** Semibalanced hand (i.e. a hand with no singleton or void)
- UnBal** a suited hand with at least one singleton or void
- Not Baleither** unbalanced or semibalanced
- Not UnBal** **SemiBal** or balanced
- cue-bid cue-bid-bid
- ToX** Take-Out double
- NegX** Negative double
- PFX** **PreFer (PF)** double
- PenX** Penalty double
- SupX** Support double
- LTC** Losing Trick Count
- MIN** Minimum HCP
- MAX** Maximum
- SubMIN** Subminimum **RH 3-6 HCP**
- ZAR** a system for evaluating distributional **OH** below opening strength
- XYZ** **XYZ** is applied after 3 bids (or the equivalent) at the one level
- ExRKCB** Exclusion Roman Keycard Blackwood (a jump to a new suit above game level showing a void in the jump suit)
- 6ARKCB** Six Ace Roman Keycard Blackwood (= Applied only when both know there is a double fit. Both Kings in the fit suits are counted as Key Cards
- JUMP+1, JUMP+2 and JUMP+3** **PF** Structural Fit Jumps after 1♥/♠ opening
- PRI** means that the sequence or bid(s) in question will take priority and should therefore be your primary choice when you bid

1.2 What is “natural”?

PF departs from other natural systems through the opening sequences, which will often imply a transfer of some sort (or switch). In addition, a number of conventions and principles have been woven into the initial sequences, and these take **PRI** (priority) if at all possible. You will deny holding certain hands and suits if you

don't use them, but at the same time you will confirm holding other features. When the opening sequences are over, natural bids will follow, more or less like you are used to from before. (With "natural" we mean that new suits will be real suits, and that cue-bid-bids will be used together with RKCB.

1.3 Why Aggressive?

The more active we are, the more passive the opponents become. The enemy is always afraid of opponents who bid their cards to the limit. In **PF** you will bid higher and more frequently than you are used to. We have lowered opening strength to 11+**HCP**, which will enable you to start the bidding 20-25% more often than before. In addition we introduce **ZAR** openings, in which we open with far less than opening strength, but with an excellent distribution, which fully compensates for the lack of **HCP**. The opponents normally have far better offensive systems than defensive agreements, and therefore it is essential to take action as early and as frequently as possible.

PF is especially aggressive in the "right" circumstances, i.e. you bid hard and aggressively on good suit fits. Whenever you understand that

- a) you have an excellent fit and
- b) the enemy will in all probability have the highest contract, you bid just a little bit harder. The point is that you do not bid in order to win the contract, but because the bid is good and will make life difficult for the enemy.

This will often result in the opponents having to make a decision whether to participate or not at the three level or higher. They will

- a) not compete,
- b) compete under dubious circumstances and
- c) very often end up too high or in the wrong contract because they have too little bidding space to exchange information effectively.

1.4 Why Transfers?

PF will sometimes make you the "captain" and you can ask for information. Sometimes you will supply information in accordance with your partner's request. Sometimes there will just be an exchange of

information, and most of the time these things will occur interactively within the same bidding sequence. Many bids will "promise" some things, others again will "deny" something. Totally, by means of the transfer sequences, much more info will see daylight than in other natural systems. Many bids are alertable.

Transfers have several offensive qualities:

- a) They often block the opponents' suit, so that they cannot bid naturally at low levels.
- b) They generate a **1RF** situation, and give you the time and opportunity to describe your hand properly. One could say that transfers create an extra, artificial bidding level, so that more information can be exchanged in less time. Thus you will know faster (on a lower level) what your partner's cards are worth. Because you can bid with more nuance, it is much easier than earlier to decide whether to throw in another bid or to call it day (throw in the towel).
- c) They create tranquility in the bidding and give both the **OH** and the **RH** good opportunities to identify fits, especially in the **M** suits.

1.5 Why Pre-EMPTs (Pre)?

By depriving the opponents of bidding space, we achieve several goals simultaneously:

- a) We hamper communication for the opponents because they get less room for exchange of information.
- b) They often have to make rapid decisions at high levels.
- c) They often overbid, landing in the wrong contract and missing their best fits.
- d) They will have severe problems in punishing our contract.

However, to deprive the opponents of bidding space is a medal with two sides. At the same time we deprive ourselves of bidding space. Therefore it is extremely important that our **Pre** really depict the hand. All **Pre** should therefore be bid on the "right" premises. Then they will be positive for us and negative for the opponents.

Every time you support your partner (with or without a jump) to 3 in his shown suit (3♥/♠ or 3/4♣/♦), this will show a weak **Pre**, and is never an **Inv**. This is certainly quite a new way of thinking. Whenever

we have the highest contract, we should bid as closely to the limit as feasible or necessary, without going over the edge. However, whenever you think or know that the opponents may have the highest contract, it is no longer a question of finding something that can be won our way, but to make the best bid, i.e. a bid that a) makes it difficult for the opponents to enter the bidding, and b) which will be a good sacrifice against any contract by the opponents. So, if you think you can get away with 100 down, bid! Contrary to these **Pre** support bids there are a number of ways to invite your partner to game (a new suit/a NT bid/a **PF**X followed by a support bid, **ROMEX** (Short/Long), **XYZ** (Inv)).

The same is the case when the **OH** raises a supported suit to the level below game. This is always a **Pre**, and never **Inv**. (On the other hand, if the **OH** has had not possibility of supporting the suit earlier in the bidding, due to hostile intervention or to your own **PRI** bidding sequences, doing so will constitute an **Inv**.)

This is well-known scenario:

Opener LHO Responder RHO

1♣	Pass	1♦*	Pass
2♥	Pass	Pass	?
1♦	hearts		

The normal thing is that South will double (**ToX**), and North will bid 2♠. Even if we then sacrifice, it will do us no good:

Opener LHO Responder RHO

1♣	Pass	1♦*	Pass
2♥	Pass	Pass	Double*
Pass	2♠	3♥	?
1♦	hearts		
Dble	Takeout		

Now the opponents have ample possibilities. They can fight for the part score with 3♠, make an **Inv** or one of them can make **PenX**:

Opener LHO Responder RHO

1) 1♣	Pass	1♦*	Pass
2♥	Pass	Pass	Double*
Pass	2♠	3♥	3♠
All Pass			

	1♦	hearts		
	Dble	Takeout		
2)	1♣	Pass	1♦*	Pass
	2♥	Pass	Pass	Double*
	Pass	3♠	All Pass	
	1♦	hearts		
	Dble	Takeout		
3)	1♣	Pass	1♦*	Pass
	2♥	Pass	Pass	Double*
	Pass	2♠	3♥	Double*
	Pass	3♠	All Pass	
	1♦	hearts		
	Dble	Takeout		
	Dble	Penalty		
4)	1♣	Pass	1♦*	Pass
	2♥	Pass	Pass	Double*
	Pass	2♠	3♥	Double*
	Pass	4♠	All Pass	
	1♦	hearts		
	Dble	Takeout		
	Dble	Penalty		
5)	1♣	Pass	1♦*	Pass
	2♥	Pass	Pass	Double*
	Pass	3♠	Pass	4♠
	All Pass			
	1♦	hearts		
	Dble	Takeout		
6)	1♣	Pass	1♦*	Pass
	2♥	Pass	Pass	Double*
	Pass	2♠	3♥	Double*
	All Pass			
	1♦	hearts		
	Dble	Takeout		
	Dble	Penalty		
7)	1♣	Pass	1♦*	Pass
	2♥	Pass	Pass	Double*
	Pass	2♠	3♥	Pass
	Pass	Double*	All Pass	
	1♦	hearts		

Dble Takeout
 Dble Penalty

Just by bidding one more time before the opponents join the bidding, you will take all these options away from your opponents:

Opener	LHO	Responder	RHO
1♣	Pass	1♦*	Pass
2♥	Pass	3♥	?
1♦	hearts		

or:

Opener	LHO	Responder	RHO
1♣	Pass	1♦*	Pass
2♥	Pass	3♥	Pass
Pass	?		
1♦	hearts		

This is a situation that will make life so much more difficult for the opponents. A double now will certainly be **ToX**, and it will take much more than only good guessing to transform it into a **PenX**. In addition, both opponents will have severe doubts about whether or not it will be good for them to enter into the bidding at the three level. Natural cowardice in good players will make it possible for us to buy the contract in 3♥, while less good players will suspect us of stealing the contract (which is actually exactly what we are doing), and may launch bids on extremely variable and often doubtful values. Sometimes this can turn out successfully for them, but most of the time it will lead to the opposition bidding too high or landing in awkward contracts and they will be going down instead of us.

1.6 Why the Majors (M)?

If you want success at the bridge table, you should hunt for Major contracts (**M**). They pay considerably more dividends than any minor (**m**) contract, and with an (at least) 4-4 fit in a **M**, you normally get at least one trick more than in the equivalent NT contract. Therefore the **PF** system has been constructed so that:

- You should find any 8+**M** fit as soon as possible.
- You should have a good enough system to handle various fits.

Since in **PF** you should initially show a 4-card **M** rather than a 5-6-card **m**, **m** contracts are somewhat “downgraded” by the system.

Any **m** suit will possibly be shown later by the **RH**, most frequently as a Canapé suit (= the **m** suit is longer than the first bid **M** suit).

1.7 Why PRI Sequences?

Priority Bidding (**PRI**) will always show something, deny something and/or force you up to a certain level. If you have a hand that fits into one of the **PRI** sequences, you should always make use of a **PRI** sequence. Both the exchange of info within such a sequence and the fact that you could have, but didn’t apply it, conveys lot of info about your hand.

In modern bridge there are no longer any secrets as to leads, declarer play or defence. However, quite lot can still be done on the system front, for nearly all “natural” systems have giant holes, uncertainties and inaccuracies. My guess is that we have seen very little yet of what is to come. The **PF** system is small step on a huge ladder that will probably develop for ever.

PRI have a lot of the qualities that normal natural systems lack. Normally it is not so difficult to bid game or Slam try, or to “take a chance”. The transfers together with the **PRI** sequences put invitations (**Inv**) in a completely new light.

The secret behind good results is that you are able to determine when to stop and when to go on. If you know what you are doing, this will bring you more points in the long run, than any more or less good guessing.

There is really no point in learning all the sequences “by heart”, for every single one of them is the direct result of principles, conventions and other **PRI** sequences. You should study the principles and the starting sequences and try to understand the ideas behind them. When you do, you will be able to apply these principles in other situations too.

1.8 Module Based System.

PF is a module based system, which can easily be learnt by implementing one of the **PF** openings and the reply sequences and go on from there when it seems proper. If you already play with 5♥/♠, it would be easy to start with the **M** system, which is innovative, accurate and brilliant. Those who already use a 15-17 NT could

start from there, and then include one more opening bid at a time. There are many who already apply transfer bids to the **M** after a $1\clubsuit$ opening. If you chose to start from $1\clubsuit$, you should simultaneously go over to playing $1\heartsuit/\spadesuit$ as 5 cards and include the 18-19 NT in your $1\diamondsuit$ opening. This will facilitate later learning.

If you want to learn this system, you should therefore start at a familiar spot and move on to the unknown from there. My solemn promise is that you will never regret having done so!

1.9 The Main Sections of this Book

This book presents the **PF** system in numerous parts:

- a) Table of contents, abbreviations, introduction to the **PF** system and a short description of the the special features of this system.
- b) The Opening bids, the starting sequences(**PRI**), including **RH**'s first bid and the principles of further development.
- c) Defensive bidding.
- d) Conventions after opening $1\clubsuit/1\diamondsuit$.
- e) Conventions after opening $1\heartsuit/1\spadesuit$.
- f) Conventions after opening 1NT.
- g) Conventions after opening $2\clubsuit$.
- h) Slam conventions
- i) Bidding dialogues.

Especially in the last segment of the book you will find most of the bidding dialogues after each opening bid. They serve as a fact and guideline as to how the system should be used. As such they kill all disagreement and strangle all quarrels, as they are the “gospel” of the system. You may disagree with the usage of some of them, but until this has been entered into the system (agreed by both of you), these bidding dialogues decide what is right and what is wrong.

These bidding dialogues will help you find your way into the system, but also teach you how the system should be used. So: every time you are uncertain as to what bids would mean, you can use this segment as a problem-solver. A good piece of advice: Let the system work for you! If you apply it correctly, it will take you to the exact spot in every bidding dialogue where you will have to execute your bridge judgement and decide what to do. There are so many

bids that constitute **NF**, **1RF**, **Inv** and **GF**, that you need not jump too much, unless you have a very special hand on which it will be necessary.

1.10 The PF System

The **PF** system has certain goals and clear ambitions that are dominating. Clearcut principles and Priority opening sequences (**PRI**) make the guidelines of the total system. The most important features of the system are:

- a) To find very good fits, especially in the **M** suits. **M** contracts provide more matchpoints and IMPs when you have at least an 8-card **M** fit, so one of the main goals of this system to chase **M** contracts. If there is no **M** fit, one should investigate NT contracts and finally revert to **m** contracts.
- b) To destroy as much as possible communication between your opponents. This is achieved partly through transfer bids after openings at the one level, which in addition to improving your own bidding (through more nuanced and more available bids), very often “steal” the enemy’s suit. The transfer bids make it very difficult for the enemy to participate in the bidding even at low levels. In addition, the two-level openings are often ambiguous, and the defensive bidding against the opponents’ strong 1NT is also double-tongued. The ambiguity of the components of the system lessens the danger of punitive action from the opponents. However, these bids are easily manageable for your side.
- c) To use as much space as possible by sacrificing early at the right level so that the opponents will have to guess more than know, when they are to decide whether or not to enter (or compete in) the bidding. **PF**'s **Pre** bidding has been built on the right foundation, and therefore, the **PREs** are important parts of the system. When the **OH** or the **RH Pre** to $3\heartsuit/\spadesuit$ and $3/4\clubsuit/\diamondsuit$ there will be no question as to the meaning of the bid, for there will always be a number of **Inv** at your disposal.

The system is designed to be very aggressive, and one of the main rules is: “If in doubt, BID!” Another rule is that you should be careful not to bid too many times on **MIN** and **SubMIN** hands. Normally, you should be more careful when vulnerable than when not vulnerable.

If you discover a fit, you should, however, immediately add all distributional values and bid as aggressively as you dare. This approach will most certainly lead to an occasional disaster when the weather gods as well as the card gods are against you. However, more often than not it will lead to extremely good results for your own side because by stealing bidding space from the opponents, you make them a bit annoyed, indecisive and insecure. Finally, you should close to never bid twice on the same values. Every new bid should therefore in principle reveal something that you have not shown before. The system is in itself so aggressive that you need not add any personal aggression.

By sticking to the **PRI** sequences and applying the guidelines of the system, **PF** will eventually take you to the exact spot in the bidding where you need to exercise some bridge judgement in order to land at the right side of the river. Therefore you should not pre-evaluate, nor take any chances before you arrive at this point in the bidding. By abiding by this good advice you will find the system easy to handle, extremely good and both interesting and amusing to play. Not to say, your net profit at the table will rise to proportions you would not have thought possible!

The system primarily seeks to discover **M** fits. The main rule is that if you have at least eight cards together in a **M**, you should normally play a **M** contract. However, this doesn't necessarily mean that you shouldn't try to find a 4-4 **M** fit even if you have already found 5-3 **M** fit, for 4-4 normally plays better than 5-3. Furthermore, it does not imply that you shouldn't suggest or accept 3NT as the contract even if you have found an (at least) 8M fit. If it somehow seems easier to win 9 tricks in NT than 10 in **M** (few HCPs and many quick tricks) 3NT may be an excellent alternative contract, especially in pair tournaments. Likewise, if the **OH** has 5♥/♠, and the **RH** has 3♥/♠ support and 4333 distribution, 3NT could be an excellent contract, for the 3 trumps on the **RH** are only valuable in a trump contract if they can provide a ruff! However, beware dangerous honourless suits if you go for 3NT. If you are in the Slam try zone there is no reason not to explore if you can have a 4-4 fit in a **m**.

Here are couple of suggestions that would tend to favourise 3NT over 4M:

After **GF** and with **MIN HCP**:

1♠ 2NT
3NT

Also after **GF** and with **MAX HCP**:

1♥ 2NT
3♣ 3NT

If the bidding reveals that you don't have a good enough fit in **M**, you should normally play NT, unless the bidding makes this unacceptable. Only as an emergency solution will we chose to play a **m** contract unless we are in the slam try zone. However, it should be pointed out that pre-sacrifices function just as well in **m** as in **M** suits. If you select to play a **m** contract it should be because you simply know that it's the best contract your way. So, please don't rule the minors totally out.

This view on contracts has three main consequences:

- a) Most of the system is constructed so that as soon as possible (and preferably before the third round of bidding) we should manage to find out:
 - i. If we should play in a **M** or not and
 - ii. If we should stop below game level, bid pre-emptively, make an **Inv**, bid a game or make a slam try.
- b) Minor contracts are regrettably somewhat downgraded in this system, as the **RH** should prefer to show 4-card **M** at the one level rather than a 5-6-card **m**. This is especially important when you have a **NF** hand. The **m** may be shown later if there is room, time and **HCP** enough, normally as a Canapé suit by the **RH**. In the slam try zone, however, it will often be smart to find out the exact distribution through forcing bids, to reveal (at least) 4-4-fits in the minors, even if you have already found a fit in a **M**. It is actually allowed to suggest alternative contracts in an (un)bid **m** both at the six and the seven levels. If this does not seem to be good idea, you just return to the **M**. In case you such a double fit is established, the system will allow you to apply a **6ARKCB**, in which both Kings in the actual trump suits may be shown as Aces, and both Queens may be shown after the **Q** question.

- c) In accordance with Larry Cohen's "The Law of Total Tricks" we should be at the three level when we have established a 9-card fit in a **M**, regardless of both vulnerability and shortage of **HCP**. Either it is a good contract in itself, or it is in all probability a very good sacrifice against any potential contract by the opponents. It is the belief in this concept that will enable us to pre-sacrifice in many situations. This philosophy will cause an occasional disaster, but in the long run will generate far more points than not.

If you have enough for a **GF** as **RH**, you can bid your suits naturally after having established whether you have a **M** fit or not, and as the principle is that new suits are nearly always **1RF** and reverses/4th suit are **GF**, your partner is not likely to pass until you have reached the best contract. There are, however two exceptions:

- a) The responder has made a limited bid in the first round. In this case, a reverse bid would not show more than super-**MAX** for his limited first bid.
- b) There are bids which take **PRI** as **Inv**, **1RF**, **GF**, **XYZ**, **ROMEX** or a direct jump shift to 3♠ (over 1♥) or to 4 in new suit (over 1♠), showing super fit in the latest suit shown and a void in the bid suit. If these bids are available, you will normally apply these bids as **Inv/GF**. Thus, if one or more of these bids are available to you, but you abstain from applying them, all other bids will be **NF**, even if the bid is a new suit at the three level or shows a fit. The **RH**'s new **m** will therefore always show a Canapé suit and **NF** values (unless he has applied **XY** before showing his Canapé suit).

Apart from this last principle, all new suits from responder, as well as from the opener will be **1RF**. This is to make a quiet and easy bidding sequence in which nobody should feel compelled to jump just because he holds very good hand. Jumps tend to eliminate valuable bidding space, and we should only jump if the bid shows a strong **OH** (with at least 5-5 in the suits) or is a sacrificial **Pre**. Therefore you have to weigh your hand to find out whether or not it is good enough to make **1RF** in new suit. The **RH** will always have 1NT as an emergency bid with 7-10 **HCP**, which is not necessarily **Bal**.

- a) The only times the **RH** is allowed to pass a new suit from the

OH after having made one bid are:

- b) When he holds a 3-6 **HCP SubMIN** and at least a partial fit (3+ cards) in the **OH**'s second suit. If holding at least 7+**HCP** the **RH** should always make another bid after a new suit from the opener if he can.
- c) The **OH** should, however, always bid when the **RH** bids a new suit, except when the **RH** has limited his hand. No opening bid is so miserable that you should "take a chance" by passing a **1RF/GF**. Remember that also the **RH** knows that new suits are **1RF**, and therefore, he could actually hold Slam ambitious cards, even if he only bids a new suit at the cheapest level.
- d) If an opponent intervenes, a new suit will still be forcing, but now you can make a new type of doubles introduced in this system: the **PFX**. After such a double, any new suit from the other hand is **NF**.

PFX demands a new suit bid from partner (who should only rarely pass or bid **NT**). Normally, doubles at the one, two and three levels in competitive situation are not penalty doubles in this system, unless there has been a bid that implies at least **Inv** values. A **PFX** in unclear situations therefore makes your side especially competitive. It is very simple: If the double is not one of the other doubles which have been clearly defined in the system (lead directing double, **ToX**, penalty double, Reese double or **NegX**, etc.) it will nearly always be a **PFX**. The only exceptions are:

- a) there is no alternative to pass,
- b) A fit has been established which enables the doubler to bid the suit one more time and
- c) when the opponents have landed in a suit which the doubler is bound to have according to the bidding. In the last case, shortage in that suit will be a good guideline to whether or not to pass.

1.11 PRI (Priorities)

In this system there are some basic rules which give priority(**PRI**) to special developments in the subsequent bidding:

- a) The 1st **PRI** of the system is always to show four ♥/♠ at the one level whenever this is possible. This is far more important than

showing 5-6♣/♦. A longer **m** should be bid later with/without a jump and as a **NF/1RF/GF** by the **RH** as a Canapé suit.

- b) If one of the hands is significantly stronger than the other one and a **M** has been established as trumps, the contract should always be played by the stronger hand, if possible. If the suit has not been bid yet, the adjacent, lower suit at the three level will always be available as a transfer to the unbid **M** on the strong hand. If there is no possibility to do this at the three level, this rule will apply at the four level. This means that the suit under the agreed suit will never be used as a cue-bid or anything else unless the agreed **M** has been bid by one of the partners.

Example: 1♦-1♠(♥)-2NT-? (2NT shows 18-19 **HCP** and a 4-card fit in ♥). 3♦ is now a **PRI** transfer to 3♥. The **OH** is to bid 3♥ (the only option unless he can see that 4♥ will probably make even against a 3 **HDP SubMIN RH**). After 3♥ the **RH** can:

- i. Pass with a **SubMIN** (3-6 **HDP**).
 - ii. Make a slam try with a cue-bid (11+**HDP**), or Bid the game, which is now on the correct hand (7-10 **HDP**).
 - iii. Similarly, 3♥ will be a transfer to 3♠ after 1♦-1♥(♠)-2NT-?
- c) If it is possible to apply **XYZ**, (i.e. after three bids at the one level and even if there has been intervention and you or partner have applied a **NegX** or a **SupX** as one or more of these bids), both 2♣ and 2♦ will be **XYZ (PRI)**. All other bids than **XYZ** will be **NF** unless they show jump support (= **ROMEX Short** as **Inv/GF** and void double jumps).
- d) The **OH** will normally show a weak rebid if his second bid is 1NT, 2 in his own suit, a simple support of partner's shown suit or 2 in a lower ranking **M** (2♥ after a 1♠ opening = **NF**.) This will normally show 11-14 **HDP**. A new suit (**m**) is always **1RF**, no matter if it is lower ranking, and shows either 11-14 **HDP** or 15+**HDP**.
- e) The **OH** shows 15-17 **HDP** by jumping in his own suit, reversing or jumping in partner's shown suit. A jump in NT always shows 18-19 **HCP**, and a jump in a new suit always shows 15+**HCP** and at least 5-5 in the two shown suits.
- f) After a reply to 1♣/1♦ which at the one level shows ♥/♠, a jump

in a new suit at the three level (also 2♠ after 1♥), will take **PRI** as an **Inv (ROMEX short with 15+HDP)**. **ROMEX Short/Long** also takes **PRI** every time the bid of 2♥/♠ establishes an 8-card fit in a **M**.

- g) The feature in f) does NOT apply if the bidding goes: 1♣-1♦(♥)/♥(♠)-3♣ or 1♦-1♥/♠-3♦. That bid has to show (**PRI**) 6+ in the opening **m** and 15-17 **HCP**, especially because opening 1m could show not more than 2+ cards in the **m** suit.
- h) Whenever a **M** 8-card fit is established at the two level, **ROMEX short/long** is activated. Quite a number of bidding sequences take you there, both with or without intervention, and **ROMEX short/long** takes **PRI** on both hands after that. Example: Both 1♥-2♦(♥) and 1♥-2♥ establish an 8-card **M** fit. The **OH** can now bid 2♠ as an introduction to **ROMEX(long)** or 2NT/3♣/3♦ **som ROMEX Short**. The **OH** should, however normally say 2♥ upon 2♦ from the **RH**, regardless of what he holds. If he doesn't, the **Inv** sequences will disappear for the **RH**. After 1♥-2♦-2♥ the **RH** can pass with a **SubMIN** (3-6 **HDP**), bid a side suit (**ROMEX long**) with an **Inv** (11-13 **HDP**) or bid 2NT (as **STENBERG** with a 3-card support) with a **GF** (14+**HDP**). The same principle will be activated after 1♠-2♥(♠)-2♠ and 1♠-2♠.
- i) A **Pre** is an integrated and important part of the system. Every time **RH** makes a (jump) support to 3 in one of the **OH's** shown suits (3♥/♠ and 3♣/4♣/♦), this will be a weak **Pre**, and extremely rarely an **Inv**. This is also the dominant principle in defensive bidding. Support to the three- and the four-level may, however, be an **Inv** when 1) The enemy intervenes so high that it would be difficult to sign off or 2) when your own **PRI** bidding had made it impossible to support partner's suit before the three level.
- j) However, when the **OH** jump supports to 3 in the **RH's** suit, it will be an **Inv** and show 15-17 **HDP**. The **Pre** is also on when either the **OH** or the **RH** raises a suit fit one level (e.g. 1♠-2♥(♠)-3♠ or 1♥-2♦(♥)-2♥-3♥). There are ample bids available to show an **Inv**! However, the exception is that when hostile intervention prevents you from making a trial bid since you have not been able to show support yet, suit support at the three level will constitute an **Inv**. Also, these sequences will constitute an **Inv**: 1NT-2♣-2♥-3♥ or 1NT-2♣-2♠-3♠.

- k) When an opponent interferes in the bidding (in fourth position) after the RH has bid a suit at the one, two or three levels, **SupX/XX** shall take **PRI**. A **SupX** shows exactly 3-card support in the RH's shown suit.
- l) After 1♥-1♠-2♣ the 4th suit (2♦) will force to game. The 4th suit will also be a **GF** after hostile intervention and after some sequences following a **m** opening bid.
- m) If an opponent intervenes, or if your own bidding has been so uneconomical that it has prevented you from applying **PRI** bidding, other **Inv**- and **1RF/GF** bids/sequences are activated: **NegX** (1RF), **PenX** (NF), **PFX** (1RF), and cue-bids(1RF) in suits bid by the opponents, the 4. suit (**GF**), reverse by the RH (**GF**), reverse by the OH (1RF) etc.
- n) A **PenX** will normally occur in competitive situations when one of you has made bid which could imply at least an **Inv**, and besides when the doubler could bid one of several actual suits himself, so that the **PFX** no longer applies.
- o) The system contains very few **PenX** suggestions when an opponent bids. Therefore the **PFX** (a double in an unclear situation) will almost always ask partner to bid (a suit) one more time. A **PFX** can also be made when the bid of a new suit would be 1RF. The double gives partner the opportunity to bid a new suit (also at the three level and higher) as **NF**.
- p) When partner makes a slam try, however weak, you should always show your controls below game level in the agreed trump suit. These cue-bids are only "showing" and not "accepting" any slam try. Only when you cue-bid higher than game level, the cue-bid is a commitment showing real additional values. So, when you cue-bid above game level, partner is obliged to cue-bid up to the next level (of trumps) if he can. Over 1♥-3♠/4♣/4♦ you should therefore show your Controls up to 4♥ without having made any commitment. Exceptions: 1♥-2NT-4♥ and 1♠-2NT-4♠, and indeed every time you refuse to cue-bid, and thereby show a dead **MIN**. You should never take a **SLAM** initiative (with a cue-bid) unless it is thinkable that there might be a **SLAM** if a) there is a very good fit and b) partner with an optimal hand could fill in the gaps on your own hand.
- q) When 2♦ (**XYZ**) is applied after a bid which denies **M** on the

OH, the **PRI** should be: 1st **PRI**: Support the **M** bid by the **RH** with a 3-card support 2nd **PRI**: bid an unshown 4-card **M**. 3rd **PRI**: Show an unbid 5+m if you have one. 4th **PRI**: Bid **NT**.

- r) When your partner asks you to show certain features in any bidding sequence, your **PRI** for showing this should be (in the following order):
 - i. Natural suit (i.e. any suit which can show whatever you ask for in that suit as a natural suit)
 - ii. Corresponding suit (i.e. ♣↔♥ and ♦↔♠ = rounded to rounded suit, as opposed to pointed to pointed suit).
 - iii. Residue (i.e. whatever remains when there are no more natural or Corresponding suits to bid at the cheapest level. This may often be **NT** or even the trump suit).

The 1) (Natural) is always a priority. If there are no more Naturals, you show 2) (Corresponding) and subsequently 3) (Residue). In this way, you will always be able to show whatever there is to show with the three nearest bids. This saves bidding space and is applicable in a number of situations.

Examples:

OpenerResponder

1♥	2♠	
2NT	(Where is the singleton?)	
	3♣	single ♣ (Natural)
	3♦	single ♦ (Natural)
	3♥	single ♠ (Residue)
1♠	3♦	
3♥	(Do you have a singleton?)	
	3♠	No singleton.
	3NT	single ♥ (Residue)
	4♣	single ♣ (Natural)
	4♦	single ♦ (Natural)

1.12 Balanced Hands

In **PF** there is a sharp difference between **Bal** and **UnBal** hands, and the term "balanced" differs quite a lot from whatever you might have practiced earlier. A **Bal PF** hand can have no singleton or void,

and no 5-card **M** (unless you have an at least 20+NT hand). On the other hand, a **Bal** hand may be **SemiBal** and may at the same time contain both 4M and 5m (4252, 4225, 2452, 2425). There is a way to disclosing such hands (3♣ = new question). You may actually hold up to 7 cards in a **m** (2272, 2227) in a NT hand! All hands with a short suit (a singleton or a void) are thus regarded as **UnBal**.

1.13 The Prefer NT Concept:

In **PF**, all NT hands will be either **Bal** or **SemiBal**. You may have a singleton (if you have an impossible bid with 4441), and you may have up to 7♣/♦ in a 2272, 2227 distribution.

This goes for all showing of NT hands. So on a bad day you can open 1♣ showing a weak NT (11-14 HCP) with 227♦2♣. Likewise, you could show an 18-19 NT after opening 1♦ with 222♦7♣!

Whenever you bid 1NT (15-18 HCP) after a hostile opening, and even when you bid 1NT (7-10 HCP) after hostile intervention, you need not have any stopper in the enemy suit. The point of this is that even if the enemy has 5 or even 6 tricks in their own bid suit, 1NT may still be a very good contract for us. In addition, it makes bidding so much easier. If the **RH** is really interested, he can find out if you have a stopper by bidding the enemy suit at the three level. However, if you show a balanced hand at the two level or higher, you need to have at least one stopper in the enemy suit(s).

1.14 Phases

Each bidding sequence consists of various phases. The most important one is the narrative phase, during which you simply exchange info. Early in the bidding there is a limitation phase, which will overlap several other phases, and here your primary aim should be to show whether your hand is weak or strong (based upon the bidding so far). Some sequences contain an asking phase, in which there is a “captain” who asks, and a corresponding reply phase (during which you tell the captain as clearly as you can, whatever he needs to know about your hand). In various bidding sequences there are quite a number of **PRI** phases, in which you should bid according to **PRI** sequences. Several sequences will also have a confirmation and/or a denial phase. If you bid according to the system, it will nearly always take you to the evaluation/decision phase, which is the point

in the bidding when you have to decide whether or not to continue compete, go on to game, land in a part score, throw in the towel or make a slam try, based upon the info you have acquired so far. You should never mix these phases unless the system tells you to do so, but try to apply the different phases as best as you can.

1.15 After an Initial Pass

Even when the **RH** has passed initially, all principles and conventions of this system are still “on”, unless the opponents (or you) have bid in such a way that the system has been corrupted.

You must, however, always bear in mind that after having passed, the **RH** can never have more than max 10 HCP. But he can have a distribution that, even though he could not open, he may still have enough for both an **Inv** and even a **GF**! Whenever he can see a fit, he is allowed to include **DP** in his equation, giving more weight to honours in the right suits, etc.

As the **RH** you should furthermore be aware of the fact that your partner in the 3rd hand may have bid for both of you, and he may therefore be somewhat weaker than his bid promises. Therefore you should support him with the right hands (i.e. hands with good trump support and ruffing values), and try not to ruin his game with the wrong ones. The point is not just to bid, but to ensure that your bid makes sense!

Example 1:

Opener Responder

Pass	1♦
1♥*	1♠
2♣*	
1♥	spades
2♣	XYZ

The **RH** can see a 5-3 fit in ♠, and may therefore add **DP**: ♠KQxxx ♥Axxx ♦- ♣109xx. This hand has grown to 12 HDP because the **OH** has shown 3+♠, and **XYZ** is thus still applicable even if you are some HCP short.

Example 2:

Pass	1♦
1♥*	1NT*

2♣*
 1♥ spades
 1NT 18-19 no 4♠
 2♣ XYZ

The OH has now shown an 18-19NT without 4♠, and RH will now apply XY(Inv), even with only 5-6 HCP: ♠KQxxx ♥9xxx ♦3 ♣98x. After 2♦ from the OH he will then bid 2♥, and has then shown an Inv with 5-4 in M.

1.16 Opening Hands

An opening bid normally shows at least 11 HCP, and we almost always open with 11+HCP, regardless of the distribution, (with 3334, however, you may choose not to open, especially if the hand is feeble, has low honours or lacks intermediary cards). With 4432 we always open unless the short suits have wasted low honours. We do, however always open with 4+ cards in both M. As a rule of thumb you could say that on an 11 count, you should have a maximum of 7 losers.

Thus, we never open in the 1st or 2nd hand with 10 HCP or less, (with the exception of a ZAR opening: at least 10 cards in two long suits and a 26+ ZAR count). In the 3rd and 4th positions you may very well open on 9-10 HCP, and 1M may even be a 4-card suit. The RH should keep this in mind before he bids too boldly on weak hands.

1.16.1 The ZAR Count

On extreme distributional hands the OH applies the ZAR COUNT to determine whether or not to open. A ZAR hand has at least 10 cards in 2 suits (at least 6-4 or 5-5, or very seldom 5440). In addition the OH should have at least 26 ZAR points (see below).

In order to find out the ZAR count, you should add:

HCP : = 4321 HCP.
 + Controls = A = 2 ctr, K = 1 ctr.
 + Distribution long: = The sum of all cards in your 2 longest suits.
 + Distribution short: = The difference between your longest and your shortest suit..

The sum you arrive at is your number of ZAR points. In order to open on less than 11 HCP, you need at least 26 ZAR. The ZAR count

is a pretty good measurement for your hand's real worth when you have an extreme distribution.

In order to determine how good your ZAR hand is, you could apply the LTC (see this): A normal opening (equivalent to 11-14 HCP) has 7(-8) losers. A 1NT opening (15-17 HCP) normally equals 6 losers. A 18-19(20) hand normally only has 5 losers and a 2♣ opening hand has not more than 4 losers.

Examples:

♠ K7654
 ♥ —
 ♦ A86543
 ♣ 42

7 HCP.
 3 Controls.
 11 Long suit p.
 6 Short suit p.

A total of 27 ZAR—A normal good ZAR opening. 6 losers. Open with 1♦ and bid ♠ (reverse) unless Partner shows a SubMIN. This hand will accept all Inv. Alternatively: Open 1♠ and jump to 3♦ in your next bid (shows 5-5 and 15+HCP).

♠ A7654
 ♥ 4
 ♦ K865432
 ♣ —

7 HCP.
 3 Controls.
 12 Long suit p
 7 Short suit p.

Totals 29 ZAR—5 losers: a very good opening! Open 1♦. With 29 ZAR you may later bid your ♠ as a reverse. Or you could repeat the ♠ to show 6+♦ and 5+♠.

The RH is to bid as if the opening is a real opening, according to the HCP count if he is Not UnBal.

1.16.2 The Losing Trick Count

When you have established at least an 8-card trump fit (especially

in a **M**) **RH** should apply the so-called "Losing Trick Count", especially in a suited hand. The **LTC** is a simple and yet sophisticated way of assessing hands which to begin with are relatively weak (**HCP**) but are (strongly) suited. The **RH** should never apply the **ZAR** count, but use the Loser Count to estimate the value of his hand.

When you have a **Not UnBal** hand, **HCP/HDP** is a wonderful measurement to apply in the bidding. However, **UnBal** hands are extremely difficult to assess accurately, and therefore you can use the **LTC** more successfully both to discover whether or not to **Inv**, and whether or not to accept an **Inv**. Thus the **LTC** can be applied by both the **RH** and by the **OH**.

A normal 7-10 **HCP** is equivalent to 9 losers. If the **RH** has 8 losers, he is good enough for an **Inv**. 7 or 6 losers is good enough for a **GF**. If the **RH** has 5 or 4 losers, he should examine the Slam try possibilities..

The **LTC** is only valid when an 8-card fit has been established, and the rule is that no suit can have more than 3 losers. (If a suit has more than 3 cards, it is assumed that the other cards exceeding 3 will rise to tricks eventually). Thus on one hand there can be 12 losers, and the number of losers on both hands is 24. Therefore 24 is the magic figure in the equation.

All cards below the rank of a Queen are counted as losers in each suit (up to three) and only the three highest ranking honours in each suit are counted as winners (**AKQ**):

Qxx = 2.5 losers (two cards which are not covered by A, K or Q). If the **Qxx** is in a suit shown by your partner, only 2 losers are counted.

AKxx = 1 loser.

10xxxx = 3 losers.

AKQx = 0 losers.

AKJx = 1 loser (the J is a positive card, though).

AJ10 = 1.5 losers (**KJ10** is 1.7 losers, while **A109** and **K109** are counted as 2 losers, even though the middle cards increase the value of the suit somewhat).

Furthermore, a void in a suit is counted as 0 losers, a singleton 1 loser, a doubleton 2 losers and 3 or more cards headed by max a J are 3 losers. If you have an extra trump (5

trumps), you are allowed to detract one loser.

xxx = 3 losers. (**Qxx** is 2.5 losers, while **Kxx** and **Axx** are 2 losers).

xx = 2 losers. (You can ruff the 3rd time this suit is played). **Kx** and **Ax** are 1 loser, however, **Qx** is 1.5 losers in a suit not shown by partner.

x = 1 loser. The singleton **K** or **Q** are also 1 loser, unless they are in a suit bid by partner. A singleton **A** is counted as 0 losers.

void = 0 losers.

In addition to this, a singleton is not so valuable if you do not possess enough trumps to cover partner's losers in that suit. Extra trump length is always positive. A **K** or a **Q** is far better when they appear together in the same suit than if they appear as loose birds in separate suits. Honours supported by J, 10 and/or 9 is a plus. Guarded honours in the enemy suit will retain their full Losing Count value when the suit bidder is your **RHO**. If the bidder is your **LHO**, they maintain their stopper function, but they lose at least half their Loser Count value. Unguarded honours in the enemy suit (i.e. a singleton **K** or **Qx** must be seen as losers just as if they were **x** or **xx**).

The **OH** will apply the **LTC** to assess the relative value of his hand after he has opened with a hand in accordance with the **ZAR** principles. Furthermore, the **OH** can use the **LTC** as an extra value measurement when he is to decide whether or not to **Inv** and also whether or not to accept an **Inv** from the **RH**.

The equivalence in comparison with a normal opening (11-14 **HCP**) is 7(-8) losers. **1NT** (15-17 **HCP**) normally has 6 losers. An 18-19(20) **HCP** hand has 5 losers and finally, a **2cx** hand has 4 losers.

In all you have 24 losers together, and your trick potential is assessed in the following way: The number of tricks we can win = 24 - (your losers + partner's losers). If you have found a **M** fit and both have 7 losers (14 losers in all), you can win 24 - 14 = 10 tricks. Therefore you should make sure that you reach a **M** game. If you have only 12(11) losers, the equation should be: 24 - 12 = 12 tricks, and you should definitely be in the Slam try area.

The **RH** should always bid normally (applying **HDP**) on **Not UnBal** hands. However, if he has a very suited hand and has established

an 8-card fit, he should apply the LTC to determine how high his cards will permit him to bid.

Examples:

Partner opens 1♠. You hold:

♠ K9854
♥ KQ72
♦ 432
♣ 5

8 HCP + 1 DP = 9 HDP, but 7 losers minus 1 for 5 trumps = 6 losers. Your partner normally has 7 losers, together you have 14 losers. 24 - 14 = 10 tricks. You should make sure that a game is reached.

♠ J1052
♥ A852
♦ K432
♣ J

9 HCP + 2 DP = 11 HDP. 8 losers. When you count 7 losers with the OH, you have altogether 15 losers. 24 - 15 = 9 tricks. You now know that you can compete up to the three level, but in all probability not higher.

♠ KQ854
♥ KQ74
♦ 4
♣ A32

14 HCP + 2DP = 16 HDP. 5 losers - 1 for the 5th trump = 4 losers. 7 + 4 = 11. 24 - 11 = 13 tricks. You are clearly heading for a slam, and should check if all top cards are present.

♠ K842
♥ Q74
♦ 432
♣ K86

8 HCP. 9 losers. 7 + 9 = 16. 24 - 16 = 8 tricks. You should bid not higher than 2♠ on this hand.

Bridge is a game of experience, and no method will work 100%. Only deduction and time can increase your ability as to estimating the value of your hand. You should try to see the full picture and use

all your experience and all your training and also combine all the implements available to help you assess the true value of each hand.

It is also worth mentioning that all such assessment depend on the suits to behave properly, so that you can find the trumps 3-2 and not 4-1 or 5-0 in most cases. If you have a double fit, there is some evidence that you can play 1 level higher than the Loser Count tells you.

1.16.3 In the 3rd and 4th Hand

In 3rd and 4th hand we tend to open extra light at the one level. However, we put some emphasis on lead direction. We will therefore gladly open in the 3rd and 4th hands with 1♥/♠ on 9+HCP and a very good 4-card suit.

Even after an initial pass, the system is still “on”. You should, however, as the OH take into consideration that the RH does not hold as much as 11 HCP.

Opening bids at the two level (Multi, Tartan or 2NT (=m)) in principle still show below opening values, but after pass from partner you may have a stronger hand (up to 15+HCP). This is in accordance with the system’s belief in Pre bidding.

1.17 NF, 1RF or GF:

For the OH there will be a number of rebids available, which will show 11-14 HCP. However, the OH can reverse, jump in the opening suit, jump in a new suit (showing 5+/5+) or make a support jump in a suit shown by the RH to show a 15-17 HCP count.

These rules, however, apply in an “unforced dialogue” (i.e. free bidding) especially if the enemy intervenes. If partner forces you to bid, there is no such thing any longer called a “reverse”. When forced to bid, you must feel free to show your hand as best as you can, and partner has no right to expect any unusual distribution, nor any additional strength from your hand. An example:

Opener	LHO	Responder	RHO
1♣	2♥	Double*	Pass
?			
Dble	NegX		

The OH must bid after the Double

2♠ = Not a reverse, just 4♠ in an 11-14 HDP hand. May

have ♣xx and a ♥ stopper.

2NT = 11-14 NT with a ♥ stopper. Max 3♠.

3♣ = 4+♣ in an 11-14 HCP hand. May have a ♥ stopper, but not 4♠.

3♦ = Not reverse, only 4+♦ in an 11-14 HCP hand. Not 4♠, nor a ♥ stopper.

3♥ = Strong OH. Asks for a ♥ stopper.

Likewise, when forced, you should bid a 3-card M in this position:

- ♠ 1082
- ♥ Q94
- ♦ 1043
- ♣ J642

Opener LHO Responder RHO

1♣ Double Pass ?

Obviously, you cannot bid 1NT (lacking HCP).

If you bid 1♦, partner must believe you have 4♦!

However, 1♥/♠ may be a forceful warning which may be only 3+.

A jump to 2NT always shows (SEMI) Bal 18-19 HCP.

A jump to 3NT from the OH will most likely show 15 HCP and 6-7 cards in a running opening suit. RH normally bids 4M if he doesn't believe in 3NT, and lets the opening bid play if he believes there to be at least 9 tricks. 4♣ will ask: "How long?". The OH replies: 4♦ = 7 cards, 4♥ = 8, a.s.o. If the RH bids 4♦ on 3NT this is a cue-bid if the opener has a running ♣/♥/♠ and for play after ♦, aso. After showing 7+ running ♣, 4♣ is a take out for play after 3NT, while 4♦ asks "How many?" a.s.o.)

A weak rebid of by opening hand normally shows 11-14 HCP. The same is the case with

Opener Responder

1♦ 1♥* or 1♠* or 1NT*

2♣

- 1♥ spades
- 1♠ hearts
- 1NT 7-10 HCP

or

- 1♦ 1♥* or 1♠* or 1NT*
- 2♦
- 1♥ spades
- 1♠ hearts
- 1NT 7-10 HCP

or

- 1♣ 1♥* or 1♠* or 1NT*
- 2♣
- 1♥ spades
- 1♠ hearts
- 1NT 7-10 HCP

The bid of a new m suit at the two level or higher will always be 1RF (1♠-1NT (11-13 HCP)-2♣ or 2♦ is 1RF), and could include a really strong opening hand. 1♠-1NT (7-10 HCP)-2♥, however, is NF. The OH must be able to show both M as a NF. Likewise, the RH can bid both M as a NF even with a SubMIN: 1♣-1♥(♠)-1NT-2♥ (NF). With a 4-card ♥ support, however, the OH should show his support by bidding one more time with more than 12 HDP. If the RH wants to apply a 1RF, he should apply 2♣ as XYZ or possibly fake a m (especially after hostile intervention).

This principle means that the OH will never have to jump in his second bid unless he needs to show a better hand than 11-14 when this is necessary. 1♠-1NT/2♣-3♥ always shows 15+HCP and 5-5 in the M. 1♠-1NT/2♣-3♣/♦ will also in principle show 5-5, but the m may have only 4 cards when the OH is strong and difficult and you want another bid from partner.

Exception 1: After the RH has shown a 4+ M at the one level, a jump in a new suit will show SHORTAGE and 4+ support to the shown suit.

Exception 2: After the RH has shown a 4+ M at the one level, a direct jump to 2 in that suit will show 11-12 HDP and 4+ support (1♣-1♦(♥)-2♥, 1♣-1♥(♠)-2♠ or 1♦-1♥(♠)-2♠.)

Since a new suit from both will practically always be 1RF, there is no need for anybody to jump, unless you want to convey something special. A jump from the RH will therefore either be a Pre in the jump suit or an Inv/GF with shortage in the jump suit and a 4+ support in the last shown suit. An Inv from the RH is shown either via ROMEX long/short, via XYZ or through any new suit on any level.

Therefore, a jump to the level below game in either one of the OHs suits or in his own shown suit will for sure be a **Pre** (a support jump to 4♣/♦ will be a **Pre Inv**)!

Finally, any jump to 4♥/♠ (or to any Slam try) will be to play with a good, long own suit except when you have agreed upon another trump suit or the jump shows a void and established the last bid suit as trumps.

If the enemy intervenes in a way that corrupts the system, an **Inv** will be shown through a double followed by suit support. (The double may be a **PFX**, a responsive **X**, a **NegX** or any other double). Direct support with or without a jump will always be to play or a **Pre**.

1.18 Be Very Careful with a SubMIN Response

There can be good reasons to warn **RH** against bidding more than once on a **SubMIN** (3-6 HCP), even when the **OH** shows a 4-card fit in your shown suit. This is especially important when you are vulnerable. You should only bid once more if the **OH** shows 15+HCP or you have extra length (or two long suits) and think it is right to **Pre**.

The point to make is ambiguous. Firstly, a new bid from a **SubMIN** will promise 7+HCP and the **OH** will never understand that the **RH** has a **SubMIN**. Secondly, by bidding more than you must, you put your head under the guillotine, and if the opponents are in the mood, it may be chopped off. Please also remember that you have a partner, who will be willing to stretch his hand little, based on the 7+HCP you have promised.

The **OH** may, however be strong (at least 15 HCP), and can force you to bid again. When partner reverses, a **SubMIN RH** should warn him via 2NT, (**PF**-Lebensohl). If the **RH** bids something else than 2NT after a reverse on the **OH**, he will guarantee at least 7 HCP.

Likewise there is every reason to warn a **MIN OH** against being too active when the **RH** cannot guarantee 7+HCP. And, when **RH** bids 2NT(**PF**-Lebensohl) after a reverse bid, the **OH** should abide by the system and bid 3♣, unless he has something quite exceptional!

After a 1♠ opening the **RH** can bid 2♦(♥), which transfers to 2♥, even with a very feeble hand. However, there must be some conditions attached to this. If the **OH** doesn't have 3+♥, he will normally rebid 2♠, especially on a **MIN** hand with only 5♠. If the **RH** does not have

at least ♠xx, he should not bid 2♦ on only a 4-card suit in ♥. He can, however have a **SubMIN** with 6+♥(Rebid: 3♥ over 2♠) or 5+♥, 3♠ and 7-10 HDP(Rebid: 2♠ over 2♥ and 3♠ over 2♠). If the **RH** rebids anything else than pass, or 2♠ or 3♠, he will guarantee 11+HCP. The bid of a **m** after the reply to 2♦(♥) will show a Canapé with 11+HCP.

1.19 HCP, DP, HDP and Other Hand Adjustments

In this system you only count HCP from the start. However, as the bidding goes forth, there is a need for some adjustments. As soon as you become aware of an at least 8-card **M** fit, you can adjust your hand by adding Distribution Points (**DP**, or “short suit points”– sometimes also “long suit points”): from HCP to HDP (Honour Distribution Points) Since these only apply when you land in a suit contract, it is important that you do just that. However, there are also other ways of adjusting the value of your hand.

1.20 Adjust Points in Suit Contracts

In order to bring some nuances into the picture when you evaluate the full potential of a hand, it is important to take some variables into account. Some suit combinations are more valuable than others. When you find a suit fit (8 cards), you can give full value to all short suits which do not have any high cards (xx/x). The same is the case if the honour is the A (Ax/A). It would be wise not to land in a NT contract if you have uprated your hand based upon a suit fit, for if so, the value of short suits is gone.

It is, however not too smart to give full value to “inflamed honours”, i.e. unguarded lower honours (Jxx/Qx/QJ or a singleton K/Q/J). You may count HCP or DP, whatever gives you the highest value, but you should not count HDP. If your partner has bid the suit, however, even such “inflamed” honours may be worth something.

With two doubletons or one doubleton and a singleton (5422, 6421, 5521) you should never count the full value of both, and especially not if one of them (or both) include “inflamed honours”.

The **RH** can add one **DP** for each trump he has more than 4, and likewise, the **OH** may add one **DP** for each trump he has more than 5.

If you have a trump fit and also hold a top strong 5/6-card side suit (AKxxx or AQ10xxx) you can add one **DP** for each card in this suit

more than 4, due to the fact that in such a suit, it will be easy to establish many tricks.

1.21 Adjustment Points in NT Contracts

In NT contracts you will normally find few DPs, since there are only two types of tricks, Honour tricks and long suit tricks. There are, however, four exceptions, half of them being points to deduct:

- a) If you have unguarded low honours (Qx/QJ/Jx/Jxx), it would be wise to deduct one **HCP** before deciding what NT range you choose to show.
- b) A 4333 has the worst possible distribution, and the trick potential is at rock bottom. Also with such hands you should deduct one **HCP** as soon as you have opened. It is my firm belief, however, that a **Bal** 15-17 hand is worth a 1NT opening bid.
- c) If your **Bal** hand has a 5-card suit or longer and this suit is very good (or easily establish-able e.g. KQJ108) you may add one **HCP** for each card more than 4 because of the trick potential.
- d) If your **Bal** hand has many good middle cards (i.e. 10, 9, 8, 7), especially combined with honours in that same suit, you may add one **HCP** before you open. Such middle cards can be worth both one or two tricks, both when you play and when you defend.

1.22 Hand Evaluation

Counting only **HCP** is a rough way of estimating a hands value. All suits should be considered better, the more honours they contain. The ideal two-suiter has short suits without honours and most of the honours concentrated in the long suits.

When you open, as well as when you reply to your partner's opening, quite a number of plus and minus factors will play a role to determine what your hand is really worth. Thus, both when you are to decide whether or not to invite to game, and when you are recipient of such an invitation, you should consider the following:

1.22.1 Estimate Your Hand as Better than the Mere **HCP** When:

- a) You have adjacent honours, and especially in the long suits.
The more adjacent honours you have and the more top strong

a long suit is, the more tricks will come to you. AKQxxxx only has 9 **HCP**, but will win you 7 tricks alone. Axx in one suit and Kxx in another is only worth 1.5 tricks, while AKx in the same suit is worth 2 tricks!

- b) You have honour(s) in suit(s) bid by your partner.
One or two honours in a suit bid by your partner has the same value as honours in your own suit. Even unguarded low honours are worth something when partner has bid the suit! If your partner holds e.g. AKJ10x, your singleton Queen will give him 5 easy tricks in the suit.
- c) You have top honours behind a suit bid by your **RHO**.
If your **RHO** has bid a suit, in which you hold e.g. AQx or KQx, You can expect to win two tricks in that suit!
- d) You have good intermediate cards.
Intermediate cards (10, 9, 8, 7) often rise to tricks, and are worth something both when you play and when you defend. They will be worth even more if they are combined with honours in the same suit.
- e) You have many trumps.
The better fit and the more trumps you have together, the more tricks can normally be won. With 9 or more trumps you will win game contracts on far fewer than 26 **HCP**.
- f) You have a good distribution.
Long suits are always a plus, not only in suit contracts but also in NT, where long suit tricks constitute an important part of your trick potential. In addition to this, short suits are often advantageous in suit contracts.
- g) You have many Aces.
An Ace is often worth more than the 4 **HCP** that we count initially, especially in trump contracts. The more Aces he holds, the better control can be obtained by the declarer, both in suit and in NT contracts. The higher level you choose to play on, the more important it will be to hold the top honours. Aces contaminate the environment for the opponents and make it difficult to defend, since they create **TEMPO**.

1.22.2 Estimate Your Hand as Worse When:

- a) Your honours are in the short suits.
A, Kx, Qxx and Jxxx count as stoppers in NT, but are not so valuable if partner has nothing in the suit. Jxxx against xx is probably an utterly worthless combination. If your partner is also short in the same suit, you also risk that your doubleton honours will fall easily.
- b) You have unguarded low honours.
With K, Q(x), J(x/x) it would be wise in the long run to deduct rather than add, regardless of contract. If partner bids the suit, however they will be assets.
- c) You have a collection of honours in the short suit(s).
Even if you can count full **HCP** or **DP** value for singleton and doubleton Aces, it is negative that high honours appear in the short suits rather than in the long ones. Doubletons like AK, AQ, AJ, KQ, KJ and QJ should therefore give your hand a minus.
- d) You have not honours in partner's suit(s).
If you only have small cards in a suit bid by your partner, there may be good reason to be a little cautious. Singletons and voids are never assets in NT, but they may be positive in a suit contract where an 8-card fit is established in another suit.
- e) You hold honour(s) in a suit bid by your **LHO**.
AQx or KQx in front of a suit bid by your **LHO**, can not be counted as more than one trick. This should make you more than just a little bit sceptical when assessing your hand.
- f) You have a bad distribution.
An **UnBal** hand always has more trick potential than a **Bal** one. 4333 is the worst of all hands, followed by 4432. You will have to take this into consideration.
- g) You hold no Aces.
In trump contracts it is negative not to hold any Aces. And the higher level you are approaching, (e.g. games and Slam trys) the more negative it will be not to have Aces.

1.23 Your Final Estimation

With more pluses than minuses, you should upgrade your hand!
With more minuses than pluses, you should be more pessimistic!

1.24 In a Sacrificial Position

If we have found a superfit, and an opponent intervenes with 6x:

In the 2nd hand: pass = Zero or one quick trick.

Dble = Two quick tricks.

In the 4th hand: (partner has passed and shown zero or one quick trick)

Pass = Two quick tricks.

Dble = One quick trick. (Partner will sacrifice with Zero.)

Sacrifice = Zero quick tricks.

II

Opening Bids

2 Opening Bids

- 1♣ 2+♣, 11-19 HCP. If **Not UnBal** 11-14 HCP. With 15-19 HCP the hand is always **UnBal** and normally contains 5+♣ can be (441)4. The RH transfers at the one level (1♦/♥/♠) and at the two level (2♦/♥).
- 1♦ If **Not UnBal**: 18-19 NT (the same **Not UnBal** as in 1♣). If **UnBal**: normally 5+♦, (can be 4441): 11-19 HCP. A weak 5-4 in **m** (11-14 HCP) is always opened 1♦ not matter which **m** is longer. The RH “switches” the Ms at the one level.
- 1♥ 5+♥, 11-19 HCP. The RH transfers at the two level (2♣ + 2♦). With 4♥: PF Structural jumps (2♠, 2NT, 3♣, 3♦ and 3♥).
- 1♠ 5+♠, 11-19 HCP. The RH transfers at the two level (2♣, 2♦ and 2♥). With 4♠: PF Structural jumps (2NT, 3♣, 3♦, 3♥ and 3♠).
- 1NT 15-17 HCP, **Not UnBal**. Same **Not UnBal** as after 1♣/♦. “Drop-Dead Stayman”, transfers on 2♦/♥/♠, “Smolen” and 4♣/♦ = South African Texas transfers to ♥/♠.
- 2♣ Strong, honourwise or trickwise. At least 20+HCP if a suited hand, and 22-23 HCP or 26+HCP if a NT hand. Tempo-Force after the negative reply 2♠ to 2NT, 3♥/♠ and 4♣/♦. RH transfers at the two level (and 3♣: 2♦/♥/NT/3♣). 3♦ = Both HHxxxx in ♣/♦ and xxxx in ♥/♠ and 5+HCP. 2♠ = (Good-Bad); either 0-4 HCP or 5+HCP and not within the criteriae of a GF response. Puppet Stayman and transfers after a strong NT. Asking bids after a positive reply: ETA, GAMMA and EPSILON (from Precision Club).
- 2♦ Multi: weak 2♥/♠ (good suit) or 20-21 NT/24-25 NT (with a jump). Puppet Stayman and transfers after a strong NT.
- 2♥/♠ “Tartan”. 5♥/♠ and 4+♣/♦. Below opening values. 2NT asks for the **m** suit and may be **Inv** with a **M** support. Close to opening values when vulnerable.
- 2NT Both minors: 5+♣ and 5+♦, 5-10 HCP or at least 15 HCP. With 15+HCP, the RH cue-bids in a **M** after a preference bid at the three-level.
- 3♣/♦ Natural **Pre**, often at least KQxxxx or the equivalent in the 1st and 2nd hand and when vulnerable. May be weaker in the 3rd

and 4th hand and when invulnerable. The suit should never be weaker than QJ9xxx! Denies 3♥/♠.

- 3♥/♠ Natural **Pre**. 7 card suit. Most of the honours in the suit.
- 3NT A running **m** with max a Q in the other suits.
- 4♣/♦ South African Texas transfer: A running, 7+♥/♠ + max a K in other suits.
The relay suit asks for the number of running ♥/♠. 1st step = 7, 2nd step = 8...
- 4♥/♠ Natural aggressive **Pre**.
- 4NT Asks for specific aces.
- 5♣/♦ Natural **Pre**, aggressive.
- 5♥/♠ 11 tricks, lacks two top honours in ♥.

2.1 Opening 1♣ (4+♣ 11-19 HCP or 2+♣ if 11-14 NT)

If **Not UnBal**: 2+♣, 11-14 HCP. Can have up to 7♣/♦ in a **SemiBal** NT: 22(72). The normal 1♣ opening hand is a 11-14 NT.

NB! If the hand holds a long **m**, it is important first to define it as an 11-14 NT before you show the long **m** suit: 1♣-1♦-1♥-2♦-? If you have an 11-14 NT with 2335, 2326 or 2227 you should NOT bid 3♦, for the RH must interpret this as at least 5-4 in the **m** and a strong hand (15+HCP). If you cannot repeat the ♥ suit and show 4♥ you should first rebid 2NT, limiting your hand to 11-14 HCP. Only then, if there is enough bidding space, you can show length in your **m**.

If **UnBal**, the OH normally has 6+♣ or 5+♣ and a side suit and 11-19 HCP or (441)4. Hands with 15+HCP are always **UnBal** and normally have at least 5♣ (or 4♣441).

1♣ opening can also contain a **UnBal** reverse hand (15+HCP) with either 5+♣ and 4+♦ or 5+♦ and 4+♣ (normally short in a **M**). This hand should be shown as a-reverse (1RF). When the OH shows a ♦-reverse the RH can bid 2NT as PF Lebensohl, which asks the OH to bid his longest **m** at the three-level. With the exception of

- this one sequen
- the longest suit in your 15+HCP OH.

A 1♣ OH never has more than four cards in ♥/♠ (unless the ♣ suit is longer). If you then show the **M** at the two level, you show an **UnBal**

15+HCP with 5+♣ and 4♥/♠. The RH can also then apply 2NT as a PF Lebensohl, to flag a SubMIN RH (PRI with 3-6 HCP). The the OH should rebid 3♣, which the RH could pass or adjust. If he doesn't apply 2NT, he will promise at least 7 HCP.

A 1♣ opening never contains 5♥/♠ unless the ♣ suit is longer. Please note that you may choose to show a 44(14) hand as an 11-14NT or as a 15-17NT opening. In that case the m and never the M should be a singleton.

2.1.1 Bidding After an Initial Pass from Responder

Even when the RH has passed, all the principles of the system are still intact, unless the opponents have intervened in a way that has corrupted the system. However, even if the RH may find additional values after partner's bid, and makes an Inv, he will always be limited to max 10 HCP. The RH can have 8-10 HCP and good distributional and fit values, making his hand so valuable that he can still bid a game.

2.1.2 Responder's Transfers at the One Level

In reply to a 1♣ opening the RH applies transfers at the one level (1♦, 1♥ and 1♠), both after pass, X, and the bid of 1♦/1♥ by the RHO, and also applies SubMIN transfer jumps to 2♦ (6♥) and 2♥ (6♠). If you apply such a jump, it may be ambiguous (6 cards in the adjacent suit and either 3-6 HCP (SubMIN) or at least 15+HCP) The strong hand will go on with a cue-bid after partner has said 2♥/♠.

The RH's first PRI is always to reveal (at least) 4-4 fits in M, and he will therefore primarily transfer to a M, if he has at least 4♥/♠. Even with a 6 or 7m side suit, his 1st PRI is to discover a M fit. He should show his M even with as little as 3+HCP.

If the RH bids a m after having shown a M, the m will be longer than the M (Canapé) and NF (even on a jump or a bid at the three-level) if XYZ is available (PRI). Even after XYZ, a m shown at the three-level will be a Canapé (Inv or GF).

If XYZ is not available, the bid of a Canapé suit at the three-level must be seen as a "new suit at the three-level" and consequently it will be 1RF.

Even in a forced bidding sequence in which both opponents

participate in the bidding, such bids will be 1RF/GF, while a PFX will permit the partner to bid a new suit (also at the three-level) as NF when fighting for a part score. This applies to both partners.

2.1.3 The RH bids with Club Support

With a 5+♣ support and 7-10 HDP, the RH should bid 2♣. With either a flat 4♣/♦333 or with an Inv with 5+♣ or with a GF (14+HCP) he should go via 1♠: 1♣-1♠(Transfer)-1NT 33(43); 1♣-1♠(Transfer)-1NT-2♣(XYZ)-2♦-3♣; 1♣-1♠(Transfer)-1NT-2♦(XYZ)-2x-3♣. A direct jump to 3♣ will be a SubMIN Pre with 5+♣. With 11+HDP the RH has several different ways in which he can show his Inv or GF:

	Opener	Responder	
a)	1♣	1♠	Transfer
	1NT	2♣	XYZ
	2♦	2NT	11-13 HCP, Bal, Inv, 4♣4♦32
b)	1♣	1♠	
	1NT	2♣	
	2♦	?	
		3♣	11-13 HCP, Not UnBal, Inv, 5+♣
		3♦	11-13 HCP, Not UnBal, Inv, 5+♦
c)	1♣	1NT	11-13 HCP, Bal, Inv, bad distribution
d)	1♣	1♠	
	1NT	2♦	XYZ GF, 14+HCP, Not Bal, Inv
After the OH's next bid, he will bid 3♣ as a GF with 5+♣.			
e)	1♣	2♠	Inv/GF, 6+♣/♦
	2NT	3♣	Inv, 11-13 HCP, UnBal, Inv, 6+♣
		3♦	asks for the shortage
		3♥	Max, singleton ♥ (Natural)
		3♠	Max, singleton ♠ (Natural)
		3NT	Max, singleton ♦ (Residue)
f)	1♣	2♠	Inv/GF, 6+♣/♦
	2NT	3♦	11-13 HCP, SemiBal, Inv, 6+♦

All these bids share the subsequent development: The OH accepts the Inv by bidding a M or 3NT. When he bids a M, he shows (at least) one stopper in that suit and denies any stoppers in the other M suit. If he bids 3NT, he shows stopper (s) in both M suits. In addition to all these Inv sequences, if the opponents interfere, a PFX followed

by the RH's or the OH's shown suit will always be Inv.

2.1.4 Opener Shows a Strong Hand after 1♣ Opening

The OH may rebid 1NT with 15 bad HCP and not too good or well placed honours.

With 15-17 HCP the OH can jump to 3♣ with 6♣ and no support for the RH's shown M.

With 15-17 HCP and support in the shown M, the OH can jump to 3 in the shown M.

Any reverse bid in ♦/♥/♠ at the two level also shows 15+HCP and 2♥/♠ will set up PF Lebensohl. All new suits from the OH are 1RF against at least 7 HCP on the RH.

After a ♦ reverse from the OH, all other bids than 2NT/3♣/♦ below game level are Inv from the RH.

The 1♣ OH can show an 18-19 HCP by jumping to 2NT after the RH's first bid. However, this will always show an UnBal hand (as a Not UnBal 18-19 is always opened 1♦). The the ♣ suit will always be at least 5+♣, and a SubMIN RH may bid 3♣ as a sign-off.

If the 1♣ OH has 18-19 HCP and a 4+ support in the RH's shown M, he can jump to 4 in the shown M (for play), make a mild slam try with a Splinter jump in the singleton suit or a strong slam try by showing a void with a double jump.

2.1.5 Responder Bids with a Not UnBalanced Hand

If the RH does not hold 4+M, and wants to flag a NT-hand, this is the way to do it:

- He will pass with 0-6 HCP.
- He will apply 1♠ as a transfer bid to 1NT with 7-10 NT (or with any hand with 5+♣/♦. This will often show a 4m333 hand. The OH will say 1NT with 11-14 HCP (even if it is UnBal), and if he bids anything else, he will promise 15+HCP. After 1♣-1♠-1NT, XYZ is activated and can be used by the RH to make an Inv/GF with long ♣/♦.
- If the RH bids 1NT over 1♣, this is a Not UnBal Inv (11-13 HCP).
- If the RH bids 1♠ over 1♣, and after 1NT from the OH he bids 2♣ (XYZ) this is a Not UnBal Inv (11-13 HCP).

- If the RH bids 3NT on 1♣, this is a Not UnBal GF (14-17 HCP).
- If the RH bids 1♠ on 1♣, and after 1NT from the OH he bids 2♦ (XYZ XGF) this is a Not UnBal GF (14+HCP).

2.1.6 The Responder's Bids After 1♣

Opener Responder

1♣	?	
	Pass	0-2 HCP or 3-6 HCP, no 4M, very feeble hand
	1♦	4+♥ 3+HCP, can have longer ♣/♦. Sets up a jump (from the OH) to ROMEX Short
	1♥	4+♠ 3+HCP, can have longer ♣/♦. Sets up a jump (from the OH) to ROMEX Short
	1♠	Denies 4+♥/♠, You either have 7-10 NT or any hand with at least Not UnBal 5+♣/♦ or UnBal 6+♣/♦. The OH should rebid 1NT with any Not UnBal 11-14 HCP hand. After 1NT, XYZ is "on"
	1NT	11-13 HCP Bal, Inv. Denies 4+♥/♠, but may have 7♣/♦, 22(72).
	2♣	7-10 HCP and 5+♣. Denies 4♥/♠. NF
	2♦	PF Transfer jump. Shows a (3-6/15+HCP) SubMIN with 6+♥ without any side suit. Sets up ROMEX (Short and Long). NB: With 15+HCP the RH may have values enough for slam try. In that case the RH will make a cue-bid after the OH has bid 2♥
	2♥	PF Transfer jump. Shows a (3-6/15+HCP) SubMIN with 6+♠ without any side suit. For further bidding: See 2♦ above
	2♠	11+HCP, Either 6+♣ or 6+♦, UnBal, Inv+, Denies 4♥/♠

- 2NT What do you have?
- 3♣ UnBal, Inv, 6+♣ (natural)
 - 3♦ UnBal, Inv, 6+♦ (natural)
 - 3♥ UnBal, GF, 6+♣ (complementary)
 - 3♠ UnBal, GF, 6+♦ (complementary)

If the OH makes any other bid than 2NT, it is natural and GF (15+HCP). Exceptions:

- a) 3♣ 11-14 HCP, 6+♣
- b) 3♦ GF (15+), 5+♣ and 4+♦ or 5+♦ and 4+♣

2NT 18-19 HCP, Not UnBal, natural GF, without four ♥/♠. Denies an UnBal 6+♣/♦. Mild slam try. OH pulls to 3NT with 11-12 HCP, and bids a 4+ suit at the three-level

- 3♣/♦ SubMIN, Pre, 3-6 HDP, 5+♣/♦
- 3♥/♠ Splinter, (5)6+♣, slam try, 11+HCP. Rejection: 3NT/4♣
- 3NT 14-17 HCP, NF, denies four ♥/♠, the principle of fast arrival
- 4♣ SubMIN, Pre, Inv, 3-6 HDP, 7+♣
- 4♦ Void in ♦, 6+♣, slam try. 4NT/5♣ = negative. cue-bid = positive
- 4♥ To play, no Slam ambitions
- 4♠ To play, no Slam ambitions
- 4NT RKCB for ♣
- 5♣ To play

2.1.7 An Opponent Interferes Over 1♣

If RHO doubles, it means absolutely nothing to us. The system is still “on”, and we bid as if the RHO has passed. A double by the opponent is in PF a “zero-bid”, because it does not interfere at all with our system. The only exception is a XX from the RH over the enemy’s X, which shows 11+HCP and shows an interest in punitive action. The XX sets up PenX and a forcing pass on both hands. After a XX and pass from the LHO, if the OH bids before you get the opportunity to penalize the enemy, this will show a dead MIN and serves as a warning against further bidding.

If the LHO bids 1♦, the system is also “on”. The RH doubles 1♦ if he wanted to bid 1♦ himself (the X shows 4+♥). After pass from the RHO, the OH then bids 1♥ with 3+♥, etc.

If the RHO should bid after the reply to 1♣, the 1st PRI for the OH is to show a 3 card support to any shown M with X (/XX) = SupX/XX. Other bids than X/XX, a direct support 4+ in the shown M and jump shifts showing suit support (confirming 4+ in the shown M and shortage in the jump suit) will show max a doubleton in the shown M.

If the LHO bids 1♥, the system is also “on”. X shows 4+♠, and if the RHO takes action, a SupX/XX (PRI) will show 3♠, 2♠ will show 4+♠ and all other bids (except a jump shift showing shortage in the jump suit and 4+♠) will deny more than 2♠. The other bids keep their meaning: 1♠ 7-10 NT (asks for 1NT with an 11-14 count, and needs not necessarily have a ♥ stopper).

If the RHO bids 1♠ or higher, the system is corrupted and consequently “off”. X will be a NegX and shows 4+♥. Then 1NT will show 7-10 HCP (needs not have a stopper in the enemy suit (♠)). 2NT = 11-13 HCP (promises a stopper) and 3NT 14+HCP (promises a stopper). If the RHO takes action after a NegX from the RH, a SupX/XX will show a three card ♥ support, a ♥ bid will show 4+♥ and all other bids denies as much as 3♥ up to the two level (and show good values at the three-level).

Since 1♣ does not show a specific suit, it would be advantageous to apply some sort of a NT defence system. There is reason to believe that this will be advantageous, as the RH can be active on less HCP than usual. In PF the RH will apply “Amundsen’s NT Defence” when the RHO bids a strong 1NT in a direct position: 1♣–1NT “Feil! Fant ikke referanseilden.” (also Pass–Pass–1♣–1NT “Amundsen”. (See Amundsen).

Thus, as a rule, if a bid from the opponents does not interfere with our system, the “system is on”. Then you just totally ignore their intervention and bid according to the system as if there has been no intervention at all. There is, however one modification to that. If the system is on after e.g. 1♣–1♥–2♦, it is absurd to believe that the RH would transfer to ♥ on a SubMIN with 6+♥. If he should have such a hand, he would pass (possibly to pass a balancing X from

partner). Therefore, 2♦ must show ♦, and be 1RF. 2♥, on the other hand, will still show a SubMIN 6+♠, while 3♥ asks for a ♥ stopper.

Opener	LHO	Responder	RHO
1♣	1♥	Dble/1♠/1NT	Pass
2♦	Pass	2NT	

If the reverse suit is ♥/♠, 2NT from the RH will be a PF Lebensohl. If the reverse suit is ♦, 2NT will ask for the longer suit. Any bid from the RH after this will be an Inv. 3♣ (instead of 2NT) from the RH is a NF preference bid and 3♦ is a SubMIN Pre. Both these bids should normally be passed by the OH.

If, however, an opponent bids so high that our system is corrupted (i.e. 1♠ or higher), we turn to natural bids, which include NegX, SupX, PFX, 2/1, new suits 1RF, reverse on the RH (GF), 4th suit (GF) and new suit at the three-level (GF), cue-bid bids in the opponents' suit show a good raise in partner's suit etc.

NT is NT, even after intervention, and normally shows a stopper in the opponents' suit on at least the two-level. However, you do not necessarily need a stopper to bid 1NT. Remember, your partner can ask for a stopper (cue-bid) if 3NT is an interesting project.

If there is a system transfer bid before an opponent intervenes, the one who has transferred should think well before bidding again, for his partner is bound to try to interpret the next bid within the framework suggested by the transfer bid.

2.1.8 Bids After 1♣-1♦ (4+♥, 3+HCP)

Since 1♦ can be made on as little as 3 HCP, the OH should never go direct to game after the reply, not even on an 18-19 HDP hand, but give RH a chance to show his minimal values.

An OH with ♥ support should be shown in this way:

Opener	Responder
1♣	1♦
?	
1♥	3+♥ 11-17 HCP, Not UnBal, OH rebids another suit/NT the next time with only 3♥ or 4+♥ (the OH rebids ♥ (PRI) the next time, also directly after

2♣/♦ (XYZ), to show exactly 13-14 HDP and 4+♥

2♥	11-12 HDP, 4+♥
3♥	15+HDP, UnBal, 4+♥. (Must have 5♣ or 4♣4♥41.)
4♥	11+HDP, 5+♥, to play
2♠	13+HDP, 4+♥, singleton in ♠ (ROMEX Short)
3♦	13+HDP, 4+♥, singleton in ♦ (ROMEX Short)
3♠	13+HDP, 4+♥, void in ♠
4♦	13+HDP, 4+♥, void in ♦

After 1♥ from the OH, the RH can pass with 4+♥ and a SubMIN (3-6 HCP), and bids weak (1♠/1NT/lower suit/2♥) with 7-10 HCP and 5+♥.

With 11+HCP the RH applies XYZ, and after 2♣ (Inv)/2♦ (GF) he will show the 5th ♥. A jump to 2NT will show a Bal Inv with only 4♥.

A jump to 2♠/3♦ is Inv (ROMEX Short), and confirms 5+♥, and a jump to 3♥ = Pre with 5+♥.

If the RH has enough to bid one more time (at least 7 HCP except when giving his cheapest SubMIN preference), the OH can force/go to game the next time it is his turn to bid with an 18-19 HCP count, or possibly jump (even as a jump shift) to Inv with 15+HCP.

2.1.9 The RHO Interferes After 1♣-1♦(♥)

If the RHO doubles, the "system is on". If the RHO bids a suit after 1♣-1♦, the system is also "on". However, SupX/XX takes PRI and shows 3♥.

If the RHO bids 1NT (strong), PenX is applied, but (NB!) if the RHO bids 1NT as a reply to a X/bid from the LHO, a double will be a SupX. Your 1st PRI is therefore always to support a M if you can.

Notice that we also apply XYZ after the interventions 1♥/♠ in the following bidding sequence: 1♣-Pass-1♦(♥)-1♠-X. This is also the case even if the hostile bid is in the RH's shown suit: 1♣-Pass-1♦(♥)-1♥-X. Any double (except a PenX) will replace any bid at the one level, and is therefore regarded as a bid at the one level, and consequently, XYZ is "on".

After 1♣-1♦-1NT and 1♣-Pass-1♦(♥)-1♥/♠-1NT, XYZ is activated (PRI). This implies that all other bids than 2♣ (Inv) and 2♦ (GF) will be NF (exception: a double fit jump in a short suit).

NB! Every time an 8-card fit in **M** has been established at the two level, **ROMEX** (Short/Long) (short way = short suit - long way = long suit) is “on”. This principle also applies to the subsequent bidding after e.g. X from one hand and a bid at the two level (an unbid **M**) which has been shown through the X from the other.

In addition to this, **ROMEX Short** can be shown (**PRI**) through a direct jump after 1♣-X-1♦(♥)-Pass/X and after 1♣-Pass-1♦(♥)-1♠-X (a jump to 2♠/3♦ will confirm 4+♥ on the **OH**, and show a singleton in the jump suit).

If the hostile intervention is at such a level that it will corrupt our system, the subsequent bidding will be natural.

Please note the following after the opponents have intervened after 1♣:

Opener	LHO	Responder	RHO
1♣	1♦	1♥(♠)	2♦
?			
Pass	11-14 NT, max 2♠. Nothing more to tell at this point		
Double	SupX , (3-card ♠ support)		
2♥	Reverse, 15+HCP, 1RF, not 4♠, but 5+♣ and 4+♥		
	Pass	To play with a SubMIN , 3+♥	
	2♠	5+♠, 7-10 HDP	
	2NT	PF Lebensohl, asks for 3♣	
2♠	11-14 HDP, 4♠		
2NT	15+HCP, NF, UnBal , max a doubleton ♠, 1.5 ♦ stoppers		
3♣	6+♣, 11-14 HCP, no interest for ♠		
3♦	GF , asks the RH to bid 3NT with a ♦ stopper		
3♥	15+HDP, GF , ROMEX Short , 4+♠, 5+♣, short ♥		
3♠	11-14 HDP, UnBal , 4+♠, Pre		
3NT	18-19 HCP, not 4♠, many tricks, at least 1.5 ♦ stopper		
4♣	cue-bid, 4+♠ GF		
4♦	Void in ♦, 4+♠ GF		
4♥	Void in ♥, 4+♠ GF		
4♠	18-19 HDP, (or the equivalent), 4+♠ Denies any short suit, No Slam interest		

2.1.10 Bids After 1♣-1♥ (4+♠, 3+HCP)

Since 1♥(♠) can be made on as little as 3 HCP, the **OH** should never go direct to game, not even with an 18-19 HCP count. Therefore, an **OH** with ♠ support should be shown like this:

Opener Responder

1♣	1♥(♠)
?	
1♠	3+♠, 11-17 HDP, Not UnBal , either only 3♠ (the OH bids something else than ♠ in the next round), or 4+♠ (The OH bids ♠ in his next bid, also direct over 2♣/♦ (PRI XYZ), to show exactly 13-14 HDP and 4+♠. (The OH jumps with 15-17 HDP)
2♠	11-12 HDP, 4+♠
3♠	15+HDP, UnBal , 4+♠, (Must have 5♣ or 4♣4♠41)
4♠	11+HDP, 5+♠, To play
3♦	13+HDP, 4+♠, singleton ♦ (ROMEX Short)
3♥	13+HDP, 4+♠, singleton ♥ (ROMEX Short)
4♦	13+HDP, 4+♠, void in ♦
4♥	13+HDP, 4+♠, void in ♥

After 1♠ from the **OH** (3+♠ and sets up **XYZ**), **RH** passes with 4+♠ and **SubMIN** and bids one more time (1NT/NEW/2♠) with 7+HDP. 2♣/♦ from the **RH** is **XYZ**, while a direct jump to 2NT shows max 10 HCP with only 4♠ and 5+♣ (because all Inv+ go though **XYZ** or **ROMEX Short**). A jump to 3♣ shows 15-17 HCP **UnBal** with max a singleton ♠ and 6+♣. If partner has enough to bid one more time (which promises at least 7 HDP), an **OH** with 18-19 HDP can make a **GF**, jump with 15-17 HDP (**Inv**) or jump to game his next bid.

2.1.11 The Opponents Interfere After 1♣-1♥(4+♠)

After a X from your **RHO** your **PRI** bid if you have exactly 3♠ should be a **XX = SupXX**. If you bid 1♠, you show 4♠ and 13-14 HCP, while a jump to 2♠ still shows 11-12 HCP and 4♠ (**Pre**). Pass after X will show max a doubleton ♠ and at least H10xx in ♥. In principle it suggests that with support we could play 1♥. The **RH** should have ♥Hx or ♥xxx and at least 7 HCP in order to pass. All other bids from the **OH** deny more than max a doubleton ♠.

If the RHO bids 1NT (15-17 HCP), X is a PenX, but if 1NT from RHO is a reply to a X/suit bid from the LHO, a double will be a SupX (the X then shows 3♣, even after 1♠ from the RHO).

Notice that XYZ is set up also after a SupX after the intervention 1♠ in the following bidding sequences:

- 1♣-Pass-1♥(♠)-1♠-X
- 1♣-Pass-1♥(♠)-1♠-1NT. In both cases there have been 3 bids at the one level in principle (even if an opponent has barked), and XYZ is "on". (See XYZ)

2.1.12 Bids After 1♣-1♠ (PF-transfer to 1NT)

When bidding 1♠(NT) after 1♣, the RH denies 4♥/♠, and normally shows one of five hands:

- The RH has 7-10 HCP and wants to play 1NT from the correct hand (the OH). He will pass when the OH bids 1NT.
- The RH has at least 5+♦, and an UnBal SubMIN (can be even stronger). Then the bidding will go: 1♣-1♠(NT)-1NT-2♣(XYZ)-2♦-Pass!
- The RH has a Bal Inv (11-13 HCP) with 324♦4♣/234♦4♣. Such a hand is shown through XYZ Inv: 1♣-1♠(NT)-1NT-2♣(XYZ)-2♦-2NT.
- The RH has an Not Bal Inv with 5+♣ or 5+♦. This is shown through XYZ (Inv): 1♣-1♠(NT)-1NT-2♣(XYZ)-2♦-3♣/♦.
- The RH has a Not Bal GF with 5+♣ or 5+♦. This is shown through XYZ (GF): 1♣-1♠(NT)-1NT-2♦(XYZ)-2x-3♣/♦.

With 1♠(NT) the RH transfers the OH to 1NT, which he should bid whenever he holds 11-14 HCP Not Bal. If the OH bids something else than 1NT or 2♣ (11-14 UnBal; 6+♣), he promises at least 15 HCP.

After the OH abides by the transfer and bids 1NT, RH can apply XYZ (Inv/GF). The most important principle is easy to remember: When XYZ is available, other bids than 2♣/♦ are always NF (unless they show a 4 fit and shortage through a (double) jump).

After 1NT from the OH the RH will pass with 7-10 HCP and he will bid 2♣ (XYZ Inv) both on a SubMIN hand with long ♦ (he will then pass 2♦) and with an Inv hand (11-13 HCP). If the RH bids one more time after 2♦ from the OH, he will have the latter hand.

The RH bids 2♦ (XYZ GF) over 1NT with 14+HCP (UN)Bal and long ♣/♦. On 2♦ the OH primarily bids a stopper in M (2NT = stopper (s) in both M). If the RH does not apply XYZ after 1NT, but makes another bid, he shows 7-10 HCP (NF), and 5+♦ or a short M (or 4♣) with longer ♦.

2.1.13 Bids After 1♣-1NT 11-13 HCP Not Unbalanced

Meldinger etter 1♣-1NT (11-13 HP, Inv)

Meldingen 1NT er naturlig etter 1♣, viser nøyaktig 11-13 HP og er en rund Bal Inv (3334/3343/3244/2344/2-3-5.3/2335/3253 eller 3235 (Ingen farge kortere enn dobbelton). Meldingen benekter 4+♥/♠.

Det er 2 andre måter å vise 11-13HP på, men begge viser skjeve hender.

1♣ - 1♠ - 1NT - 2♣ - 2♦ - 3♣/♦. Dette viser 11-13HP med 5+♣/♦, men hånden

må være UBal (Minst 5♣/♦, og lover kortfarge: 1345♣/♦ e.l.).

1♣ - 2♠ - 2NT - 3♣/♦, som er UBal med minst 6-korts ♣/♦ og må ha en farge på max singleton (1336♣/♦, 0346♣/♦ e.l.)

The bid 1NT (Inv) is a natural Bal Inv after 1♣ and shows exactly 11-13 HCP and (4♣/♦333). The bid denies 4+♥/♠ and 5+♦ UnBal.

Since 1NT is Inv, the OH may pass with a weak OH (11-12 weak HCP). However, with 12 good-13 HCP the OH should re-Inv (2NT) and with 14+HCP he should make sure that game is bid.

If the OH bids 2♣ after 1♣-1NT, this is to play (NF UnBal MIN with 6+♣). A new M from the OH accepts the Inv and shows a stopper in that suit, but not in the other M. The RH should bid 3NT with a stopper in the other M, and otherwise show his hand as best as possible.

After 2NT (re-Inv), the RH should pass with 11 bad HCP. If the RH accepts the re-Inv, he should always bid a 4+m. With a good 5/6 card m the RH should always accept the re-Inv, even with only 11 HCP.

If the OH bids 2♦ over 1NT, this is a reverse, with either 5+♦ and 4+♣, or 5+♣ and 4+♦ and 15-19 HCP UnBal GF. 2NT (PF-Lebensohl) from the RH then asks the OH to bid his longest m. A SubMIN RH will pass the reply. Another bid from the RH will be Inv. If the RH bids 3♣ (instead of 2NT), this is a NF preference bid, which should be passed. If the RH bids 3♦, this is a NF SubMIN Pre, which should

be passed.

3NT from the OH is for play (possibly with 7+ running ♣). 4NT would be a quantitative Inv.

2.1.14 Bids After 1♣–2♣

2♣ shows 5+♣ and 7-10 HCP NF, and denies 4+♥/♠.

2.1.15 The RHO Bids After 1♣–2♣

If the RHO doubles or bids 2♦/♥/♠, a pass from the OH will show 11-14 HCP. 3♣ will be a Pre. With 15+HCP the OH bids 2NT with a stopper in the opponent's suit, and otherwise bids suits showing stoppers at the 2 and three-levels. A jump in a new suit = Short, a ♣ fit and 15+HDP. A cue-bid in the RHO's suit asks for a stopper in that suit. X is PFX on both hands.

2.1.16 Bids After 1♣–2♦ (Pre Transfer to 2♥)

A PF jump to 2♦ primarily shows a weak transfer to 2♥ (SubMIN Pre) with at least 6+♥ without any side suit. Most of the honour strength should be in ♥. But the hand can also be strong enough for a slam try (15+HCP). In that case, RH will return with a cue-bid in a new suit after 2♥ from the OH. The rejection will then be 3/4♥.

2.1.17 Bids After 1♣–2♥ (Transfer Pre to 2♠)

PF jump to 2♥ (♠) primarily shows a SubMIN Pre transfer to 2♠ with at least 6+♠ without any side suit and either 3-6 HCP or at least 15+HCP. The same bidding principles apply as after the SubMIN PF jump 1♣–2♦.

2.1.18 Bids After 1♣–2♠ (Inv/GF in ♣/♦)

1♣–2♠ shows 11+HCP UnBal 1RF with 6+♣/♦ and denies 4♥/♠. The OH should bid 2NT to learn the exact layout of the RH.

2.1.19 Bids After 1♣–2NT (18+ Not Unbalanced)

A jump to 2NT shows an 18-19 HCP Not UnBal GF which denies 4♥/♠ and 6+♣. The RH should have at least 4♦. Could be 3334.

2.1.20 Bids After 1♣–3♣ (SubMIN Pre)

A jump to 3♣ is a SubMIN Pre with 3-6 HCP and 6+♣ (NB! with 7-10 HCP and max 4♣ you normally bid 1♠ (= transfer to 1NT), and

with 11-13 HCP you bid 1NT, jump to 2♠/2NT or Inv through 1♣–1♠(NT)–1NT–2♣ (XYZ Inv).

2.1.21 Bids After 1♣–3♦ (SubMIN Pre)

1♣–3♦ is a SubMIN Pre with 6+♦ and 3-6 HCP. (NB! With 7-10 HCP and 4/5♦ you normally bid 1♠ (transfer to 1NT), and from there you can pass or apply XYZ as Inv/GF. With 11-13 HCP Bal you bid 1NT.)

2.1.22 Bids After 1♣–3♥/♠ (Inv+ with 5+♣)

1♣–3♥/♠ shows shortage in the bid suit) and is Inv+ with 5+♣. cue-bid/4NT (RKCB) accepts the slam try, while 3NT/4-5♣ is to play.

2.1.23 Bids After 1♣–3NT

A jump to 3NT shows 33(34) and 14-17 HCP. 4♣ suggests ♣ as trumps with 15-19 HDP and 5+♣ and asks for cue-bid. (rejection is 4NT/5♣). A new suit shows a distributional hand and slam try. Partner accepts the slam try in the new suit with a cue-bid, and rejects it with 4NT/5♣. 4NT on 3NT is always Quantitative.

2.1.24 Bids After 1♣–4♣

A jump to 4♣ is a Pre Inv with 4-6 HCP and 7+♣. Partner normally passes, pre-empts on with 5/6♣ or bids cue-bid with 18-19 (the cheapest bid in ♣ is a rejection).

2.1.25 Bids After 1♣–4♦

A jump to 4♦ shows singleton ♦ with 7+♣. slam try. 4♥/♠=cue-bid, 4NT=RKCB and 5♣ does not accept the slam try.

2.1.26 Bids After 1♣–4♥/4♠

A jump to 4♥/4♠ shows the RH's own long suit and is a Pre game in ♥/♠ NF. Whenever the RH jumps to game in a M, the OH should pass (The principle of fast arrival).

2.2 Opening 1♦: 2+♦ 18-19 NT Not Unbalanced or 4+♦ 11-19 HCP Unbalanced

1♦ shows 11-19 HCP, and never contains 5♥/♠ unless the hand is strong and has a longer ♦ suit. The 1♦ opening can also contain a 18-19 HCP Not UnBal, and if so, the ♦ suit may be a doubleton. From 11 to 17 HCP the OH is always UnBal with ♦ as the longer

suit (4+♦). There are two exceptions:

- It could be 4441 and
- the ♣ suit may be longer than the ♦ with 11-14 HCP. From 15+HCP, if either m could be longer, the OH opens 1♣ and reverse by bidding ♦ next time.

2.2.1 The Responder Bids:

OpenerResponder

1♦	?
Pass	0-6 HCP, unbidable SubMIN, not 4+♦, not 4+♥/♠.
1♥(♠)	1RF, 3+HCP, 4+♠. Can have 4♥ and 4+♠ (equally long in the M or longer ♠: (44xx/54xx/55xx/64xx). Sets up Romex Short (a direct jump from the OH to 3♣/♥).
1♠(♥)	1RF, 3+HCP, 4+♥. Can have 4♠, but then the ♥ suit is always longer. Sets up Romex Short (a direct jump from the OH to 3♣/♠).
1NT	NF, 7-10 HCP, without 4♥/♠. Could be a MAX SubMIN (5-6 HCP) with good honours and ♦ support.
2♣(♦)	1RF, transfer to 2♦, no interest in the M. 2♣ is either a Pre in 2/3♦ or at least 11+HCP UnBal with a long m:

- Inv/GF with 4-4-4♦-1♣
- Inv with long ♣/♦
- GF with long ♣/♦
- a slam try with long ♣/♦. 2♣ sets up PenX on both hands

2♦	3-6 HDP, NF, Pre, 4+♦, denies 4♥/♠
2♥	3-6 HCP, NF, Pre, 6+♥, most of the HCP in ♥, probably no ♦ support
2♠	3-6 HCP, NF, Pre, 6+♠, most of the HCP in ♠, probably no ♦ support
2NT	11-13 HCP, Not UnBal, Inv, without 4♥/♠,

		max 3♦, sets up PenX
3♣	3-6 HCP, SubMIN, NF, Pre, 6+♣, most of the HCP in ♣, probably no ♦ support. (with 5+♣ and 7-10 HCP, the RH will bid 1NT.)	
3♦	7-10 HDP, Pre, 4+♦, (NB! Must be good enough to sustain 3NT from an 18-19 HCP OH)	
3♥	11 HDP, 4+♦, short ♥, not 4♠, slam try, asks for a cue-bid	
3♠	11+HDP, 4+♦, short ♠, not 4♥, slam try, asks for a cue-bid	
3NT	14+HCP, to play, not 4♥/♠, max 4♦	
4♣	11+HDP, 3+♦, short ♣, not 4♥/♠, slam try, asks for a cue-bid	
4♦	6-10 HDP, Pre, Inv, at least 4+♦	
4♥	Long ♥, to play, no slam interest	
4♠	Long ♠, to play, no slam interest	
4NT	=8+HDP, RKCB with 3+♦, not 4 card ♥/♠, no shortage	

An 18-19 NT should always be shown in the OH's second bid (PRI). If the opponents interfere with 1♠ or higher, the system is "off" and the bidding will be natural. A XX from the RH shows 11+HCP and all further X will be PenX. Over a suit bid from the opponents NegX is applied, and any new suit is 1RF. A jump bid from the RH is a Pre (also a jump support to 3♦) while a jump from the OH shows 15+HCP. A PFX followed by suit support is always Inv. XYZ is always active after 3 (or 5) bids at the 1 level (several bids may be x, and interference does not matter).

2.2.2 The Responder Shows Major After Diamond Opening (Switch)

After a 1♦ opening, as after a 1♣ opening, the RH should show a 4+M if he has one. However, there is not sufficient bidding space to make a complete transfer at the one level. We prefer to apply transfers on 1♦-♥ but a "Switch" on 1♦-1♠. The reason is that we still want to use the enemy's possible suits to show our own suits,

because this will both hamper him, is difficult to defend against and is morally destructive.

1♥(♠) will always promise 4+♠, but can also have 4+♥! If the RH has both M, they may be equally long (4-4 or 5-5) or the ♠ suit is longer than the ♥ suit. 1♥(♠) does not reveal anything about the relative length in the M suits, and must therefore be bid by the RH on hands that can have 5+♠ and 4+♥.

1♠(♥) by the RH, on the other hand, shows 4+♥ and can have 4♠ (but normally not more than that), and if so, only if the ♥ suit is longer (5+♥ and 4♠).

An OH with ♠ support should be shown according to the principles applied after 1♣-1♦/♥:

OpenerResponder

1♦ 1♥(♠)
?
1♠

- a) 3+♠ 11-17 HDP Not UnBal and the OH bids something else than ♠ in the next round with only 3♠. The RH sets the trumps by rebidding ♠ with 5-cards.
- b) 4+♠ (The OH bids ♠ (PRI) in his next bid, also direct over 2♣/♦ (XYZ), to show exactly 13-14 HDP with 4+♠.

2♠ 11-12 HDP, 4+♠ (PRI)
3♣/3♥ 13+HDP, ROMEX Short, 4+♠, singleton in the jump suit
3♠ 15+HDP, UnBal, 4+♠, Must have 5♣ or 4♣4♠41
4♣/4♥ 13+HDP, 4+♠ and a void in the jump suit
4♠ 11+HDP, 5+♠, to play

The continuation after 1♦-1♥/♠ has much in common with the continuation after 1♣-1♦/♥:

- a) XYZ is set up for the RH after 3 or 5 bids at the one-level (PRI). (1♦-1♥(♠)-1♠/NT and 1♦-1♠(♥)-1NT, and several sequences including doubles after hostile intervention).
- b) After a shown M from the RH, a direct jump to 3♣ by the OH is ROMEX Short (Inv, PRI) (1♦-1♥(♠)/♠(♥)-3♣), and confirms 4+ support in the shown M.
- c) After 1♦-1♥(♠), a jump to 2♠ from the OH will show exactly

11-12 HDP and 4♠ (PRI). (After 1♦-1♠, however, this is impossible to stage, and consequently, 2♥ will show 11-14 HDP and 4+♥.)

- d) After 1♦-1♥, 1♠ from the OH shows 3+♠ and 11+HCP. If the OH rebids ♠ at his 2nd bid (PRI), he will have exactly 13-14 HCP and 4+♠. (The same as 1♣-1♥-1♠-1NT-2♠). After 1♦-1♥(♠)-1♠-2♣/♦ (XYZ), the OH should abort the XYZ sequence and bid 2♠ (PRI), since it shows an exact hand.
- e) The RH after 1♦-1♥(♠)-1♠ can also jump direct into ROMEX Short: 3♣/♥ will show 5+♠, 13+HDP and an Inv with (max) singleton in the jump suit.
- f) If the opponents interfere after 1♥(♠)/1♠(♥) from the RH, this will set up SupX from the OH.

Furthermore, certain common denominators will appear in the subsequent bidding after 1♦-1♥ and 1♦-1♠:

- 1NT shows the 18-19 NT and denies four cards in the shown M.
- 2NT shows the 18-19 NT and confirms a 4-card support in the shown M.
- 3NT shows a 7+ running ♦ suit and 15+HCP Not Bal. It will deny 3-card support in the RH's shown M. The RH should rebid:

Pass To play
4♣ How many ♦?
4♦ 7♦
4♥ 8♦ a.s.o. (After that: cue-bid/RKCB).

- 4♦ To play.
- 3♦ from the OH will show 15-17 UnBal, max singleton in the RH's shown M and 6+♦. This jump will be a 1RF unless the RH has a Sub-MIN and a 3+ fit.

The RH can have a NF Canapé suit (longer ♣ or at least 3♦), which he can show at the three-level after some bidding sequences. After 1♦-1♥(♠)/1♠(♥)-1NT, a jump to 3♣/♦ is NF Canapé, as all Inv+ must go through XYZ if XYZ is available.

2.2.3 Bidding After an Initial Pass

Even when the RH has passed initially, all the principles and conventions of the system are "on", unless the opponents have bid in

such a way that the system has been corrupted. It must always be taken into account that the **RH** has no more than 10 **HCP**. However, the **RH** may have 8-10 **HCP** and such a distribution that even if he cannot open, he may still have enough for an **Inv**. Whenever he sees a fit, he is allowed to include **DP** in his equation.

2.2.4 The Responder's Priority After 1♦ Opening

After 1♦ opening the 1st **PRI** of the **RH** will always be to show a 4-card **M** if he has one, even with as little as 3 **HCP**.

The 2nd **PRI** of the **RH** is to **Pre** with pre-defined bids:

- 2♦ is a weak **Pre** with 4♦ and 3-6 **HDP**.
- A jump to 3♦ with 7-10 **HCP** (NB! Must be good enough to afford 3NT from an 18-19 **HCP OH**).
- A jump to 3♣ (**Pre**) with 3-10 **HCP** and 6+♣.
- 1♦-1♥(♠)/1♠(♥)-3♥/♠ is a **Pre** with a 4+ support and 11-12 **HDP**.
- 1♦-1♥(♠)-1♠-3♠ is a **Pre** with 5+♠ and 3-10 **HDP**. **NF** opposite a good 11-14 **HCP OH**.
- 1♦-1♠(♥)-2♥-3♥ is a **Pre** with 4♠ and 3-10 **HDP**.
- A jump to 2♥/♠ is a natural **Pre** with a **SubMIN** 6 card suit.
- A jump to 4♦ (**Pre Inv**) shows 4+♦.

The 3rd **PRI** of the **RH** is:

- To bid 2♣ with suitable hands.
- To bid 1NT with 7-10 **HCP** which cannot be shown in other ways.
- To bid 2NT with 11-13 **HCP** as a natural **Inv**.
- To bid 3NT with 14+**HCP**

After 3 (or 5) bids (or doubles) at the 1 level, it is the 1st **PRI** of the **RH** to apply **XYZ** to show **Inv** and **GF** hands. If he fails to apply **XYZ** (or **ROMEX** when a fit has been established at the two level), his bid will be **NF** with the exception of a double jump showing shortage and a good fit in a shown **M**.

2.2.5 The Opener's Priority After 1♦ Opening

The 1st **PRI** of the **OH** will always be to show an 18-19 **NT** if he has one. This is done through the bids 1NT/2NT and after hostile intervention, a **X** (showing a 3+ card **SUP**) after the **RH** has shown a **M**.

The practical consequence of this is that with a 15-17 **HCP** hand, you will have to bid (and not double) after an intervention. There is no **PenX** at this stage. If you want to penalize your opponents, you will have to pass and then double (or pass down a double from your partner).

The 2nd **PRI** of the **OH** is:

- To show a 3-card support to the **RH**'s ♠ after 1♥.
- To bid 2♥ with 4+♥ and 11-14 **HDP** after 1♠.
- To jump to 3♥ with 4+♥ and 15+**HDP** after 1♠.
- To show a 4 card support to The **RH**'s shown **M** if he has got that and didn't show it with his 2nd bid.
- To bid 2♣ showing 11-14 **HCP NF** with 5+♦+4+♣ or 5+♣+4+♦.
- To rebid 2♦, showing 11-14 **HCP NF** with 6+♦ (or 5+♦ and a higher ranking 4 card suit which cannot be shown in a non-reversible hand).
- Over 1♥ from the **RH**: jump to 2♠ with 4♠ and 11-12 **HDP**.
- Over 1♥ from the **RH**: jump to 3♠ with 4♠ and 15-17 **HDP**.

The 3rd **PRI** of the **OH** is:

- To bid 3♦ showing 15-17 **HCP** and 6+♦.
- To bid 2M (the other one) showing 15+**HCP**, 5+♦ and 4 in the shown **M**.
- To bid 3M (the other one) showing 15+**HCP** and 6+♦ and 5+ in the shown **M**.

2.2.6 About the 1♦ Opening:

The 1♦ opening can be **UnBal** or **Not UnBal** (the same **Not UnBal** hands as after 1♣). If the hand contains 11-17 **HCP**, it is always **UnBal**, normally with 5+♦ NB! You may have only 4♦ if

- you have a 4441 distribution or
- if you open 1♦ and follow up with 2♣, which can show 4♦ and 5♣ (or 4♣ and 5♦).

Only if you show the hand as an 18-19 **NT**, the **OH** can have as few as 2+♦, and the hand will be **Not UnBal**. But of course, you may have an 18-19 **HCP UnBal** hand with ♦ as the longest suit.

The 1♦ opening shows 11-17 **HCP UnBal** with 4+♦ (with or without a side suit), i.e. a hand which is not 11-14 **NT Bal**, nor a 15-17 **NT**.

1♦ will normally be bid on the following hands:

- a) A good long one-suiter in ♦ (6+♦) and with at least one singleton/void (**UnBal**). If so, you rebid 2♦ with 11-14 HCP and 3♦ with 15-17 HCP.
- b) 5♦ and 4♥/♠ with or without HCP enough for a reverse. Thus, 1♦-1♥(♠)/1♠(♥)/1NT-2♦ may be the hand shown in a) or it may show 5+♦ and 4♥/♠ and 11-14 HCP Irreversible. With a 15-17 count, you can afford to reverse with 2♥/♠ in your next bid.
- c) A 444♦1♣ distribution.
- d) A weak minor hand with 5-4 one way or the other (5♣ and 4♦ or 5♦ and 4♣, 11-14 HCP). The bidding sequence 1♦-1♥(♠)/1♠(♥)/1NT-2♣ will therefore be **NF** and shows 11-14 HCP **UnBal**. (5422 is normally shown as a NT hand).
- e) A hand with 5+♦ and 5+♣ and 15-17 HCP. Then you jump to 3♣.
- f) An 18-19 NT. It is 1st **PRI** to show this hand in your 2nd bid.

The **RH** should bid at the one level with close to nothing (**PRI**), since the opening 1♦ may be an 18-19 NT. (In pair tournaments it may even be necessary for the **RH** to “fake” a 3 card **M** suit to protect partner’s 18-19 NT: with ♠KJx ♥xxx ♦x ♣Q9xxxx you hardly want to leave an 18-19 HCP partner in 1♦ on a possible 2-1 ♦ fit! Therefore you should bid 1♥ in practical bridge with only 3♠ even if this means that you have to lie.) This will bring you more in accordance with the rest of the tournament, even if you may be stranded on a 4-3 **M** fit at the two-level or your partner may jump to 2NT, which you may consider passing.

After a 1NT (18-19 HCP) rebid from the **OH** the **RH** can apply **XYZ** (2♣/♦ **PRI**) to **Inv/GF**. All other bids will then be weak bids for play or preference. Since the **RH** should bid on a 3 card **M** and as little as 3+HCP, you actually need a bid below game level which shows 18-19 NT with 4 card ♥/♠-support. Therefore, a jump to 2NT after 1♥(♠)/1♠(♥) will show an 18-19 NT with 4♥/♠ support). This has several consequences:

- a) With a **SubMIN** (3-6 HCP) the **RH** can pass 2NT or rebid 3♥/♠ (the supported **M**) to play. Everything else will be a cue-bid and **GF**.
- b) All **ROMEX Short** (direct jump to 3♣/3♥ (after 1♦-1♥) and to 3♣/3♠ (after 1♦-1♠) will therefore also show strong opening

hands (15-17 HCP). Jumps like that will show at least 4+♦, 4 in the **RH**’s shown ♥/♠ and max a singleton in the jump suit (often 444♦1♣).

- c) The bid of a not shown **M** at the two level will show 15+HCP, be a Reverse, and the **RH** should apply the **PF Lebensohl** (2NT) with a **SubMIN** hand.
- d) After 1♦-1♥(♠)-2NT, 3♥ is a transfer to 3♠ with either a **SubMIN** (Rebid: pass), **GF** (Rebid: 4♠) or a slam try (Rebid: **NEW** as cue-bid or **RKCB**). (After 1♦-1♠(♥)-2NT, 3♦ will transfer to 3♥ with the same rebidding principle). The **OH** should go not further than the three-level, since this is the only possibility to stop below game for a feeble **RH**.

2.2.7 Guiding Principles (PRI)

After 1♦ opening the **RH** should bid quite naturally, but in doing so, keep in mind four principles which are more or less **PRI**.

- a) You should always check the major fit first. Even with close to 0 HCP the **RH** should show a 4 card **M** if he has one. This sets up **Canapé** when the **RH** later bids ♣ and has had no support in his **M**. This makes the 1♦ opening compatible, and even better than then normal, natural approach. It is, however, important that the **RH** does not bid more than once on a hand below 7 HCP (**SubMIN**).
- b) **ROMEX Short**. Because 2NT must be available to show the 18-19 NT with a **M**-support, **Romex (Long)** (as a direct jump from the one level) does not apply.
- c) **XYZ** is set up and applied every time there have been three bids at the one level, also after the **OH** has bid 1NT to show an 18-19 NT without a **M** support. If **XYZ** is available, the **RH** should apply this way of inviting and not **Romex Short**. When **XYZ** is on, a jump to 3m will therefore show 6+ in the jump suit and a weak **Canapé** (and will never show **Inv**).
- d) The **Pre** principle. (Normally the **RH** pre-empts, only seldom the **OH**).
1♦-3♦ is a constructive bid with 4+♦ and 7-10 HCP and a solid **Pre**. **OH** says 3NT with an 18-19 HCP hand.
1♦-2♦, however, is a **Pre** on the **RH** with 4+♦ and 3-6 HCP (**SubMIN**).

- 1♦–3♣ is a **Pre** on the RH with 6+♣ and 3-6 HCP (SubMIN).
- 1♦–1♥(♠)–1♠–3♠ is a **Pre** from the RH with 5+♠ and 3-6 HDP (SubMIN).
- 1♦–1♠(♥)–2♥–3♥ is a **Pre** from the RH with 4♠ and 3-6 HDP (SubMIN). An **Inv** would in this case have to be a **ROMEX** (Short/Long) after 2♥.
- 1♦–1♥(♠)/1♠(♥)–3♥/♠ from the RH shows 4+♥/5+♠ and is a **Pre**.
- 1♦–1♥(♠)–1♠–2♠–3♠ is also a **Pre** from the OH since the OH can apply **ROMEX** (Short/Long) to **Inv**. This principle also applies whenever the OH could use **ROMEX** (Short/Long) after 2♥/♠, but chooses to bid 3♥/♠.

The **Pre** principle applies whenever either the OH or the RH raises a supported **M** to the three-level or a supported **m** to the three/four level. This should be done every time you assume that you don't have the highest contract and also believe that you will go no more than 100 down (doubled). The point is that you must take the effort of bidding on, not because you believe that your contract will make, but because you believe it to be a good bid. The little extra added level will make the lives of your enemies toxic.

There is one exception to the pre-empt principle. If the OH has not been able to support a shown **M** at the two level due to **PRI** bidding or due to hostile intervention, a support bid at the three-level is not a **Pre**, but **Inv**. 1♦–Pass–1♥(♠)–3♣–X(18-19 NT)–Pass–3♦–Pass–3♠ (**Inv**).

After 1♦–1♥(♠)/1♠(♥)–2NT, all bids at the three-level are cue-bids with the agreed **M** as trumps and **GF** with one exception:

When the strong hand hasn't actually bid the agreed trump suit, the suit below the agreed trump suit is used at the three-level as a transfer to the trump suit. This will get the contract on the right hand. Thereafter, pass from the RH on 3♥/♠ (the agreed trumps) shows **SubMIN NF**, 4♥/♠ (the agreed trumps) is to play and any **NEW** is a cue-bid and a slam try.

When the opener is forced to show his 18-19 NT at the two level (e.g. 1♦–2♣–2NT or after hostile intervention), 2NT should be the end station for a **SubMIN RH**. Anything else than pass from the RH will be natural and show 7+HCP **GF**.

A direct jump to 4♣/♦ after 2NT from the OH (which doesn't show **M** support) will be a slam try with a genuine long **m** suit as trumps. Reply: cue-bid accepts while 4NT rejects.

A direct jump to 4♣/♦ after 2NT (which shows **M** support) will be a slam try with void in the jump suit. Reply: cue-bid accepts while 4NT rejects.

With a **SubMIN RH** there must be an emergency brake when the OH makes a reverse bid. In the bidding sequence 1♦–1♥(♠)/1♠(♥)/1NT/2♣–2♥/♠ (as a reverse showing 15+HCP), 2NT from the RH will be **PF Lebensohl**, and shows max 6 HCP, and asks for 3♣ from the OH. Subsequently, 3♣ can be passed or corrected to 3♦/♥/♠ as a **NF** bid from the **SubMIN RH**. If the RH bids anything else than 2NT, he confirms at least 7 HCP and that constitutes an **Inv+**.

2.2.8 The Responder Has Diamond Support After a 1♦ Opening

A RH with at least a 4-card ♦ support and not 4M is shown like this:

- a) 0-6 HDP: 2♦.
- b) 7-10 HDP: 3♦ (**Pre**).
- c) 11-13 HDP: 2♣ followed by 3♦.
- d) 14+HDP: 2♣ followed by 2NT (**GF**).

2.2.9 The Opener Shows 15-17 HCP after 1♦ Opening

With 15-17 HCP the OH may jump to 3♦ with 6♦ and no fit in any shown **M**. If he holds 15-17 HCP and has a **M** fit, a jump to 3M (the shown suit) will establish this **M** as trumps. NB! It is never **Pre** when the OH makes a jump in his 2nd bid!

A reverse bid in ♥/♠ (the other **M**) at the two level also shows 15+HCP and is **1RF**. A jump to 3NT as the OH's 2nd bid shows 15+HCP and a running, at least 7+♦.

With 15-17 HCP and 5-4 in a **m** the OH starts with 1♣ and makes a reverse in ♦ in his next bid. With 5-5 in the **m** the OH will open 2NT and will make a **M** cue-bid after a preference bid in 3♣/♦.

Thus, Opening 1♦ and a subsequent jump to 3♣ will show 6+♦ and 4♣ and 15-17 HCP.

2.2.10 When the Opponents Interfere Over 1♦

- a) The LHO doubles 1♦:
 1♥/♠ from the RH is the same as without any X. (System on).
 All new suits from the RH at the lowest level are constructive and 1RF.
 A jump in a new suit is a Pre.
 XX is Inv+ with 11+HCP and sets up PEN-on both hands.
 2♣ is an Inv+ with long ♣/♦. (System on).
 2♦ is a SubMIN Pre.
 3♦ shows 7-10 HCP with 4♦. The OH may say 3NT with the 18-19 hand.
- b) The LHO bids a suit at the 1-3 levels:
 Pass from the RH is often a SubMIN. 1♦-2♣-Pass-Pass-? X shows 18-19. 2NT is 18-19 NT and promises a stopper. X is perhaps the better bid, as the RH may have ♣, an passes.
 X from the RH is a NegX.
 A new suit is 1RF from either hand.
 Any jump in ♦ is a Pre.
 A cue-bid in the hostile suit is Inv+ with ♦ support.
 2NT is Inv to 3NT with max ♦xx.
 2♦ still shows 7-10 HCP with 4+♦.
 3♦ Shows 3-6 HCP SubMIN Pre with 4+♦.
 4♦ is a Pre Inv with 4+♦.
- c) The LHO bids a strong 1NT:
 X from the RH is a PenX, and sets up PenX on both hands.
 2♣ shows both M.
 All new suits are natural and Pre.
 2NT shows 5+♣ and 3+♦.
 2♦ shows 3-6 HCP SubMIN Pre with 4+♦.
 3♦ shows 7-10 HCP with 4+♦.
 4♦ is is a Pre Inv with 4+♦.
- d) The RHO bids a suit at the one level after a shown M over 1♦:
 X from the OH is a SupX, (XX over a X is a SupXX).
 All new m suits without a jump are constructive and 1RF.
 1NT is 18-19 HCP (No stopper needed) without a 4 card support in the shown M.
 A jump to 2NT is 18-19 HCP with a 4+ card support in the shown M.
 If the OH bids the shown M without a jump, he has a 4-card

support and 11-14 HCP, in addition to 4+♦.
 If the OH bids the shown M with a jump, he has 4+♦ and a 4+ support and 15-17 HCP.
 A cue-bid from the OH in the hostile suit will show 15+HCP and asks for a stopper.

The RHO doubles after 1♦-Pass-1♥(♠)/1♠(♥)-X:

The bid of a lower ranking M suit (♥) is 1RF from the OH, but NF from the RH.

The bid by the OH of a higher ranking M suit (♠) shows 15+HCP, and is 1RF. The RH, however, shows a Reverse with 14+HCP (GF).

XX is a SupXX, and shows 3 cards in the shown M.

If the enemy bids at the two level or higher, both 2NT (max xx in the shown M) and x (SUP) show 18-19 HCP. However, to show SUP, the OH must have 3+ in the shown M when he doubles. The revealing of the 18-19 HCP hand takes PRI over SUP. After the SupX, the actual suit must be bid one more time (or be replaced by a short suit jump to the four level to establish the suit as trumps.

Example 1:

Opener	LHO	Responder	RHO
1♦	Pass	1♥(♠)	2♣
?			
Pass	Either a forcing pass or a weak OH with no good bid.		
Double	SUP with 3+♠ and 11+HCP		
2♦	6+♦ or 4+♦ and a 4+M in a non-reversible hand (11-14 HCP)		
2♥	= Reverse, 15+HCP, 5+♦ and 4+♥, (Normally 15-17 HCP), 1RF		
2♠	= 11-14 HCP, NF, 4+♦ and 4+♠		
2NT	= 18-19 NT, max 2♠, does not necessarily show a stopper, 3♣ from the RH asks for a ♣ stopper		
3♣	= 18-19 HCP, max 2♠, asks for a ♣ stopper		
3♦	= 6+♦, 15-17 HCP, NF		
3♥	= 15+HCP, 1RF, 6+♦ and 5+♥		
3♠	= 15-17 HCP, 1RF, 5+♦ and 4+♠		
3NT	= To play		

- 4♣/♥ = Void in the bid suit, sets ♠ as trumps
- 4♦ = Natural cue-bid, sets ♠ as trumps
- 4♠ = To play

least 11+HCP UnBal with a long m:

Example 2:

Opener	LHO	Responder	RHO
1♦	Pass	1♥(♠)	3♣
?			
Pass	Either a forcing pass or a weak OH with no good bid		
Double	3+♠, 11+HCP (SUP)		
3♦	6+♦, 11-17 HCP		
3♥	15+HCP, 6+♦ and 5+♥		
3♠	15-17 HCP, 5+♦ and 4+♠, with 11-14: pass, the RH can apply a PFX		
3NT	To play, 18-19 HCP		
4♣/♥	Void in the bid suit with ♠ as trumps		
4♦	Natural cue-bid with ♠ as trumps		
4♠	To play		

2.2.11 Replies to Opening 1♦

Opener Responder

1♦	?
	Pass 0-6 HCP, an unbiddable SubMIN, not 4+♦ and not 4+♥/♠
	1♥(♠) 1RF, 3+HCP, 4+♠. Can have 4♥ and 4+♠ (equally long in the M or longer ♠: (44xx/54xx/55xx/64xx). Sets up Romex Short (a direct jump from the OH to 3♣/♥)
	1♠(♥) 1RF, 3+HCP, 4+♥. Can have 4♠, but then the ♥ suit is always longer. Sets up Romex Short (a direct jump from the OH to 3♣/♠)
	1NT NF 7-10 HCP without 4♥/♠. Could be a MAX SubMIN (5-6 HCP) with good honours and ♦ support
	2♣(♦) 1RF, transfer to 2♦, no interest in the M. 2♣ is either a Pre in 2/3♦ or at

- a) Inv/GF with 444♦1♣
- b) Inv with long ♣/♦. c) GF with long ♣/♦ d) a slam try with long ♣/♦. 2♣ sets up PenX on both hands.

2.2.12 Bids After 1♦-1♥ (4+♠ and 3+HCP)

1♦-1♥(♠) is a 1RF transfer and shows 4+♠ and 3+HCP. The bidding continues as after 1♣-1♦(♥)/1♥(♠). The OH “confirms” a 3+♠ support with 1♠, and jumps to 2♠ with 4+♠ and MIN (11-12 HCP). 1♥ sets up ROMEX Short on the OH (a direct jump in ♣ or ♥). With 3334/3325/3316 and SubMIN the RH should bid 1♥ with 3♠ as an emergency bid, to protect an OH with an 18-19 NT.

2.2.13 Bids After 1♦-1♠ (=3+HCP and 4+♥)

1♦-1♠(♥) is 1RF, shows 4+♥ and is either the only M (and the longest suit) or longer ♥ if you also have 4♠. Sets up Romex Short (a direct jump from the OH to 3♣/♠1RF), and the rest of the bidding is quite standard.

The 1st PRI for the OH is to show an 18-19 NT with 4+♥ (2 NT) or without 4+♥ (1 NT). The 2nd PRI is to confirm 4+♥ with 11-14 HCP (2♥) NF or with 15-17 HCP (3♥). The 3rd PRI is to show 6+♦ with 11-14 HCP (2♦) NF or with 15-17 HCP (3♦), and finally 5-4 or 4-5 in the m and 11-14 HCP (2♣) NF.

A Reverse or a jump from the OH shows 15-17 HCP, and the RH’s 1st PRI is then to bid 2 NT as PF Lebensohl with (3-6 HCP) SubMIN. If the RH does not bid 2 NT, he promises at least 7 HCP GF.

When an 18-19 NT OH jumps to 2NT (4+♥), 3♦ is reserved for a transfer to 3♥ in order to get the contract on the right hand (the strong one). The RH can then pass 3♥ SubMIN, bid 4♥ GF or he can cue-bid in any suit after 3♥ slam try.

2.2.14 Bids After 1♦-1 NT

1NT shows 7-10 HCP Not UnBal without 4♥/♠ and normally without 4+♦. (You can, however, deviate from this with 7-10 HCP and 3334/3343.) The RH must therefore normally have at least 4♣: 3334/3343/3325/3226/2326. (In an emergency he can also hold: 227♦2/331♦6). The bidding sequence does not set up anything, and

you apply a jump or a reverse bid to show an opening hand with 15+HCP.

2.2.15 Bids After 1♦–2♣ (Transfer to 2♦)

2♣ shows at least 11+HCP, and is a transfer to 2♦ (PRI). 2♣ denies 4♥/♠ and shows:

- a) an UnBal Inv with 6+♣/4+♦
- b) an UnBal GF with 6+♣/4+♦. 3) An UnBal Inv with 4♣/♦ or 4-4 in m. 2♣ sets up PenX on both hands when the RH bids after 2♦:

2.2.16 Bids After 1♦–2♦ (Pre 4+♦ and 3-6 HDP)

2♦ is Pre with 3-6 HDP and at least 4♦ (with 4♦ and 7-10 HDP you should jump to 3♦, which will also be Pre, but also an Inv against an 18-19 NT.) The bid 2♦ shows no interest in M contracts. Over 2♦ Pre SubMIN from the RH, 2NT shows the 18-19 NT NF. The RH passes with a weak SubMIN or shows stoppers in the side suits. Stoppers are bid as cheaply as possible, and suits you skip are suits without stoppers. Over 3♦ (7-10 HCP Pre Inv) from the RH, 3NT is to play.

2.2.17 The Responder Bids After 1♦–2♦

If the RHO bids after 1♦–2♦, the OH should primarily show an 18-19 NT (PRI) by bidding NT at the cheapest level (would show a stopper in the RHO's suit), or with a double. Any new suit from the OH will show a stopper in that suit and 15+HDP (Inv). A cue-bid in the opponent's suit will ask for a stopper in that suit and shows 15+HCP. With 11-14 HCP UnBal and 5+♦ the OH should Pre with 3♦ immediately. Any new suit with a jump is a "Splinter", showing a ♦ fit, Short in the jump suit and a slam try. cue-bid accepts and 3 NT/4 NT/5♦ rejects the slam try.

2.2.18 Bids After 1♦–2♥/♠ (Weak 6+♥/♠ 3-6 HCP)

A jump to 2♥/♠ from the RH shows a SubMIN (3-6 HCP) 6+♥/♠ without any side suit. With ♦ support the RH can be even weaker. The OH should normally pass with a normal opening (11-14 HCP and 4+♦), even with only a singleton in the trump suit. With void and 6+♦ the OH should pull in 3♦. With a ♥/♠ fit and 11-14 HCP the OH can bid 3♥/♠ Pre. A jump in a side suit or a jump to 4♦ shows 18-19 HCP (Pre-Inv). Otherwise, with 18-19 HCP and good values

the OH can bid game (3 NT/4♠/5♦). A jump to 3NT shows a running 7+♦ and 15+HCP (to play).

2.2.19 Bids After 1♦–2 NT (Natural Invite)

A jump to 2 NT by the RH shows 11-13 HCP Not UnBal Inv, which denies 4♥/♠. RH must have 4+♣/♦: 3343/3334/3244/2344 or 3325m). The OH normally passes with 11-12 bad HCP and will think about raising to 3 NT with 13+HCP if the trick potential is present. If he bids 3♦ NF, he shows 6+♦ and only a suggests a better contract. With 11-14 HCP and 5-4 in the m he may bid 3♣ NF, to which the RH should pass or make a preference with 3♦. 2NT sets up PenX on both hands. NB! Since 2 NT is a natural Inv in NT, 3 NT from the OH can no longer show the 18-19 NT. 4 NT, however, will be a Quantitative Raise with 18-19 HCP Not UnBal. 3♥/♠/4♦ from the OH is 15+HCP UnBal 1RF.

2.2.20 Bids After 1♦–3♣ (SubMIN Pre)

A jump to 3♣ shows and 3-6 HCP SubMIN Pre with 6+♣. The OH should normally pass with all hands which cannot see a game, even with a singleton ♣, but can pull to 3♦ with a singleton or void in ♣ and 6+♦. 3NT/5♣/♦ will show the 18-19 NT. 4♣ will be a Pre Inv, while 4♦ is a slam try with 15+HCP and long ♦. 3♥/♠ will show 18-19 HCP with a stopper in the bid suit, and asks for 3 NT if partner has a stopper in the other M.

2.2.21 Bids After 1♦–3♦ (4+♦, 7-10 HDP)

Since 1♦ shows an UnBal 4+♦ (5+♦ or 4441) except when it shows 18-19 NT, a jump to 3♦ is a direct Pre from the RH. The bid shows 4+♦ and 7-10 HDP, and the RH should be willing to play 3 NT if the OH has 18-19 HCP. 3 NT/5♦ from the OH will then show the 18-19 NT. The OH should otherwise normally pass if he does not see the possibility of many tricks in NT, or can raise to 4♦ with 15+HCP Pre Inv or very long ♦. 3♥/♠ will show a stopper in the bid suit, and asks for 3 NT if partner has a stopper in the other M.

2.2.22 Bids After 1♦–3♥/♠ (GF with Short ♥/♠)

A jump to 3♥/3♠ (Double jump) is a slam try with Short ♥/♠ (the bid suit), 4+♦ and 11+HDP. The OH accepts the slam try with cue-bid, and rejects it with 3 NT/5♦. Bids after 1♦–3 NT (14+HCP without

4♥/♠).

2.2.23 Bids After 1♦–3 NT (14+HCP without 4♥/♠)

A jump to 3 NT normally shows 14+HCP with 333♦4♣ or 334♦3♣, and suggests a contract. 4♦ after 3 NT sets the trump suit and asks for cue-bid (rejection is 4 NT). A new suit shows a distributional hand with long ♦ + the bid suit and is a slam try. cue-bid accepts and 4 NT rejects. 4 NT shows an 18-19 NT and is a Quantitative slam try.

2.2.24 Bids After 1♦–4♣ (GF with Short ♣)

A jump to 4♣ is a slam try with 11+HCP, 4+♦ and Short ♣. The OH accepts the slam try with cue-bid, and rejects it with 3 NT/5♦.

2.2.25 Bids After 1♦–4♦ (Pre Invite)

A jump to 4♦ is a Pre Inv with 3-6 HCP and 7+♦. Partner normally passes or pre-empts on to 5/6♦. 4 NT is RKCB with ♦ as trumps (18-19 NT).

2.2.26 Bids After 1♦–4♥/4♠ (Pre Game)

A jump to 4♥/4♠ is a Pre game to play with 7/8-cards in the suit and 3-10 HCP. The OH should normally pass, but 4 NT will be RKCB with partner's M as trumps (18-19 NT).

2.3 Opening 1♥ (5+♥)

Opening 1♥ shows 11-19 HCP and at least 5♥ (can have less if the opening is a ZAR and can have more if the hand is unsuitable for a 2♣ opening). The opening suit is always the longest suit of the hand. (However with a MIN ZAR it is not unthinkable to open 1♥ with 5♥ and a longer m.)

NB! Since the replies after 1♥ and 1♠ are exactly the same, most of the principles and bidding sequences that are explained under the 1♥ opening, also apply to the 1♠ opening. (The only real differences between the two M are that after 1♠, 2♦ is a transfer to ♥, showing at least 4♥, and after 1♥, 1♠ will show 4+♠.)

The system applied after 1♥/♠ also applies when the opposition opens at the one level and partner bids 1♥/♠. If the RHO passes or doubles or bids 1♠ (on 1♥), the M system is "on".

Bid:	After 1♥ Meaning	After 1♠ Meaning
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1♠	4+♠, 7+HCP. Only after 1♥.	
1NT	7-10 HCP.	7-10 HCP.
2♣	11+HCP. Transfer to 2♦. Minor based hand.	11+HCP. Transfer to 2♦. Minor based hand.
2♦(♥)	3♥ and 3-6 HCP or at least 11 HCP. Transfer to 2♥ with exactly 3♥.	4+♥, 7+HCP. Only after 1♠.
2♥	3♥ & 7-10 HCP 3 card ♥ support	3♠ and 3-6 HCP or at least 11 HCP. Transfer to 2♠ with exactly 3♠.
2♠	7-10 HCP, 4+♥ and a singleton. "Jump +1".	3♠ and 7-10 HCP 3 card ♥ support
2NT	14+HCP and 4+♥. "Stenberg GF".	14+HCP and 4+♠. "Stenberg GF".
3♣	11-13 HCP and 4+♥. May have a singleton. "Jump +2".	7-10 HCP, 4+♠ and a singleton. "Jump +1".
3♦	7-10 HCP and 4+♥. Not singleton. "Jump +3".	11-13 HCP and 4+♠. May have a singleton. "Jump +2".
3♥	3-6 HCP and 4+♥. SubMIN Pre.	7-10 HCP and 4+♠. No singleton. "Jump +3".
3♠		11+HCP and 4+♥. Void in ♠.
3 NT	To play.	To play

The RH has a number of bids which show a fit and the lack of such, and there is a sharp difference between a 4-card and a 3-card fit in the opening suit. In accordance with Cohen's "The Law of the total number of tricks" we should play a M contract on at least the three-level whenever we have $5♥ + 4♥ = 9$ -card fit in a M.

Therefore, RH's 1st PRI is to jump with any 4-card M fit (PF Structural jumps), and his 2nd PRI is to bid 1♥–2♦/♥ with "only" a 3 card ♥ fit (the equivalent showing 3♠ after 1♠ opening is: 1♠–2♥/♠). With a bad 3 card support after a 1♥ opening, the RH is allowed to show a good 4 card in ♠ before supporting the ♥.

With only two cards or less in the opening suit the RH's 1st PRI is

to bid 1NT (1♠) with 7-10 HCP. With 11+HCP, the RH's 1st PRI is to bid 2♣ (PF transfer to 2♦) with a minor based hand. (The same bid occurs after 1♠ opening.) This transfer will cater for all kinds of Inv and GF hands when the long suits are in the m and it will distinguish between Hz, xx and a singleton or a void in the opening suit.

After 1♠ opening, there is however a transfer bid which is not available after 1♥ opening, and that is 2♦, which transfers with 4+♥ and either 3-6 HCP SubMIN or 11+HCP Inv+.

With an established 5-4 fit in a M, 3NT is very seldom an alternative contract (except once in a blue moon in a pairs contest). So when the OH bids a new suit at the three-level this is a Short cue-bid PRI if it is not a conventional showing of a real suit (e.g. after 1♥-2NT). This bid asks for cue-bid under game level. The bid of 3 in the agreed suit when a GF has been established asks for a singleton.

The main rule is that a 3- or 4-card support in the opening suit should be shown as soon as possible, simply because this will clarify the trumps, set the bidding level and give ample opportunities for the OH to add DP to his HCP. In a bidding sequence ending in 2 in the opening suit (which establishes an 8-card fit), we apply ROMEX (Short/Long) as Inv on the OH.

If the RH transfers to 2♥ with 2♦ he has either 3-6 HDP SubMIN, 11-13 HDP Inv or 14+HDP GF. (The equivalence after 1♠ opening is: 1♠ - 2♥). The OH should almost always bid 2♥ to give the RH the opportunity to show exactly what hand he holds. Then the RH should show his assets.

2♣ is a special PF-transfer which is applied after 1♥/♠ to show a minor dominated RH with max 2-card support in the opening suit. 2♣ transfers to 2♦ (which could be passed by the RH with a SubMIN and 6+♦). The OH should normally fulfill the transfer, even with a singleton ♦, unless he has incredibly good reasons to break it.

If the OH breaks the transfer, he can

- a) repeat the opening suit, with 6♥ and no fit in the transfer suit (max a singleton). He then does not necessarily have more HCP than 11+. He can b) bid another suit, which will show an extreme distribution (a ZAR OH) and max a singleton ♦,
- b) 2NT (18+HCP). After 2♣ and the reply 2♦, all further bidding

is more or less identical both after 1♥ and after 1♠. There is, however, one exception:

After 1♥-2♣-2♦ (1♠-2♣-2♦) two new PRI concepts are introduced: "IMPOSSIBLE MAJOR" and "IMPOSSIBLE SUPPORT". Impossible support is 2 in the opening suit after 1♥/♠-2♣-2♦ (2♥ or 2♠), which still shows a minor based hand, but promises Hx in the opening suit. Impossible Major is 2 in the other M in the same sequence, which shows a minor based hand but only shows ♥xx in the opening suit. If after 1♥/♠-2♣-2♦, the RH does not bid 2♥ or 2♠ (skips this segment), he will have max a singleton in the opening suit!

Both 2♥ and 2♠ are 1RF, and the opener is expected to make the adjacent bid, so that the RH is able to reveal his m constellation. (If the relay bid is 2NT, this takes away the RH possibilities of conveying a Not UnBal Inv with 2NT, and therefore, the OH should not bid 2NT unless he would reject a 2NT Bal Inv. If he wants to accept an Inv, any other bid than 2NT would do).

2.3.1 How to Show Your Major fit (or Lack of Such)

2.3.1.1 With 4+ in the Opener's Major

With 4+ cards in opening suit, the RH will always jump PRI. There are 6 possible jumps:

- a) Jump+1 is 7-10 HDP, 4+ trumps and promises a singleton. (1♥-2♠ J+1 or 1♠-3♣ J+1).
- b) Jump+2 is 11-13 HDP, 4+ trumps and may have shortage. (1♥-3♣ J+2 or 1♠-3♦ J+2).
- c) Jump+3 is 7-10 HDP, 4+ trumps and denies shortage. (1♥-3♦ J+3 or 1♠-3♥ J+3).
- d) 2NT is Stenberg and shows 4+ trumps and 14+HDP. (1♥-2NT GF or 1♠-2NT GF).
- e) 3 in the opening suit is SubMIN with 4+ trumps. (1♥-3♥ PRE or 1♠-3♠ PRE).
- f) Any jump to 4 in a lower suit (or to 3♠ over 1♥) shows 4+ trumps and void in the jump suit. (1♥ - 3♠/4♣/4♦void or 1♠ - 4♣/4♦/4♥void). This may be a slam try and the RH should cue-bid if he has any top honour/shortage on the way up to game.

2.3.1.2 With Three Cards in the Opener's Major

With a three card support and 7-10 HDP, the RH will raise to two in the suit. 1♥-2♥ (or 1♠-2♠).

With a three card support and 3-6 HDP, 11-13 HDP or 14+HDP, the RH will bid two in the suit below the opening suit 1♥-2♦ or 1♠-2♥. This asks the OH to bid two in the opening suit, and then the RH will show his hand:

OpenerResponder

1♥	2♦
2♥	?
Pass	3-6 HDP, SubMIN, 3♥
New suit	11-13 HDP, Inv, ROMEX (Long), 3♥
2NT	14+HDP, GF, Stenberg with 3♥. The further bidding goes just like after 1♥-2NT (Stenberg with 4+♥).

This bidding sequence is identical after 1♠ opening:

1♠	2♥
2♠	?
Pass	3-6 HDP, SubMIN, 3♠.
New suit	11-13 HDP, Inv, ROMEX (Long), 3♠.
2NT	14+HDP, GF, Stenberg, 3♠. The further bidding goes just like after 1♠ - 2NT (Stenberg with 4+♠).

2.3.1.3 With Two Cards in the Opener's Major

With only two cards or less in the opening suit, the RH can bid 1♠ 7+HCP over 1♥, 1NT 7-10 HCP or 2♣ minors.

2♣ is a minor-based hand which will aim at making an Inv or a GF with one long or both m. The OH is expected to say 2♦ after 2♣, almost regardless of what he holds, and then the RH can show his values. Very rarely, the RH will pass 2♦ from the OH, if he has a SubMIN with long ♦.

After 2♦ the RH can bid 2 in the opening suit ("Impossible Support"), which shows Hx in the opening suit, and is 1RF.

OpenerResponder

1♥	2♣
2♦	2♥ Impossible Support

2♠	2NT/3♣/3♦ Inv 3♥/3♠/3NT/4♣/4♦/4♥/4♠ GF PRI.
	Must be bid to let the RH to reveal what he holds.

or:

OpenerResponder

1♠	2♣
2♦	2♠ Impossible Support
2NT	3♣/3♦ Inv 3♥/3♠/3NT/4♣/4♦/4♥/4♠ GF Shows 11-12 HCP MIN. The RH will pass with a Bal 11-12 HCP.

or:

2 in the opposite M (Impossible Major). This shows xx in the opening suit and is 1RF

OpenerResponder

1♥	2♣
2♦	2♠ Impossible Major
2NT	3♣/3♦ Inv 3♥/3♠/3NT/4♣/4♦/4♥/4♠ GF Shows 11-12 HCP MIN. The RH will pass with a Bal 11-13 HCP.

or:

OpenerResponder

1♠	2♣
2♦	2♥ Impossible Major
2♠	2NT/3♣/3♦ Inv 3♥/3♠/3NT/4♣/4♦/4♥/4♠ GF PRI.
	Must be bid if you want the RH to reveal what he holds.

2.3.1.4 With Less Than Two Cards in Partner's Major

With less cards than two in the opening suit, the RH bids 2♣ and after 2♦, skips the segment showing Impossible Major/Impossible Support and goes directly to bidding 2NT or higher to show the constellation of his hand (the m suit). The fact that he skips showing any support denies more than max a singleton in the opening suit:

OpenerResponder

1♥	2♣
2♦	?

2NT	Bal, Inv, 4-4/5-5 in m, max singleton ♥
3♣	Inv, 6+♣, max singleton ♥
3♦	Inv, 6+♦, max singleton ♥
3♥	Inv+, 5+♣ and 4+♦, max singleton ♥
3♠	Inv+, 5+♦ and 4+♣, max singleton ♥
3NT	Not Bal, GF, 4-4/5-5 in m, max singleton ♥
4♣	GF, mild slam try, 6+♣, max singleton ♥
4♦	GF, mild slam try, 6+♦, max singleton ♥
4♥	GF, slam try, 6+♣, 4+♦, max singleton ♥
4♠	GF, slam try, 6+♦, 4+♣, max singleton ♥

or:

OpenerResponder

1♠	2♣
2♦	?
2NT	Not Bal, Inv, 4-4/5-5 in m, max singleton ♠
3♣	Inv, 6+♣, max singleton ♠
3♦	Inv, 6+♦, max singleton ♠
3♥	Inv+, 5+♣ and 4+♦, max singleton ♠
3♠	Inv+, 5+♦ and 4+♣, max singleton ♠
3NT	Not Bal, GF, 4-4/5-5 in m, max singleton ♠
4♣	GF, mild slam try, 6+♣, max singleton ♠
4♦	GF, mild slam try, 6+♦, max singleton ♠
4♥	GF, slam try, 6+♣ and 4+♦, max singleton ♠
4♠	GF, slam try, 6+♦ and 4+♣, max singleton ♠

2.3.2 How to Show 15-17 HCP After Opening 1♥/1♠

If you have a 15-17 HCP M opening, it can be shown in several ways, depending upon what the RH bids. If your M is 6+ long, you can jump rebid in the opening suit. With 5-5 in the opening suit and a side suit you can jump in the other suit. If you open 1♥, and you have 4+♠, you can make a reverse bid on the second round.

If neither of these options are available, you can rebid 2 in a m,

which is a natural 1RF against all RH with at least 7+HCP. You may have to this with 5♠ + 4♥. You cannot jump in ♥ (would show 5-5), and 2♥ is NF. Therefore, in this one case you may have to “fake” a ♣/♦ suit (even with only 3 cards in the suit) to establish a 1RF. If you must lie, it is important to lie as little as possible, and you should never lie in a M, only in a m.

A SubMIN RH should be aware of this, and since he has to bid, 2 in the other M will not show any extra values. Without the other M, the RH should return to the M with a doubleton support or describe his hand as well as possible. If the RH wants to pass the m bid, he should preferably have 4+ cards in that suit and SubMIN.

2.3.3 Replies to Opening 1♥/♠ (5+♥, 11-19 HCP)

OpenerResponder

1♥	?
Pass	3-6 HDP, max doubleton ♥ or 0-2 HDP
1♠	3+HCP, 1RF, 4+♠, Can have 3♥ but never 4♥. Sets up jump to ROMEX Short (3♣/♦) with ♠ as trumps. If he has 3♥ and 4♠, he should have at least 7 HCP in order to bid 1♠. If not, he should support the ♥ with a SubMIN bid (2♦).
1NT	7-10 HCP, NF, max doubleton ♥, not 4♠. The hand can contain 4-4, 5-4 or even 5-5 in the m suits. (With 11+HCP, however, the RH should always bid 2♣ on such hands). 1NT is a “sack post” for all 7-10 HCP hands.
2♣	11+HCP, 1RF, PF transfer to 2♦ with a minor-based hand. The OH should normally accept the transfer, even with a singleton ♦.
2♦	PF-transfer to 2♥. 2♦ always shows exactly a 3♥ support and:

- SubMIN 3-6 HDP) Pass after 2♥,
- Inv (11-13 HDP) New after 2♥ or

c) **GF** (14+HDP) 2NT after 2♥.

The **OH** must assume that the bid is a **SubMIN 3-6 HDP** and should therefore always bid 2♥. The continuation is the same as after a “normal” Stenberg (1♥–2NT). (The equivalent after 1♠ is 2♥).

- 2♥ Exactly 3♥, 7-10 **HDP**. Sets up **ROMEX** (Short/Long) on the **OH**. (The equivalent after 1♠ is 2♠).
- 2♠ **PF** structural jump+1: 4+♥, singleton somewhere and 7-10 **HDP**, **1RF**, a very mild **Inv**. 2NT asks for the singleton. (Equivalent after 1♠: 3♣.)
- 2NT “Stenberg” 14+**HDP** **GF** with 4+♥. (2NT carries the same meaning and development after 1♠ opening). The **OH** should show side suit at the three-level if he has one, and from then on: cue-bid.
- 3♣ **PF** structural jump+2: 4+♥ + 11-13 **HDP** **1RF**. Can have a singleton somewhere (the relay bid asks). (The equivalent after 1♠ is 3♦.)
- 3♦ **PF** structural jump+3: 4♥ and 7-10 **HDP** **1RF**. Denies any singleton. A very weak **Pre Inv**. (The equivalent after 1♠ is 3♥.)
- 3♥ 4♥ support. Very aggressive **SubMIN Pre** (3-6 **HDP**).
- 3♠ slam try, 4♥, void in ♠. 4♥ = rejection. cue-bid/RKCB = positive.
- 3NT 14-17 **HCP** **NF**. 3244 (doubleton ♥). No Slam ambitions.
- 4♣ **GF** with 4♥ and void in ♣. 4♥ rejects. cue-bid/RKCB accepts.
- 4♦ **GF** with 4♥ and void in ♦. 4♥ rejects. cue-bid/RKCB accepts.
- 4♥ 5-10 **HDP**, **NF**, **Pre**. Very aggressive with at least 5♥.

4♠ **NF**. 7+♠ (may be a **Pre**). To play.
 4NT **RKCB**. At least 4♥. Denies any short suit.

2.3.4 The Opponents Interfere After Opening 1♥

If an opponent doubles (regardless of position), this is still regarded as a “non-bid” in this system, and therefore the system is “on”, as if he hadn’t intervened. Redouble shows 11+**HCP** and expresses a wish to “penalise the enemy” (sets up **PenX** on both hands). **PF**’s transfers at the two-level, “Stenberg” as well as “Structural Jumps+1, +2 and +3” are “on”.

Exception 1: If an opponent doubles a “Structural Jump+1”, a **XX** from the **OH** will ask for the singleton. Any suit will confirm a singleton in that suit.

Exception 2: If an opponent doubles a “Structural Jump+2”, a **xx** from the **OH** will ask for the singleton. Any suit will confirm a singleton in that suit, while a return to the trump suit will deny any singleton.

If the **RHO** bids 1♠ over 1♥, this will have no impact on the system, and consequently, also here the system is “on”. 1NT will still be the collective bid for all **RH**s with 7-10 **HCP**.

If the **RHO** bids 1NT (=a natural strong NT) a **X** will always will be a **PenX** (and sets up **PenX** on both hands), while a suit at the two level or higher will be natural and to play (possibly a **Pre**). After later bids from an opponent **PFX** can also be applied.

If the **RHO** bids inn 2♣ or higher, however, the system is corrupted and you must switch to natural bids, with **NegX** up to and including 3♠, the 2/1 principle, **SupX/XX** (when the **LHO** interferes after the **RH**’s bid), 4th suit**GF**, Splinter, cue-bid, Reverse bids, double jumpsvoid, etc. However, 2NT will still be “Stenberg” even if an opponent bids up to 2♠.

You will make it your **PRI** to show **Hx** in the opening suit if you have initially denied an at least 3 card support. Later, after a **1RF**, you will also show **xx** in the opening suit. In a competitive bidding sequence where the **RH** has a difficult bid, he can choose to support at once, even with not more than **xx** in the opening suit.

If the **LHO** bids after a transfer bid from the **RH**, a **x** will be a **PenX** from both hands if the transfer could be an **Inv**. (The **x** from the **RH**

will establish that it was an **Inv**).

Example: If the enemy bids after $1\heartsuit-2\clubsuit-2\diamond$ or $1\heartsuit-2\diamond-2\heartsuit$ (or after $1\spadesuit-2\clubsuit-2\diamond$, $1\spadesuit-2\diamond-2\heartsuit$ or $1\spadesuit-2\heartsuit-2\spadesuit$), a X from the **RH** will be a **PenX**, since all these transfers could contain **Inv** hands.

If the transfer could not imply an **Inv**, a X from the **OH** will be a **PFX**, while a double from the **RH** will still be a **PenX**. A X from the **OH** will otherwise nearly always be a **PFX**, which will show additional values, but no good bid, and asks for a new suit from partner. (The **RH** can, of course simply transform the **PFX** to a **PenX** by passing if he holds extra good defensive values). New suits will still be natural **1RF** on both hands, unless both the opponents are so active that it will be clear that this is just a fight for a part score.

If the **LHO** doubles after a transfer from the **RH** at the two-level, a pass from the **OH** will show at least H10xx in the transfer suit, and it will invite the **RH** to redouble to play if he thinks this is advantageous, A **XX** will be a **SUP XX** showing a 3 card support.

Otherwise, the **OH** should bid the transfer suit with a 4 card support and pass/bid something else with max a 2 card support. Once again the X is a “non bid”, which does not corrupt the system, and which gives our side an extra option which we did not have originally.

2.3.5 Bids After $1\heartsuit-1\spadesuit$ (4+♠, 7+HCP)

$1\spadesuit$ is a natural bid that shows 4+♠, with 7+HCP **1RF**. Can have $3\heartsuit$ (4-4 would play better than 5-3, but the **RH** will then support the opening suit in his 2nd bid) but not $4\heartsuit$. With 4+♥ the **PF** Structural jumps take **PRI**. If the **RH** does not bid $1\spadesuit$, he normally has max $3\spadesuit$. However, he can have $4\spadesuit$ even if he chooses to show $3\heartsuit$ **PRI**. $1\spadesuit$ sets up a jump to $3\clubsuit/\diamond$ **ROMEX** Short on the **OH**.

With $3\heartsuit$ the **RH** shouldn't bid $1\spadesuit$ with $4\spadesuit$ unless he is strong enough to support ♥ at the two level (7+HCP). That means that you should never suggest ♠ with a $3\heartsuit$ support on a 3-6 HCP **SubMIN** hand.

With 11-13 HCP **Inv** you never bid $1\spadesuit$ on a 4 card suit after $1\heartsuit$. Instead you transfer to $2\heartsuit$ with $2\diamond$ (♥), and then you bid $2\spadesuit$, which is a natural **Inv** with $3\heartsuit$ and $4\spadesuit$. The same is the case if you have a **GF RH**. First you transfer to $2\heartsuit$ through $2\diamond$ (♥), and then you bid **2NT** (Stenberg with $3\heartsuit$ support). The **OH** will then bid $3\spadesuit$ if he has $4\spadesuit$.

2.3.6 Bids After $1\heartsuit-1NT$ (7-10 HCP, max ♥xx and ♠xxx)

1NT after $1\heartsuit$ shows 7-10 HCP **NF**, with max a doubleton ♥, and denies $4\spadesuit$. The **RH** can have 4-4 or 5-4 in the **m**, and even 5-5 with 7-10 HCP. (However, with 11+HCP the **RH** always bids $2\clubsuit$ **PF**-transfer to $2\diamond$ **UnBal** with a **m** dominated hand).

2.3.7 Bids After $1\heartsuit-2\clubsuit$ (PreFer transfer to $2\diamond$)

$2\clubsuit$ is **PF** transfer to $2\diamond$, normally with 11+HCP, and is applied whenever the **RH** has a minor based **Inv+**, and the bid denies $3\heartsuit$ and $4\spadesuit$. The **OH** should always accept the transfer, even with a singleton ♦, unless he has a clear-cut better alternative. $2\clubsuit$ normally promises at least one more bid from the **RH**, and when abiding by this rule, the **OH** will always receive max info about the **RH**. This information will be lost if the **OH** breaks the transfer, and the bidding may go astray.

If, however the **OH** breaks the transfer at this stage, the break will show:

- An extreme **ZAR** with $6\heartsuit$ and $5+\clubsuit/\spadesuit$ (Rebid: $2\clubsuit/\spadesuit$). Max a singleton ♦.
- 18-19 HCP **Not Bal** with $6+\heartsuit$ (Rebid: **2NT**).
- 15+HCP and running $7+\heartsuit$ (Rebid: **3NT**).

A jump to $3\heartsuit$ over $2\clubsuit$ will show $6+\heartsuit$, 15-17 HCP and a hand which is by no means suitable for playing $2\diamond$. A **SubMIN RH** may pass $2\diamond$ (with long ♦ and max a singleton ♥). This is, however an extremely rare bid (would occur approximately only in 0,0067 % of all the hands in your life, so this possibility should not be a dominant part of your equation). If the **RH** passes $2\diamond$, he will have a hand with which a **M** game is absolutely unlikely, even with 18-19 HCP **OH**.

Since $2\clubsuit$ denies $3\heartsuit$, it sets up

- “Impossible Support” $2\heartsuit$, which always shows ♥Hx **PRI**
- “Impossible Major” $2\spadesuit$, which always shows ♥xx **PRI**,
- Inv+** with max a singleton ♥ (**2NT**/ $3\clubsuit/\diamond$) and
- GF** with max a singleton ♥ ($3\heartsuit$ and higher bids).

$2\heartsuit/\spadesuit$ are **1RF**, and expects the **OH** to bid the adjacent suit. (if the adjacent suit is **2NT**, you should not bid **2NT** if you reject an **(UN)Bal**

Inv. You must then find any other bid, which will tell the **RH** that you would accept an **Inv.** 2NT is a **Bal Inv** with 4-4 in the **m** after 2♥/♠ from the **RH**, and **UnBal Inv** if that segment is skipped (max singleton in the opening suit). 3♣/♦ shows one natural long suit (6+ card) and is a mild **Inv**, and 3♥/♠ are **GF**. 3♥ shows 5+♣ (Complementary) and 4+♦ and 3♠ shows 5+♦ (Complementary) and 4+♣. This means that you can bid 3♥/♠ (with both minors and longest in the complementary suit) even if you have a slam try interested hand. Honours will later be shown through cue-bid (not in the opening suit, however, if the **RH** has shown at least ♥xx). If you bid higher than 3NT, you will always have posted an at least mild slam try: 4♣/♦ shows one long suit (6+) and is **GF**. 4♥ (**GF+**) shows 6+♣ (Complementary) and 4+♦ and 4♠ (**GF+**) 6+♦ (Complementary) and 4+♣.

After 1♥-2♣-2♦ you can bid 2♠ Impossible Major with ♥xx, or 2♥ Impossible Support with ♥Hx. (After 1♠-2♣-2♦, 2♥ shows “Impossible Major” (♠xx), while 2♠ shows “Impossible Support” (♠Hz).) If you have a doubleton support in the opening suit, these two bids are **PRI**. If the **RH** does not bid one of these two support bids, but goes straight from 2♦ to 2NT or any higher bid, he denies having more than max a singleton in the opening suit, which will render the opening suit useless as trumps, unless the **OH** has a (Semi)Running 6+ opening suit.

The **OH** should therefore always bid 2♦ **PRI** on 2♣, and after this, the **RH** can show exactly what he holds (and the following bid pattern will be easy to learn, since it does not matter if the opening suit is ♥ or ♠. Nor does it matter whether the **RH** has shown a doubleton support on the way or not):

- a) 2NT **Inv** to 3NT, 11-13 HCP **Not Bal**
- b) 3♣ **Mild Inv**, 6+♣, 11-13 HCP (can be ♣HJxxxx)
- c) 3♦ **Mild Inv**, 6+♦, 11-13 HCP (can be ♦HJxxxx)
- d) 3♥ **GF**, 5+♣ (Complementary) and 4+♦, 11+HCP
- e) 3♠ **GF**, 5+♦ (Complementary) and 4+♣, 11+HCP
- f) 3NT **GF**, 4+♣ and 4+♦, 11+HCP (equally long suits)
- g) 4♣ **GF**, 6+♣, 14+HCP. (If at least ♥xx has been shown, 4♥ will be a contract suggestion and not a cue-bid)
- h) 4♦ **GF**, 6+♦, 14+HCP
- i) 4♥ **GF**, 6+♣ (Complementary) and 4♦, 11+HCP

- j) 4♠ **GF**, 5+♦ (Complementary) and 4♣, 11+HCP
- k) 4NT **UnBal GF+** with at least nine cards in **m** (5-4/5-5/6-5) and 18+HCP
- l) 5♣ = To play with at least 7♣ and 11+HCP
- m) 5♦ = To play with at least 7♦ and 11+HCP

Over 2♥ from the **RH** the **OH** should bid the tangent bid (2♠), and after this, 2NT from the **RH** will be the **Not Bal Inv** to 3NT. If the **RH** has not shown “Impossible Support” or “Impossible Major” on the way, he will deny having as many as two cards in the opening suit, and 2NT will be an **UnBal Inv** with max a singleton in the opening suit.

Over 2♠ from the **RH** the **OH** should bid 2NT with a normal 11-12 bad HCP hand (which means that he has got too little to accept a possible 11-13 HCP **Inv** from the **RH**). Because the **RH** in that case has no access to a “normal” 2NT (**Inv**), the **OH** must accept the **Inv** prematurely by bidding 3NT with at least 14+HCP.

2.3.8 After Break of Transfer:

A break of a transfer to 2♦ should seldom occur. In 99,99 % of all cases the **RH** will stopper at least 11 HCP (**Inv+**). There should be very good reasons for breaking the transfer, and even with only ♦x you should abide by the transfer.

If you do break the transfer, you will lose much information which could have brought you to a sound contract. Only in these cases you should break a transfer to 2♦.

2.3.9 Bids After 1♥-2♦ (PreFer Transfer with 3♥)

2♦(♥) always shows exactly 3♥ and is a **PF** transfer to 2♥. The **RH** can have three different ranges:

- a) 3-6 HCP **SubMIN**,
 - b) 11-13 HCP **Inv**
 - c) 14+HCP **GF**.
- (The missing range, 7-10 HCP and 3♥ is shown through direct support: 1♥-♥).

This ambiguous support bid is extremely difficult to deal with for the opponents, because it can be very weak as well as super strong, and the enemy will therefore be somewhat reluctant to intervene if

they do not have a clear-cut bid, especially when vulnerable. (The equivalent after 1♠ opening, is 2♥, which is a PF transfer to 2♠.)

The OH should bid 2♥ irrespectively of what he holds. He should only break the transfer if he can see a game against a SubMIN (3 HCP). Then he may jump to 3♥ with 5+ and 4♥ with 18+HCP if he thinks there are good chances for 9 or 10 tricks.

The transfer to 2♥ sets up ROMEX (Short/Long) for the OH PRI. The sequence 1♥-2♦(♥)-2♥ also sets up ROMEX (Long) and STENBERG (with a 3 card ♥ support) for the RH PRI. (The reason why you can't apply ROMEX Short in the last case is that 2NT is not available, as it must show 14+HCP (GF) after 1♠ opening. Since you will not always have shortage, it would be appropriate to choose ROMEX Long when you can only use one of them)

2.3.10 Bids After 1♥-2♥ (3+♥, 7-10 HDP)

A direct support 1♥-2♥ shows exactly 3♥ and 7-10 HDP NF. Sets up ROMEX (Short/Long) on the OH PRI.

2.3.11 Bids After 1♥-2♠(♥) (PreFer Structural Jump+1)

2♠(♥) (PF Structural jump+1) shows 4+♥, a singleton somewhere (the tangent suit asks where) and 7-10 HDP Inv. (The equivalent jump+1 after 1♠ opening is 3♣ (♠).)

2.3.12 Bids After 1♥-2NT(♥) (Stenberg GF)

A jump to 2NT (Stenberg) shows 14+HDP GF with 4+♥, and denies any void (a void is shown PRI with a double jump in a new suit). The OH shows a side suit at the three-level PRI if he has one. In a potential Slam it will normally be better to play in a 4-4 fit in a side suit than on a 5-3/5/4 fit in ♥. Whenever there is a double fit, 6ARKCB is activated. 3♥ from the OH shows only ♥ and asks for a cue-bid. 3NT shows at least 13+ good HDP and denies any singleton, and a jump to 4♥ only shows a "dead" MIN (5332 and 11-12 HDP, and may have a side suit), is a contract suggestion. When the OH does not have a side suit (3♥/3NT), a cue-bid continuance will take you to the ultimate level. Whenever somebody has shown a singleton, the next bids will be cue-bid (including a possible singleton on the other hand). After a side suit in ♣/♦/♠ has been accepted as trumps, 4NT will be 6A KCB. The kings of both suit fits will be bid as aces.

Also 6ARKCB after Exclusion RKCB (a jump cue-bid higher than 4♥).

After Stenberg, 3NT is normally no possible contract, so 3NT is used by both hands to deny a singleton. This means that if 3NT is a possible bid, but you cue-bid instead of bidding 3NT, you promise a singleton in the first suit you cue-bid. If you could have denied a singleton with 3NT, the bid of a new suit will show a singleton, and does not necessarily show your lowest cue-bid. If not, it will be a cue-bid. After a singleton has been shown, there will be cue-bid bidding, and controls you skip are controls you don't have.

NB! Controls under game level are only showing and do not promise any additional values. However, when you are the initiator, a cue-bid will indicate that the idea of SLAM is not completely off (you must have something more than you have shown so far). With a "dead MIN" (4333 or with nothing more than MIN and very few Ctl), it is allowed to skip a cue-bid and go directly to game. This would be a strong warning against going on with a slam try. Likewise, if your partner has initiated a slam try, you should bid any CTL you have up to game level. If you then skip a cue-bid, it must be either because you don't have anything to cue-bid up to game or because you have far less than partner can expect from the bidding and is a strong warning against making a slam try. If partner disregards your warning and cue-bids at the five level, you have to show any Ctl you have up to the next level in the trump suit PRI.

These rules for bidding after Stenberg also apply after:

1♠ - 2NT 1♥ - 2♦ and 1♠ - 2♥ The two latter after
2♥ - 2NT 2♠ - 2NT 3 card Stenberg support.

2.3.13 Bids After 1♥-3♣(♥) (PreFer Structural Jump+2)

3♣(♥) (PF structural jump+2) shows 4♥ and 11-13 HDP 1RF. Can have shortage. (The relay suit asks for the Short suit.) If the OH bids 3♥, he has 11-12 HDP MIN NF. (The equivalent jump+2 after 1♠ opening is 3♦.)

2.3.14 Bids After 1♥-3♦(♥) (PreFer Structural Jump+3)

3♦(♥) (PF structural jump+3) shows 4♥ and 7-10 HDP. Denies any short suit. A very weak Pre Inv. (The equivalent jump+3 after 1♠ opening is 3♥.)

2.3.15 Bids After 1♥-3♥ (3♥, 3-6 HDP Pre)

3♥ shows 4+♥ support and is a very aggressive **SubMIN Pre** (3-6 HDP). Normally you should be a little more careful vulnerable than not vulnerable. The **OH** passes or **PRE** on (bids the game—or even **PRE** on with a jump to 5♥ if this seems to be the right thing to do). (The equivalent **SubMIN Pre** after 1♠ opening is 3♠).

2.3.16 Bids After 1♥-3♠(♥) (SpadeVoid)

A direct jump to 3♠ shows 4+♥ and a void in ♠. **GF** and a slam try **Inv**. However, it is not defined as an **ExRKCB**, since the **PF** definition of an **ExRKCB** is that it should be a bid higher than 4♥. The **OH** should cue-bid any control below 4♥, since any control shown below game level are showing and not promising. Controls you skip are then controls you do not have.

However, 1♥-5♣/♦ shows a void in ♣/♦ and is **ExRKCB**, and 1♥-5♥ asks the **OH** to go to 6♥ with ♥HHXxx or more.

2.3.17 Bids After 1♥-3NT (14-17 HCP 3244, ♥xx)

A jump to 3NT shows max a doubleton ♥, 14-17 HCP and **Bal** 3244. With 18-19, the **RH** should go via 2♣-2♦-2♥/♠ (Impossible Support/Impossible **M**) before jumping to 3NT showing 1255/3244, a doubleton ♥ and 14-17 HCP. A subsequent jump to 4NT will show x2xx, a doubleton ♥ and 18-19 HCP.

2.4 Replies to Opening 1♠ (5+♠, 11-19 HCP)

Just like 1♥, opening 1♠ shows at least 5♠ and 11-19 HCP (could be far less with a **ZAR** hand). The opening suit is always the longest suit of the hand (even though it is thinkable that with a minimum **ZAR** you could have 5♠ and a longer **m**).

PF transfers are applied at the two level, 2NT is “Stenberg” and all direct jumps show at least a 4 card ♠ support (**PF** structural jumps +1, +2 or +3). 1♠ - 3♠ is a **Pre** with 4♠ and **SubMIN** (3-6 HCP). If you do not apply the bid 2♥/♠/2NT/3♣/3♦/3♥/3♠ **PRI** at your first opportunity, you deny having 4+♠. 1♠-2♠ shows 3-card support (not more—not less) and 7-10 HCP, and the **PF** transfer 2♥(♠) always promises 3♠ with three different ranges:

- a) **SubMIN** support (3-6 HDP): 1♠-2♥(♠)-2♠-Pass.
- b) **Inv** (11-13 HDP): 1♠-2♥(♠)-2♠-3♣/♦/♥.

- c) **GF** 14+HDP “STENBERG”: 1♠-2♥(♠)-2♠-2NT.

Normally, you early always show your 3-card ♠ support as soon as possible, for with an 8-card **M** fit both of you can add distributional values (**DP**) to your **HCP** and get **HDP**, which is a far better indicator of the real value for both hands.

The **RH** bids according to exactly the same principles as after the 1♥ opening. The only exception is the reply 2♦ **PRI**, which will transfer to 2♥, which always shows 4+♥.

When the **RH** bids 2♦(♥) **Inv** the **OH** should “accept” with 2♥ only with 3+♥ **PRI**. If the **RH** only holds max 2♥, he will bid 2♠ **NF** (an emergency bid which will show not more than what he has already promised with 1♠: 5+♠ and 11-14 HCP), while all other bids will show 15+HCP and be **Inv+** (**GF** over an **Inv** from the **RH**).

With a **SubMIN RH** you should always support the ♠ directly, regardless of how many ♥ you have. With 5+♥ and at least 7-10 HDP, however, you can transfer via 2♦ to ♥ before you flag a 3+♠ support. Then you will show:

- 1♠-2♦(♥)-2♥-2♠ 5+♥, 3♠ and 7-8 HDP. Double Fit.
- 1♠-2♦(♥)-2♥-3♠ 5+♥, 3♠ and a mild **Inv** (9-10 HDP). Double Fit.
- 1♠-2♦(♥)-2♥-4♠ 5+♥, 4♠ and 11+HDP. Double Fit.

Since 2♥ after 2♦ signals at least 3 card ♥ support, all these three dialogues establish a double **M** fit, and therefore set up 6AKCB.

NB: There might be a “conflict of interests” here. When the **RH** shows 3 card ♠ support directly over 1♠ (2♥(♠)/2♠), he can still have 4♥. However, 2♦(♥) is in principle at least **Inv**. A 7-10 HCP **RH** with exactly 5+♥ and 3♠ should always transfer via 2♦(♥) to 2♥ and then show the 3 card ♠ support. With only 4♥, the **RH** should transfer via 2♥(♠) to 2♠ immediately with less than 11 HCP.

There will be no problem when the **RH** has 14+HDP **GF**. He will first show the 4 card ♠ support via 2NT(♠) (Stenberg) or the 3-card ♠ support via 2♥(♠) (1♠-2♥(♠)-2♠-2NTStenberg with 3-card support), and then the **OH** must bid a 4-card side suit at the three-level if he has one (with 5-4-4-0/5-4-0-4, his **PRI** will be to show the ♥!).

2.4.1 After an Initial Pass

Even when the **RH** has passed initially, all the principles and

conventions of the system are still “on”, unless the opponents have bid in such a way that the system has been corrupted. It must always be taken into account that the RH can no longer have 11 HCP. However, the RH may have 8-10 HCP and such a distribution that even though he cannot open, he may still have enough for an Inv/GF. Whenever he sees a fit, he is allowed to include DP in his equation. However, that suit should then become trumps, for otherwise any incalculated DP will be void.

2.4.2 The Responder's Bids After 1♠

Opener Responder

1♠	?
Pass	0-2 HCP, regardless of distribution or 3-6 HCP with max a doubleton ♠. NF.
1NT	7-10 HCP. Max a doubleton ♠. NF. Can contain both 4- and 5-card ♥. See further developments under 1♥-1NT.
2♣(m)	PF transfer to 2♦, 1RF. The OH should normally accept the transfer, even with a singleton, unless he has a superior alternative. A break of the transfer shows extra length without extra values (2♠), 18-19 HCP (2NT) or a hand which is absolutely unfit for playing 2♦, and contains an extreme ZAR opening (any new suit). After 2♦ from the OH, the RH should bid according to the development after 1♥-2♣-2♦. NB! 2♣ sets up Impossible Major (2♥ which promises ♠xx) and Impossible Support (2♠ which promises ♠Hx). Both these bids take PRI.
2♦(♥)	PF transfer to 2♥. The RH Must have 4+♥, normally 11+HDP and max 2♠. The OH Should accept the

transferPRI with 3+♥ and 11-14 HDP by bidding 2♥. When bidding 2♦, the RH is allowed to have a SubMIN in two variations:

- a) with 6♥, which he shows by bidding ♥ at the cheapest level after the OH's reply.
- b) With 4+♥ and 6+♣/♦ and normally max a singleton ♠. After the normal replies 2♥/♠ from the OH he then bids 2NT, which is a transfer to 3♣ which he either passes or corrects to 3♦, which the OH should pass. In addition, if the RH has exactly 5♥, 3♠ and 7-10 HDP, he can bid 2♦. This hand is shown when he makes the cheapest bid in ♠ after the reply of the OH. If the RH should bid anything else than the cheapest bid in ♥/♠ or the transfer bid 2NT after 2♥/♠ from the OH, he must have 11+HDP.
 - 2♥(♠) PF transfer. The OH should always bid 2♠. 2♥(♠) shows 3♠ and a) 3-6 HDP (SubMIN-MIN: pass after 2♠), b) 11-13 HCP (Inv: 3♣/♦/♥) or c) 14+HCP (GF: 2NT). (See 1♥-2♦(♥).)
 - 2♠ 7-10 HDP, 3♠. NF. Sets up ROMEX Short/Long on the OH. (See 1♥-2♥.)
 - 2NT(♠) “STENBERG”, GF, 4+♠. 14+HDP. (See 1♥-2NT.)
 - 3♣(♠) PF structural jumps+1: 7-10 HDP 1RF, 4+♠, and promises a singleton in a side suit. The relay 3♦ asks where the singleton is. (See 1♥-2♠(♥).)
 - 3♦(♠) PF structural jumps+2: 10-13 HDP 1RF, 4+♠ and can have a singleton. The relay bid 3♥ (GF) asks where the potential singleton is. (See 1♥-3♣(♥).)
 - 3♥(♠) PF structural jumps+3: 7-10 HDP 1RF 4+♠ and denies any shortage. Hypermild Pre Inv with good trump support. A return to 3♠ is to play.

- (See 1♥-3♦(♥).)
- 3♠ 4-card support. A Very aggressive Pre. 3-6 HCP. (See 1♥-3♥.)
- 3NT 14+HCP, 2344, 2353 or 2335. MAX doubleton ♠. NF.
- 4♣(♠) Void in ♣. 4+♠. GF.
- 4♦(♠) Void in ♦. 4+♠. GF.
- 4♥ Long 7+♥. An aggressive Pre game 3-10 HDP. NF. To play.
- 4♠ A very aggressive Pre game. At least 5♠. 3-10 HDP. NF. Normally not 2 Aces. To play.

2.4.3 The Responder's Bids After 1♠-1NT (7-10 HCP, max 2♠)

The same development as after 1♥-1NT.

2.4.4 The Responder's Bids After 1♠-2♣(m) (PreFer Transfer to 2♦)

The same development as after 1♥-2♣ (m). Just substitute the ♥ with ♠.

2.4.5 The Responder's Bids After 1♠-2♦(♥) (PF Transfer with 4+♥)

2♦(♥) is a PF-transfer to 2♥. The RH always has at least 4♥ and normally max a doubleton ♠ (with one exception: With 5+♥ he can have 3♠ with 7-10 HDP) With only 4♥ the RH must have at least 11 HDP. He will never transfer to ♥ with 4♠, but will choose to ignore the ♥ suit and jump according to the system PRI after 1♠.

2.4.6 With a SubMIN Response (3-6 HCP):

If the RH chooses to transfer with 2♦(♥) to 2♥ with a SubMIN hand, he must have at least 6+♥, and max a doubleton ♠. These sequences will be typical for a SubMIN RH:

- 1♠-2♦(♥)-2♥-Pass 6+♥, 0-2♠ and MIN SubMIN (3-4 HDP).
 1♠-2♦(♥)-2♥-3♥ 6+♥, 0-2♠ and MAX SubMIN (5-6 HDP).
 1♠-2♦(♥)-2♠-3♥ 6+♥, 0-2♠ and SubMIN (3-6 HCP). NF
 1♠-2♦(♥)-2NT-3♥ 6+♥, 0-2♠ and SubMIN (3-6 HCP). NF

- 1♠-2♦(♥)-3♣-3♥ 6+♥, 0-2♠ and SubMIN (3-6 HCP). NF
 1♠-2♦(♥)-3♦-3♥ 6+♥, 0-2♠ and SubMIN (3-6 HCP). NF
 1♠-2♦(♥)-3♥-pass 6+♥, 0-2♠ and MIN SubMIN (3-4 HDP).
 1♠-2♦(♥)-3♥-4♥ 6+♥ and (5-6 HDP) or 4+♥, 0-2♠ and 11+HDP. Also thinkable: 9-10 HDP with 5+♥ and 3♠, many tricks.

In addition there are 4 sequences holding a SubMIN with 4♥ and 6+♣/♦: If the OH bids 2♥(♠) or 2♠ and the RH then bids 2NT, this will be a transfer to 3♣ (and not an introduction to ROMEX (long). The OH must abide by this transfer, and the RH passes or corrects to 3♦ with 4♥ and 6♣/♦, max a doubleton ♠ and a SubMIN:

- 1♠-2♦(♥)-2♥-2NT(m)-3♣-pass 4♥, 0-2♠, 6♣ and SubMIN (3-6 HCP). NF.
 1♠-2♦(♥)-2♥-2NT(m)-3♣-3♦ 4♥, 0-2♠, 6♦ and SubMIN (3-6 HCP). NF.
 1♠-2♦(♥)-2♠-2NT(m)-3♣-pass 4♥, 0-2♠, 6♣ and SubMIN (3-6 HCP). NF.
 1♠-2♦(♥)-2♠-2NT(m)-3♣-3♦ 4♥, 0-2♠, 6♦ and SubMIN (3-6 HCP). NF.

With 4+♥ (and also with 3♥ and a void in the transfer minor if it looks right) the OH naturally corrects to 3/4♥ or 3♠ over 3♣/♦.

2.4.7 With a Normal Response (7-10 HDP):

The RH is also allowed to transfer with 2♦(♥) to 2♥ with 7-10HDP, but then he must have at least 5+♥, and exactly 3 card ♠ support (but never 4♠). These sequences will be typical, and show a transfer to ♥ with a normal RH with 7-10 HDP:

- 1♠-2♦(♥)-2♥-pass 7-10 HDP: 5+♥ and max 3♠ or SubMIN 6♥ and max 2♠.
 1♠-2♦(♥)-2♥-2♠ 7-10 HDP, 5+♥ and 3♠. Double fit.
 1♠-2♦(♥)-2♠-Pass 7-10 HCP, 5+♥ and 3♠. (The OH has 11-14 HCP.)
 1♠-2♦(♥)-2NT-3♠ 7-8 HDP, 5+♥ and 3♠. (The OH has 15+HCP.)
 1♠-2♦(♥)-2NT-4♠ 9-10 HDP, 5+♥ and 3♠. (The OH has 15+HCP.)
 1♠-2♦(♥)-3♣-3♠ 7-8 HDP, 5+♥ and 3♠. (the OH has 15+HCP.)

- 1♠-2♦(♥)-3♣-4♠ 9-10 HCP 5+♥ and 3♠. (the OH has 15+HCP.)
- 1♠-2♦(♥)-3♥-3♠ 7-8 HCP, 5+♥ and 3♠. Double fit. (the OH has 15+HCP.)
- 1♠-2♦(♥)-3♠-4♠ 9-10 HCP, 5+♥ and 3♠. Double fit. (the OH has 15+HCP.)
- 1♠-2♦(♥)-3NT-4♠ 7-10 HCP, 5+♥ and 3♠.

If the RH bids anything else but pass or ♠ in his second bid, he can no longer have both a normal RH (7-10 HCP), 5+♥ and 3 card ♠-support. Whenever a double fit has been established, **6ARKCB** is on.

2.4.8 With Inv+ Response (11-13 HDP or GF (14+HCP))

When the RH transfers with 2♦(♥) to 2♥, however, a normal RH should have at least 11+HDP Inv+. Also then he can have 3♠ (but never 4♠) and the RH does not need to have more than 4+♥ to transfer with 2♦(♥).

With a 4 card ♠ support the RH should apply the M system (Jump+1, 2 and 3), and in response to 2NT GF, the OH will show a 4 card ♥ (PRI) if he has. The following sequences will be typical for a RH after OHs reply to 2♦(♥):

2.4.9 Bids After 1♠-2♥(♠) (PreFer Transfer with 3♠)

A transfer with 2♥(♠) to 2♠ always shows exactly 3♠ and one of three ranges a) a SubMIN (3-6 HCP), b) an Inv (11-13 HCP) or c) a GF (14+HCP). 2♥(♠) sets up ROMEX Long and Short on the OH, and the reply 2♠ sets up ROMEX Long on the RH (2NT must be free to show a GF).

2.4.10 Confirmed Double Fits in Major

When a double fit has not been confirmed, the established fit is always trumps and RKCB is applied. However, if a double fit has been confirmed, a **6ARKCB** is set up:

- 1♠ 2♥(3♠) and after:
- 2♠ 2NT 1♠ 2NT (4♠) (They go alike, but the RH has 3♠ or 4♠):
- 3New 3New 4 cards.
- 3♥ ? 3♥ ? 4♥ The RH should clarify:

NB! Unless the RH bids 3♠/3NT after 2NT, ♥ will be the agreed trump suit! The same bidding sequence will apply after 2NT when the RH only has 3♠.

NB2! The same sequence will also occur after 1♥, and 2NT GF from the RH (with a 3 or 4 card ♥ support), but after 3♠ from the OH, only 3NT will set ♥ as trumps. A direct cue-bid will confirm a double fit in M, set ♠ as trumps and set up **6ARKCB**.

2.4.11 An Opponent Interferes After Opening 1♠

The same principles apply as after 1♥. If an opponent doubles (no matter what opponent), this is regarded as a “non-bid”, and the system is still “on”: PF transfers at the two level as well as Stenberg and PF structural jumps+1, +2 and +3 are applied.

Exception 1: XX shows 11+HCP and sets up PenX on both hands.

Exception 2: If the opponent doubles a Structural Jump +1, xx will ask for the singleton. The three next bids will show the singleton. The same is the case after a Structural Jump +2, but then a return to the trump suit will deny any singleton.

If an opponent bids 1NT (= natural, strong NT) X will be a PenX (and sets up PenX and forcing pass on both hands). It is extremely rare that you go to game after a strong NT intervention, so all other bids from our side will be natural and to play.

If an opponent bids 2♣ or higher, you normally switch to natural bids, with NegX, 2/1, SupX/XX (after intervention over the RH’s first bid), cue-bid, 4th suit (GF), reverse, Splinter, void fit jumps etc. However, 2NT will still be Stenberg even if an opponent bids up to (and including) 2♥. If you have denied 3♠ support, is it PRI to show ♠Hz in the opening suit as fast as possible, while ♠xx can be shown later. If the opponents continue to participate, PFX will be applied on both hands. See defence against intervention over 1♥ opening.

If the RHO bids after the RH has shown a suit (regardless of whether the LHO has intervened or not), SupX/XX will be applied (PRI). These are obligatory at the two level and show additional values on the 3 level.

2.5 Opening 1NT (15-17 HCP, Normally Not UnBal)

1NT opening shows a hand with 15-17 HCP, which is Not UnBal.

The opening can contain 4 M and 5/6/7 m (33(52), (32)(53), (32)(62), (22)(63), 22(72) and can even show 4♥/♠ together with 5♣/♦ (42)(52). There is enough system to find out.

Once in while you can also choose to open 1NT with a (4441) hands, preferably with a m singleton (or the A singleton).

A 14 HCP hand with 5-6 good m and good intermediary cards, which can be adjusted to a 1NT-opening. Likewise, an 18 HCP hand with 33(34) can be reduced to just a 1NT (15-17) opening.

2.5.1 Replies to 1NT

Opener	Responder
1NT	?
	2♣ “Drop-Dead Stayman”. Can be interested in 4M, 5m, an Inv to 3NT with a Not UnBal hand or can be Slam ambitious with both M. The RH can also be a weak and UnBal and wants to stop at the two level. Note that after any reply to 2♣, 3♣ will be a renewed search for 4/5 ♣/♦.
	2♦ Transfer to ♥.
	2♥ Transfer to ♠.
	2♠ Transfer to one or both m. (2NT from the OH longer ♦. Then 3♣/♦ from the RH should be passed. After 3♣, 3♦ from the RH should be passed.)
2NT	Shows a weak Not Bal hand with 4-4 in the m. The OH should pull in a m if he has one. Or it shows an UnBal Inv with at least 5-4 in the m. The OH should always pull in is best m (3♣ with 3-3). A Not Bal Inv always goes through 2♣. If the RH bids again after 3♣/♦, it is an Inv .
	3♣ Natural Inv (HHxxxx in ♣). Asks for 3NT

	with ♣Hx or better.
3♦	Natural Inv (HHxxxx in ♦). Asks for 3NT with ♦Hx or better.
3♥	Natural Inv (HHxxxx in ♥). Asks for 3NT with ♥Hx or better.
3♠	Natural Inv (HHxxxx in ♠). Asks for 3NT with ♠Hx or better.
3NT	NF . No interest in the M.
4♣	Transfer to ♥ (South African Texas).
4♦	Transfer to ♠ (South African Texas).
4♥	NF (“I want to play myself”). Probably a surprise or two for the enemy.
4♠	NF (“I want to play myself”). Probably a surprise or two for the enemy.
4NT	A Quantitative raise.

2.5.2 After an Initial Pass

Even when the RH has passed initially, all the principles and conventions of the system are still “on”, unless the opponents have bid in such a way that the system has been corrupted. It must always be taken into account that the RH has not more than 10 HCP. However, the RH may have 8-10 HCP and such a distribution that even though he doesn’t have enough for an opening, he may still have enough for an **Inv/GF**. When the RH can see a fit, he is allowed to include **DP** in his equation. He may also have a distribution hand which does not qualify for a **ZAR** opening, but han still be enough for an **Inv/GF**.

2.5.3 Bids After 1NT-2♣

2♣ is “Drop-Dead Stayman”. The OH can only bid 2♦, 2♥ or 2♠.

2♣ is normally at least **Inv**. However, the RH is allowed to pass any reply to 2♣, and after a reply at the two level, the RH can bid a new suit up to and including 2♠ as a sign-off in the cheapest 4-3 fit (= Drop-Dead). With a Drop-dead hand, the RH must have at least 4♠ in an otherwise worthless hand (a hand which is totally unsuited for playing NT).

If the RH has 5-4 in the M and a **GF** hand, he can jump in his shortest M “Smolen” after the reply 2♦. This shows a 5 card suit in the

other M (GF).

Finally, the RH will always go through 2♣ in order to Inv to 3NT with a Not UnBal hand.

Thus, 1NT–2NT will always ask for a preference in m at the three-level, and promises at least 4-4 in the m. The OH should bid 3♣/♦ with a 4 card suit. With a hand vulnerable to a M attack, he should also bid 3♣/♦, even with 3-3/3-2 in the m.

After 1NT–2♣/♦/♥/♠ a direct jump to 4NT from the RH is always a quantitative raise and not RKCB. To make it RKCB, the RH must first make a cue-bid (even with a jump) showing a fit in the last suit bid by the OH, or after a cue-bid from the OH.

2♣ also has the normal “Stayman” impact, and is used to find a 4-4 M fit if the RH has at least Inv values, and the relay 3♣ after any reply to 2♣ will be used to find a m fit with hands which could lead to a Slam-T.

2.5.4 “Drop-Dead” Stayman

2♣ “Drop-Dead Stayman” shows a weak, suited hand with exactly 4♠ and an unknown short suit (at least 4-4 or 5-3 (with five cards m) in the two other suits). “Drop-Dead Stayman” denies any 5 card M (which is shown through a transfer).

The most typical “Drop-Dead” RH is a weak hand with a singleton/void. There may be good reasons to believe that the opponents will take many tricks in that suit, and therefore the RH can apply the “Drop-Dead” provided that he has 4♠. This may be a typical RH:

♠ 10972
♥ 3
♦ 75432
♣ 852.

When he bids 2♣, the OH says 2♥, and the RH bids 2♠, which is a “Drop-Dead” call. 2♠ should be passed by the OH if he holds at least 3♠. If not, he should pull in a 3+ card m if he has any. If he has 3+ cards in both m, he should bid 2NT over 2♠.

A new suit bid from the RH at the two-level is always “Drop-Dead” and looks for the best possible part score in a suit. Both partners should bid as economically as possible (“cycle”) until a fit (at least

4-3) has been reached.

This convention makes it possible to come to an abrupt stop after the relay (2♣) which proves not to take you anywhere. In the worst-case scenario, you will land in a 4-3 fit.

If the RH returns with 2♠ as a “Drop-Dead” over the reply 2♦ (which denies 4♥), and the OH has max a doubleton ♠, he should bid 2NT with a 2345 or a 2254 distribution, whereupon the RH bids his best minor suit (3♣ if 3-3) as a sign off.

However, if the OH has opened with a 6 card m and a doubleton ♠ he should bid his 6 card suit directly, and he will for sure be in the very best part score:

Examples:

Opener	Responder
1NT	2♣
2♦	2♥
?	
Pass	At least 3+♥ and not 4♠.
2♠	3+♠ and not 3♥.
3♣/♦	To play with 6 m. (2-2-6♦-3/2236♣).
1NT	2♣
2♦	2♠
?	
2NT	Choose between the m. Max a doubleton ♠.
3♣/♦	To play with 6 card suit.

There is one exception in which the RH can bid “Drop-Dead Stayman” with a natural invitational hand. With at least one 4 card M, 8-9 HCP and short suit (can even be in ♠) the RH should check the possibility of 4-4 fit in M. If such fit is not there, he can return with 2NT as a natural Inv. You must always go through 2♣ to invite to 3NT with a Not UnBal hand.

The real value of the “Drop-Dead” Stayman” is that it enables you to bid 2♣ on nearly everything, and therefore, the opponents will not be as willing to enter into the bidding as otherwise, except when they have a clear-cut bid.

2.5.5 “Smolen”

In “Smolen” the RH has 5-4 in the M and enough HCP to go to game (10+HCP). Instead of transferring to one M and then bidding the other one, the RH can apply “Drop-Dead Stayman”.

If partner bids M, this is excellent, but if he bids 2♦, the RH can make a jump in his four card M, and this will show a GF with four cards in the jump suit and five cards in the other M. In this way, the contract will always be played by the strong NT hand, and the OH will always be able to figure out what will be the best contract.

This has the consequence that when the RH first transfers to one M and then bids the other M, this shows exactly an Inv.

2.5.6 Quantitative Raises

All jumps from 1/2NT to 4NT, as well as a raise of 3NT to 4NT are quantitative slam try.

After 1NT-2♣-2♦/♥/♠, a direct jump to 4NT is always a quantitative slam try, and not RKCB.

The same thing applies to

2♣/♦-2x-2NT-4NT and

2♣/♦-2♦/♥/♠-2NT-3♣-3♦/♥/♠-4NT and

2♣/♦-2♦/♥/♠-2NT-3♣-3♦-3♥/♠-4NT.

In order to make it a RKCB, the RH must first make a cue-bid (possibly with a jump) at the four-level, showing a fit in partner’s shown (last bid) suit. After a cue-bid from the OH and return to the trump suit, 4NT is also RKCB.

2.5.7 Bids After 1NT-2♦

2♦ is a transfer to 2♥ with 5+♥. With 4-card ♥ support the OH should bid 3♥ with a MIN and 2NT with a MAX if you have no side suit:

2.5.8 Bids After 1NT-2♥

2♥ is a transfer to ♠ with 5+♠. With 4♠ you should bid 3♠ with a MIN and 2NT with a MAX if you have no side suit.

2.5.9 Bids After 1NT-2♠ (♣/♦/♠+♦)

2♠ (♣/♦/♠+♦) is a transfer to one or both m (normally weak, but may be strong). The OH bids 2NT with longer ♦ (3♣/3♦ is then to play) and 3♣ with longer ♣ or equally long in both m. (Pass or correction

to 3♦ is then to play.)

NB! If the RH after the reply to 2♠ returns with either a cue-bid in a M at the three-level (which asks if the OH has real m suit or not) or a jump to 4♣/♦ (natural), this is a slam try with long ♣/♦. cue-bid accepts, and 3/4NT will reject.

Opener	Responder
1NT	2♠ (♣/♦/♠+♦)
3♣	Longer ♣ or equally long in ♣/♦.
1NT	2♠ (♣/♦/♠+♦)
3♣	?
	Pass To play
	3♦ To play
	3♥/♠ cue-bid (slam try). GF.
	3NT To play.
	4♣ slam try with long ♣. GF.
	4♦ slam try with long ♦. GF.
1NT	2♠ (♣/♦/♠+♦)
	?
2NT	Longer ♦ then ♣.
1NT	2♠ (♣/♦/♠+♦)
2NT	?
	Pass To play.
	3♣ To play.
	3♦ To play.
	3♥/♠ cue-bid.
	3NT To play.
	4♣ slam try with long ♣.
	4♦ slam try with long ♦.

2.5.10 Bids After 1NT-2NT(♣+♦) (Minors and a Mild Invite)

2NT shows an UnBal hand with both m (4+♣ and 4+♦) and no interest for the M. The OH should pass if that seems right, i.e. with no m fit and 1.5 stoppers in both M, or bid 3♣/3♦ (NF) with a 4 card fit (3♣ with 3-3). To make a Not UnBal Inv after 1NT, you need to go through 2♣ (“Drop-Dead Stayman”).

Opener	Responder
1NT	2NT (♣+♦)
?	
	Pass
	MIN, often 4-4 in the M or 4333 with one 4 card M. No good m fit and as a rule a double stopper in both M.
	3♣
	MIN, 4+♣.
	3♦
	MIN, 4+♦.
	3♥
	More than MIN and better ♣ Equally long or longer ♣ (at least 4+♣).
	3♠
	More than MIN and better ♦ Longer ♦. (At least 4+♦).
	3NT
	To play: MAX and 1.5 stoppers in both M. Can see many tricks.

2.5.11 Bids After 1NT-3♣/♦/♥/♠

3♣/♦/♥/♠ is a natural Inv with at least HHxxxx in the bid suit. The OH passes, bids 3NT with a plugging top honour, or 4M if this seems right.

2.5.12 Bids After 1NT-4♣/♦

4♣/♦ (♥/♠) is South-African Texas (SAT) and is a transfer to the Corresponding M (4♣ to 4♥ and 4♦ to 4♠). The OH bids 4 in the right M. SAT is only applied after 1NT. On a stronger NT (20+NT), a jump to 4♣/♦ will be a slam try with a natural long m.

2.5.13 Bids After 1NT-4♥/♠

4♥/♠ is a natural bid with length in the bid suit (7+). When the RH bids like this, he normally has a surprise for the enemy. This may be a void, an honour combination or an honour or two in guard against a lead in an awkward suit (avoidance bid). The OH should pass.

2.5.14 Bids After 1NT-4NT

4NT is a Quantitative slam try. The OH should pass with a MIN, and bid 6NT with a MAX.

2.5.15 An Opponent Intervenes Over 1NT

The defence against hostile intervention applies quite other means than only a NegX and PF Lebensohl. All these rules also apply after

a 1NT (15-18 HCP) intervention from us over the enemy's opening bid and any subsequent action from the RHO.

2.5.16 The RHO Doubles a Transfer Bid

If the RHO doubles a transfer bid, the OH should pass with a doubleton in the transfer suit. You redouble with a doubleton in the transfer suit and 4+ good cards in the transfer suit. Otherwise, the X should be more or less ignored:

Opener	LHO	Responder	RHO
1NT	Pass	2♦	Double
?			
Pass	A doubleton ♥.		
Redouble	MAX and 4+good♦. A doubleton ♥.		
2♥	3♥. Can have 4 bad ♦.		
2♠	MAX, 4♥ and 4♠.		
2NT	MAX, 4♥ and Bal.		
3♣	MAX, 4♥ and 5♣.		
3♦	MAX, 4♥ and 4♦.		
3♥	MIN and 4♥.		

Opener	LHO	Responder	RHO
1NT	Pass	2♥	Double
?			
Pass	A doubleton ♠.		
Redouble	MAX, 4 good ♥. Probably only ♠xx. Wants to PenX the enemy.		
2♠	3♠. Can have 4 bad ♥.		
2NT	MAX, 4♠ and Bal (4333).		
3♣	MAX, 4♠ and 4♣.		
3♦	MAX, 4♠ and 4♦.		
3♥	MAX, 4♠ and 4♥. No interest for PenX.		
3♠	MIN and 4♠.		

When the OH passes the double (and shows a doubleton in the transfer suit):

Opener	LHO	Responder	RHO
1NT	Pass	2♥	Double
Pass	Pass	?	

Redouble **MAX** and **Not UnBal.**

- 2♠ To play with 5+♠.
- 2NT Inv with 5+♠ and (SEMI)Bal.
- 3♣ Inv with 5♠ and 4+♣.
- 3♦ Inv with 5♠ and 4+♦.
- 3♥ GF with 5♠. No stopper in ♥.
- 3♠ Inv with 6+♠.
- 3NT GF with 5+♠ and (SEMI)Bal.
- 4♣ GF with 5+♠ and short ♣. slam try.
- 4♦ GF with 5+♠ and short ♦. slam try.
- 4♥ GF with 5+♠ and short ♥. slam try.
- 4♠ GF with 6+♠. No slam interest.

2.5.17 The Opponents Double: "Nilsland's Slinkningor"

If the enemy doubles 1NT (PenX) in the 2nd hand, We apply "Nilsland's Slinkningor" (named after the inventor, Mats Nilsland, Sweden) in the 3rd hand. The only contract we are never allowed to play, is 1NTX.

2.5.18 The RHO Doubles 1NT (PenX) in the 4th Hand:

A XX from the OH will show a MAX opening hand (16 good-17 HCP). All other bids from the OH will show MIN/weak MED (15-16 bad HCP).

If the OH pulls to 2♣, this will show 4♣+4♦, 5+♣ and 4♦ or 6+♣ (xx26/xx27).

With 3+♣, or with 2♣+2♦, the RH will pass. With max 2♣ and 3+♦, the RH will say 2♦. If the OH then returns to ♣, he has the long ♣ hand.

If the OH pulls in a 2♦, this will show, 5+♦+4♣ or 6+♦ (xx62/xx72).

With 3+♦, or with 2♦ + 2♣ the RH will pass. With 4♣ + max 2♦ the RH will say 3♣. If the OH then returns to ♣, he has the long ♣ hand.

If the OH pulls to 2♥ he shows 4-4 in ♥/♠, or 4♥ and 5♣/♦. 24(52).

The RH bids 2♥, with at least 3+♥. With only 2♥, the RH will bid 2♠ with at least 3+♠, 3♣ or 3♦ (= 5+♦). If the OH pulls in 2♠, he shows

4♠ and 5♣/♦ (42(52). The RH passes 2♠ with at least 3+♠. With only 2♦ the RH bids 2NT with a fit in either m, or 3♣ (=5+♣)/3♦ (5+♦) to play.

If it goes:

Opener	LHO	Responder	RHO
1NT	Pass	Pass	Double
Pass	Pass	Redouble	

The XX shows two four-card suits, and is an SOS asking the OH to bid his lowest 3+ suit.

2.5.19 The RHO Intervenes with 2♣/♦/♥/♠:

2.5.19.1 X is Negative (NegX) at the Two Level

X is negative (NegX) at the two level when the enemy has bid a natural suit. It shows 2 out of 3 unbid suits. NB! This NegX shows a fight in at least two suits and does not promise four cards in any unbid M. The meaning of this NegX therefore differs from the NegX you apply after a suit opening, because there are now three unbid suits, and not only 2.

Opener	LHO	Responder	RHO
1NT	2♣	Double	1RF. At least 4+HCP and 4-4 in ♦+♥/♦+♠/♥+♠
1NT	2♦	Double	1RF. At least 4+HCP and 4-4 in ♣+♥/♣+♠/♥+♠
1NT	2♥	Double	1RF. At least 4+HCP and 4-4 in ♣+♦/♣+♠/♦+♠
1NT	2♠	Double	1RF. At least 4+HCP and 4-4 in ♣+♦/♣+♥/♦+♥

The OH should bid his lowest 4 card suit. If he has 4+ cards in the enemy suit, he should bid his lowest 3 card suit. Since there is no Inv in a NegX, he should not bid any stronger, even with a MAX hand.

2.5.19.2 Suit at the two level 5+ in meldt suit and NF

If the RHO bids a suit at the two level, the RH's bid of a suit at the two level will be 5+ cards and NF.

Opener	LHO	Responder	RHO
1NT	2♣	2♦/♥/♠	NF. 5+ in ♦/♥/♠.

1NT	2♦	2♥/♠	NF. 5+ in ♥/♠.
1NT	2♥	2♠	NF. 5+ in ♠.

2.5.19.3 2 NT/♣/♦/♥ The RH Transfers to the Next Suit

Any bid by the RH of 2 NT up to and including the suit below the enemy suit is a TRANSFER! (also a transfer to the enemy suit.)

2NT	Transfer to 3♣.
3♣	Transfer to 3♦.
3♦	Transfer to 3♥.
3♥	Transfer to 3♠.

The transfer can be a sign off in the suit above the transfer suit, but is **GF** if the RH does not pass after the transfer has been completed. A new suit after a transfer will show the transfer suit and 4 cards in the new suit and is a **GF**.

A transfer to the enemy suit always shows 5 cards in an unbid M and denies a stopper in the enemy suit. But: if the enemy intervened with 2♠, the transfer can be both with and without a stopper. However, it always shows five cards in an unbid M. The OH bids 3 NT over 3♥ with ♠xx and a stopper. Without a stopper and ♠xx he must fulfill the transfer (i.e. bid 3♠), whereupon the RH can bid 3 NT with a stopper. If the RH does not have any stopper either, he should bid a m at the four level or venture a M game on a 5-2 fit. With a 3+ support to the 5 card M, the OH should go to game.

Example 1:

Opener	LHO	Responder	RHO
1NT	2♥	?	
		Double	NegX. Has two out of three vacant suits.
		2♠	5+♠ and sign-off.
		2NT	Transfer to 3♣.
		3♣	Transfer to 3♦.
		3♦	Transfer to 3♥.
		3♥	4♠ without a ♥ stopper.
		3♠	5+♠ with a ♥ stopper.

Example 2:

Opener	LHO	Responder	RHO
--------	-----	-----------	-----

1NT	2♥	2NT	Pass
3♣	Pass	?	
		Pass	To play.
		3♦	5+♣ and 4+♦ GF! Can have 4♠.
			The OH bids:
		3♥	Denies a ♥ stopper.
		3♠	5♣ and 4♠ + ♥ stopper.
		3NT	a ♥ stopper, but not 4♠.
		3♥	Denies a ♥ stopper. Not 4♦. GF
		3♠	5♣ and 4♠ with a ♥ stopper. GF.
			The OH bids:
	3NT		Not 4♠.
	4♠		4♠ (4-4 fit).
	3NT		A ♥ stopper and max 3♠.

Example 3:

1NT	2♥	3♣	transfer to 3♦
Opener	LHO	Responder	RHO
1NT	2♥	3♣	pass
3♦	pass	?	
		Pass	To play
		3♥	Denies a ♥ stopper. Can have 4♠.
		3♠	4♠ with a ♥ stopper.
		3NT	a ♥ stopper. Not 4♠.

Example 4:

Opener	LHO	Responder	RHO
1NT	2♥	3♦	Pass
?		3♦	is a transfer to enemy suit. Shows 5♠
3♥			Not a ♥ stopper. 4♠.
3♠			4♠ and a ♥ stopper. (You go higher than the enemy suit).
3NT			A ♥ stopper and max 3♠.

Example 5:

Opener	LHO	Responder	RHO
1NT	2♥	3♦	pass
3♥	pass	?	

3♠ 5 ♠ with a ♥ stopper. GF.
 3NT a ♥ stopper and 5♠.
 4♣/♦ 4+♣/♦ without a ♥ stopper and 5♠.
 4♠ 5 ♠ without a ♥ stopper.

4♥ To play.
 4♠ Void in ♠. ExRKCB.
 4NT RKCB with ♥.
 5♣ Void in ♣. ExRKCB.
 5♦ Void in ♦. ExRKCB.

Example 6:

Opener	LHO	Responder	RHO
1NT	2♥	3♦	pass
3♠	4♠ + a ♥ stopper.		
1NT	2♥	3♦	pass
3♠	pass	?	
		Pass	To play.
		3NT	To play. 5♠ with or without a ♥ stopper.
		4♣/♦	cue-bid with ♠. slam try.
		4♥	Void with ♠. slam try.
		4♠	5-4 fit in ♠.

Example 7:

Opener	LHO	Responder	RHO
1NT	2♥	3♦	pass
3NT	a ♥ stopper. MAX 3♠.		
1NT	2♥	3♦	pass
3NT	pass	?	
		4♣/♦	cue-bid with 6+♠. slam try.
		4♥	Void with 6+♠. slam try.
		4♠	6+♠. UnBal.

Example 8:

Opener	LHO	Responder	RHO
1NT	2♠	3♦	pass
3♥	pass	?	
		Pass	To play. 5+♥.
		3♠	Denies ♠ stopper. 5+♥.
		3NT	♠ stopper. 5+♥.
		4♣	cue-bid with ♥.
		4♦	cue-bid with ♥.

2.5.20 An Opponent Bids 2NT

If an opponent bids 2NT or higher, a X from the RH is a **PenX** against 2NT, setting up a forcing pass on both hands. If 2NT is for take-out, any subsequent action will be dependent on the meaning of 2NT.

If 1NT–2NT means both minors, a X from the RH is a **NegX** with at least 4-4 in both M (does not set up forcing pass). If the RH doubles the escape in a m, this is still a **NegX**, asking the OH to bid 3M with 4M. With MAX, not 4M and a stopper in, both m, the OH may bid 3NT. With a MIN, not a stopper in both m and not 4M, the OH should bid his lowest 3-card M (3♥ with 3-3 in the M).

If the RH does not have one or both M, and wants to punish the enemy in at least one of the m, he should pass initially and double the escape in m with at least Hzxx in the suit.

Even if the RH passes to 2NT, the OH should **PenX** an escape in a m with MAX at least Hxxx I, the suit. If the RH takes out his **PenX** in another suit, it is weak and to play.

If the OH doubles an escape in m from his RHO, this is a **PenX** with Hxxx in the suit (However, please remember that the OH can only have 15-17 HCP).

If the OH cannot **PenX** his MTH, he should bid a M at the three-level with MAX and a 4 card support. Otherwise, he should pass.

If the RH bids 3♣ (lowest shown suit), he should have an **Inv+** and 5♥ + 4♠ (Corresponding). The OH should show a fit at the three-level with a MIN, and go to game with a MAX.

If the RH bids 3♦ (highest shown suit), he should have an **Inv+** and 5♠ + 4♥ (Corresponding). The OH should show a MIN fit (3+) at the three-level and a MAX fit by going to game.

If the RH bids a M at the three-level, it will be 5+ cards and an **Inv** with only that suit. The OH is allowed to say 3NT with MAX, no fit and no stoppers in both m. With a 3+ fit and MIN (15 HCP) he should

say 3 in the suit. With a **MAX** (16-17 HCP) he should go to game.

If 1NT–2NT means 1 or 2 unspecified suits, an X from the **RH** will mean that he would be interested in penalizing the enemy at the three-level. This sets up forcing pass.

The **OH** doubles an escape from this **RHO** (**PenX**) with at least Hzxx in the suit.

Subsequent doubles from the **RH** are **PenX**.

If the **RH** wants to find a **M** fit (with 1 or both **M**), he should pass and wait for his **LHO** escapes and his **RHO** clarifies through a pass or in another suit. Then he should double showing **M** (s) with at least an **Inv**.

If the **RH** bids a suit at the three-level, this will still be a transfer to the next suit, which may be **NF** and to play. The **OH** should always obey the transfer regardless of what he has.

2.5.21 An Opponent Bids 3♣ or Higher

If the enemy bids 3♣ or higher, which is his natural suit, a double from the **RH** is a **PenX**.

2.5.21.1 An Opponent Bids an Artificial Suit (3♣ and Higher)

When an opponent bids an artificial suit which transfers to only one suit, a double from the **RH** is a lead double showing 5+ in the suit, expresses a wish to compete for a part score and a willingness to sacrifice if the **OH** has a good fit and the price is right.

If the artificial bid shows two suits, either specific or unspecified, a x wants to penalize at least one of the enemy's real suits, and it sets up forcing pass. The **OH** should double any escape by his **RHO** with at least Hzxx in the suit.

Example:

Opener	LHO	Responder	RHO
1NT	2♣	X	

2♣ either both **M** or ♦ or both **M**)

The NT opener shall treat the X as a **PenX**:

- a) If **RHO** passes, Opener passes too.

If **LHO** XX for take-out, Responder will show his hand:

- i. Pass is to play in 2♣xx
 - ii. Suit is at least 4-cards and to play.
 - iii. 2 NTInv. If accepted, bid 4 card suits up the line.
- b) If **RHO** xx, Opener passes:
If **LHO** escapes to 2♦:
- i. Double is a strong **PenX**
 - ii. Pass is passive: cannot punish 2♦.
 1. Opener **PenXs** with 4+♦.
 2. Opener passes otherwise.
 - iii. New suit is at least 4 cards and for play.
 1. Opener passes or bids lowest 4-card.
 - iv. 2NT **Inv**. If accepted, bid 4 card suits from below.
 - v. 3♦ Asks for a ♦ stopper (**GF**).
 1. With no ♦ stopper Responder bids a 4M if he has one.
 2. With no ♦ stopper Responder bids 4♣.
- c) If **RHO** pulls to 2♦ (4+cards):
Opener x with at least 4♦.
- i. Responder passes or bids 3♣ to play
 - ii. Responder bids 2NT **Inv**.
 - iii. Responder bids 3♦Asks for a ♦-stopper (**GF**). Opener passes without at least 4-♦.
 - iv. Responder x with at least 4♦.
 - v. Responder passes with only a weak ♣ suit.
 - vi. Responder bids 2NT as an **Inv**.
 - vii. Responder bids 3♣ to play.
 - viii. Responder bids 3♦, **GF** asking for 3NT with a ♦ stopper.
- d) If **RHO** pulls to 2♥ (4+cards):
Opener with at least 4♥.
- i. Responder passes.
 - ii. Responder bids 3♣ to play.
 - iii. Responder bids 2NTInv.
 - iv. Responder bids 3♥, **GF** asking for 3NT with a ♥ stopper. Opener passes with max 3♥.

- v. Responder x with at least 4♥.
- vi. Responder passes with only a weak ♣ suit.
- vii. Responder bids 2NT as an Inv.
- viii. Responder bids 3♣ to play.
- ix. Responder bids 3♥, GF asking for 3NT with a ♥ stopper.

e) If RHO pulls to 2♠ (4+cards):

Opener x with at least 4♠.

- i. Responder passes.
- ii. Responder bids 3♣ to play.
- iii. Responder bids 2NTInv.
- iv. Responder bids 3♠, GF asking for 3NT with a ♠ stopper.
Opener passes with max 3♠.
- v. Responder x with at least 4♠.
- vi. Responder passes with only a weak ♣ suit.
- vii. Responder bids 2NT as an Inv.
- viii. Responder bids 3♣ to play.
- ix. Responder bids 3♠, GF asking for 3NT with a ♠ stopper.

2.5.22 A Jump to the Three-Level in a Major

A jump to the three-level in a M shows a 5 card suit with a stopper in the enemy suit.

Example:

Opener	LHO	Responder	RHO
1NT	2♥	3♠	Pass 3♠ shows 5♠ with a stopper, GF
?			
3NT	Not 3+♠. Could be MIN.		
4♣/♦/♥	MAX, 3+♠ and a cue-bid in the suit.		
4♠	3+♠ and MIN.		

2.5.23 A cue-bid in the Enemy Suit

A cue-bid in the enemy suit shows four cards in an unbid M (can be both if the intervention was natural bid in a m) and it denies any stopper in the enemy suit.

Example 1:

Opener	LHO	Responder	RHO
1NT	2♥	3♥	Pass 3♥ shows 4♠, no ♥ stopper

?			
3♠	4♠ and MAX NT.		
3NT	♥ stopper but not 4♠.		
4♣/♦	Max 3♠ and denies ♥ stopper.		
4♠	4♠ and MIN NT.		

Example 2:

Opener	LHO	Responder	RHO
1NT	2♠	3♠	Pass 3♠ shows 4♥ with/without ♠ stopper)
?			
3NT	♠ stopper, but not 4♥.		
4♣/♦	Max 3♥ and denies ♠ stopper.		
4♥/♠	4 card ♥ fit.		

2.5.24 The Red Thread is Relatively Simple:

X is a NegX at the two level (which shows 4-4 in 2 out of 3 vacant suits). The NegX is a PenX proposal at the three-level and higher. The RH's bid of any new suit after the OH has bid a suit, is a 1RF.

The bid of a new suit at the two level by the RH is to play (NF).

The double of the enemy's 2NT over partner's 1NT is somewhat special, and further action from our side will be determined by the meaning of 2NT. Any new bid from the RH after a take-out by the enemy, is a GF.

If the RH bids 2NT or higher, this is a transfer to the next suit.

A double from the RH over an intervention at the three-level that shows a natural suit, is a PenX.

The x of an enemy bid which does not show that suit, is a PenX in the artificial suit. It shows 5+ in the suit, willingness to compete for a part score, willingness to sacrifice and gives partner a good lead.

If the bid denotes more than one suit, the X shows that you can PenX at least one of the enemy's suits.

A transfer to the enemy suit shows five cards in an unbid M without a stopper (can have a stopper if the suit is ♠) and asks the OH to fulfill the transfer with no stopper.

Any bid of the enemy suit always denies a stopper (goes for both

hands).

Whenever you go past the enemy suit, you confirm that you have a stopper! This goes for both hands.

A direct cue-bid in the enemy suit shows four cards in an unbid M without any stopper.

Otherwise, it is normally important to give your partner the cheapest info possible.

When the enemy has interfered so high that transfers no longer work at the two-level, it is still possible to transfer to 5♥/♠ via South-African Texas (SAT–jump to 4♣/4♦). Obviously, the enemy must not have intervened with 4♣ or higher. The principle is that the contract should always be played by the strong hand if it is at all possible.

2.6 Opening 2♣ (Strong)

2♣ opening shows 20+HCP UnBal with any five+ card suit, 22-23NT (without a jump, which can include both 5 M and 6m) or a 26-27 NT (with a jump, and you are not allowed to have 5M, but you may have 6m). The opening is a tempo force to the level beneath game (2NT, 3♥/♠ or 4♣/♦), so there is no “double negative” to remember. All other replies than 2♠ from the RH establish a GF.

What normally occurs with strong openings is that you will learn a lot about the assets of the OH, while the values of the RH are more or less disregarded. In PF, after a 2♣ opening, the RH will apply transfer bids, which have a wide range of advantages:

- a) The transfer bids create an artificial extra bidding level between the two and three-levels, allowing much more information to see the light of day in the course of a short period of time.
- b) The transfer suit is more often than not the enemy suit, and the normal defence is to double this bid in order to show the suit. Since we hold the view that any double is a “not bid”, as they do not interfere with our system, the system itself will prevail, and the hostile defence will fail.
- c) The OH gets a “double shot” at finding the best contract, since he will learn initially what assets the RH has. If suits shown by the RH are eatable, we will enter into constructive bidding sequences far earlier than before.
- d) Then, finally, if the OH does not find a fit in a suit shown by

the RH, he can choose to ignore it and bid his own suit/NT, just like before. I daresay you will not lose anything at all when applying transfer bids, but stand to gain a lot.

2.6.1 Special Bids with Especially Difficult Hands

After 2♠ in reply to 2♣, the OH has three special bids (jumping to the four level) which cover especially difficult superstrong two-suiters with which you want to bid game, and which are strong slam try:

- a) A jump to 4♣ shows a superstrong defined two-suiter: 6+♣ and 5+♥. The bid primarily asks for a preference bid with 4♥ or 5♣, and this is what the RH should bid if he either has no fit in those suits or can see no extra trick in his hand. However, the RH should increase his bidding level by one step for each extra trick he can see in his hand when he has a normal 3+ fit in at least one of the OH's suits.

After a preference to 4♥, 4NT is RKCB and a new suit cue-bid.

After 5♣, any new suit cue-bid. After a cue-bid at the five level, the RH should cue-bid if he has any cue-bid to bid at all beneath the next level of the trump suit.

- b) A jump to 4♦ shows a superstrong defined two-suiter: 6+♦ and 5+♠, and primarily asks for a preference bid: 4♠ or 5♦, and this is what the RH should bid if he either has no fit in those suits or can see no extra trick in his hand. However, the RH should increase his bidding level by one step for each extra trick he can see in his hand when he has a normal 3+ fit in at least one of the OH's suits.

After a preference to 4♠, 4NT is RKCB and a new suit cue-bid.

After 5♦, any new suit cue-bid. After any cue-bid from the OH at the five level, the RH should cue-bid if he has any cue-bid to bid at all beneath the next level of the trump suit.

- c) A jump to 4 NT shows a superstrong ambiguous two-suiter with either 6+♣ and 5+♠ (the black suits) or 6+♦ and 5+♥ (the red suits). The RH should primarily bid his lowest 3+ m. If the OH then bids another suit as cheaply as possible, this will show whether he has a black or a red hand. The RH should make his preference at one level higher if he can see a trick in his hand, and two levels higher if he can see two tricks. If the RH then

sees a fit, he should raise to 6♥/♠ with one extra trick and to 7♥/♠ with two extra tricks. If the RH is uncertain whether or not his short suit will make a trick, he can cue-bid his short suit.

- d) If the OH has a superstrong two-suiter with at least 6-5 in ♣ and ♦, he should not open with 2♣ but with 2NT, which shows both m. After a preference bid from the RH at the three-level a M cue-bid from the OH will be 1RF, and after that, a second cue-bid from the OH will be GF, demanding a cue-bid from the RH if he has anything to cue-bid at all (also shortage).

2.6.2 Replies to 2♣ (1RF)

The RH bids positively (GF) if he has at least 5+HCP:

- 2♦(♥) PRI: 5+HCP GF and at least xxx in ♥.
- 2♥(♠) PRI: 5+HCP GF and at least xxx in ♠.
- 2♠ (Neg), PRI: 0-4 HCP regardless of distribution. Covers all negative RHs. 2♠ is the only bid from the RH which permits stopping below game.
- 2NT(♣) PRI: 5+HCP GF with at least xxxxx in ♣.
- 3♣(♦) PRI: 5+HCP GF with at least xxxxx in ♦.
- 3♦ Pos, PRI: 5+HCP GF. Covers all positive Bal RHs without 4+♥/♠ or 5+♣/♦: 3334, 3343, 2344 or 3244.
- 3♥ Inv, PRI: 6♥ with max 1 loser.
- 3♠ Inv, PRI: 6♠ with max 1 loser.
- 3NT PRI: Running suit (at least 6 cards) somewhere.

2.6.3 The Responder Bids 2♦(♥) or 2♥(♠) Transfer to 4+ Major

If the RH bids 2♦(♥) or 2♥(♠), he may also have a longer m suit, (Canapé). Unless he finds a fit in his own or in his partner's M, or partner bids 2NT, he will show his Canapé m suit.

With both M, the RH first transfers to the longer suit. If equally long, (4-4) the lowest ranking suit(♥). With 5-5 the highest ranking suit(♠).

Just like after a transfer on 1♣, the OH's 1st PRI after the replies 2♦(♥)/2♥(♠) will be to bid the RH's shown M with 3+ in the shown suit (a kind of "receipt"). He will always do this with a strong NT without any long suit. If he has 4-card support, he should always accept the transfer.

The RH's bids after the OH has flagged 3+ support in M:

- a) To get NT played by the strong hand, RH's second bid will be reversed. He will repeat his M suit with only 4 cards, and bid 2NT with 5 cards, since the M suit is likely to become trumps. All further bidding will be cue-bids, Except for 3NT which will suggest a final contract.
- b) A Jump+1 from the RH (3♠ after 2♣-2♦-2♥ and 3NT after 2♣-2♥-2♠) confirms 5 cards in trumps, shows 5-7 HCP and a singleton somewhere (the relay suit asks). After the reply to the relay: cue-bid, game (to play) or RKCB.
- c) Any higher bids than a Jump+1 from the RH (3NT/4♣/♦ after 2♣-2♦-2♥ and 4♣/♦/♥ after 2♣-2♥-2♠) confirms 5 cards in trumps, shows 5-7 HCP and a void in the jump suit. After that: cue-bid, game (to play) or RKCB.

2.6.4 Opener Bids 2NT over 2♦(♥)/2♥(♠)/2♠ (Neg):

If OH bids 2NT after et hvilket som helst reply to 2-trinnet, show dette Not UnBal 22-23 HCP, but det can also be 26+HCP after svarene 2♦(♥)/♥(♠), for after positivt reply to 2♣ is GF established. 2NT from the OH can have 5 M or 6 m.

The RH applies Puppet Stayman, Transfers and Minor Stayman, regardless of his first bid (but he may pass 2NT with a completely blank hand after first having bid 2♠ (Neg)).

2.6.5 The Responder Bids 2NT/3♣: Transfer to 5♣/♦

If the RH bids 2NT(♣)/3♣ (♦) on 2♣ (transfer with xxxxx in ♣/♦), the OH can bid 3♣/♦ (the shown suit) which sets the suit as trumps and is simultaneously a GAMMA asking bid. The OH can also with m support and the missing top honour in trumps set trumps with a jump to 4♣/♦, which is a slam try and asks for a cue-bid (4 NTrejection/not a cue-bid).

All other suit bids from the OH are natural 5 cards, with a natural continuation. 3NT will show a 22-23 HCP Bal hand, and 4 NT 26+HCP. The RH applies Puppet Stayman, Transfers and Minor Stayman at the four-level over 3NT and at the five level over 4 NT.

The OH can also jump in his own suit after after a reply at the two level (2♣-2♦(♥)-3♠/4♣/♦, 2♣-2♥(♠)-4♣/♦ or 2♣-2♠ (Neg)-4♣/♦)

. This is a **GF**, denies more than a doubleton in the **RH's** shown **M** and sets his own bid suit as trumps regardless of what the **RH** holds in the suit. The continuation is natural (cue-bid, etc.).

2.6.6 The Only Negative Reply to 2♣: 2♠ (Neg) (0-4 HCP)

2♠(Neg) from the **RH** is the only negative bid after a 2♣ opening, and the only bid that enables you to stop below game. It shows 0-4 **HCP**. After the reply 2♠ (Neg), all bids from the **OH** will be natural.

If the **OH** bids 2NT over 2♠ (Neg), he shows (SEMI) **Bal** 22-23 **HCP**, and the whole bidding dialogue is reset. The **RH** applies Puppet Stayman and transfers at the three-level and 3♠ minor Stayman.

Normally a jump to 3NT will contain 26+**HCP**, however, after 2♠ from the **RH**, 3NT will just be to play.

If the **OH** jumps directly to game after the reply to 2♣, this is always to play. The **RH** should respect this, unless he has a hand good enough to start **SLAM** inquiries.

If the **OH** bids 3♣/♦ over 2♠, this shows 5+ in the suit and is a tempo force to 3NT/4♣/♦.

If the **OH** bids ♥/♠ after 2♠, this shows how many tricks he believes he can get against a blank **RH**. 3♥/♠ shows 9 tricks, 4♥/♠ shows 10 tricks a.s.o. The tempo force has been reached already when he bids 3♥/♠, and a blank **RH** is therefore allowed to pass. However, the **RH** should scrutinize his hand to find something that could produce an additional trick and bid the game if he finds one.

2.6.7 3♦ (GF), a Sack Post for 5+HCP with no 4+M/5+m:

If the **RH** has neither 4M nor 5m, the reply 3♦ (GF) shows a positive **Bal** **RH** with one of the following distributions: 3334, 3343, 2344 or 3244.

2.6.8 The Responder: 6+semi-running M or a Running 6+M/m:

If the **RH** jumps to 3M, he shows a long suit with max one hole (at least KQJ10xx). The **OH** can investigate the shown suit through a relay bid. If the **RH** jumps to 3NT over 2♣, he shows a running, at least 6 card suit (AKQxxx) somewhere (the **OH** will always be able

to see where). 4♣ will then ask for length (starts at 6) and 4NT will be **RKCB** with the **RH's** running suit as trumps.

2.6.9 When 2♣ is Doubled

When 2♣ is doubled (showing ♣), pass and xx show ♣ values. All other bids are according to the system, as the double does not compromise the system at all:

Opener	LHO	Responder	RHO
2♣	Double	?	
		Pass	0-5 HCP UnBal or 0-7 HCP (SEMI) Bal . At least H10xx or any 5-suiter in ♣. Shows an interest in playing 2♣x. The OH should redouble, as 2♣x is not game.
		XX	Wants to play 2♣xx. At least ♣H10xxx.
		2♦(♥)	System: 4+♥ (GF) and 5+ HCP .
		2♥(♠)	System: 4+♠ (GF) and 5+ HCP .
		2♠(Neg)	System: Less than 5+ HCP (NF).
		2NT(♣)	System: 5+♣ (GF) and 5+ HCP .
		3♣(♦)	System: 5+♦ (GF) and 5+ HCP .
		3♦(Pos)	System: Neither 4+ M nor 5+m, but 5+ HCP (GF).

2.6.10 The Enemy Bids Over 2♣

Pass When x or a bid does not fit in or with a very weak hand. Can be a forcing pass!

x **NegX** over 2♥ and 2♠, and **PenX** over any m intrusion or bids higher than 2♠.

If the enemy bids 3NT or higher, a double is a warning against further bidding, while pass is **1RF** and shows an interest in higher contracts.

2.7 Opening 2♦ (Multi)

Opening 2♦ is **Multi**. The opening shows either a weak 2♥/♠ (6-10 **HCP**), 20-21NT or 24-25 NT (with a jump).

Vulnerable in the 1st and 2nd hand you should have at least HHxxxx or better (= max suit) in your weak 2M. The hand should be **MAX**

(9-10 HCP).

Vulnerable in 3rd and 4th hand the weak two opening could be nearly anything, but your partner has the right to expect a trump suit which should at least hold QJxxxx and a **MIN** (6-8 HCP). Otherwise, your partner should not get over-excited when you open a weak two in 3rd and 4th hand, and he shouldn't expect much from you.

Non-vulnerable in 1st and 2nd hand the suit should be at least HJxxxx, i.e. a suit which partner can lead without causing a disaster. The weak two may very well contain a **MAX** hand (9-10 HCP) but may just as well have a **MIN** (6-7 HCP).

Non-vulnerable in the 3rd and 4th hand, the opening may be close to nothing, even hold a suit as weak as J9xxxx and a **SubMIN** (3-6 HCP). Your partner has no right to expect anything when you open weak in the 3rd and in the 4th hand non-vulnerable!

A weak two opening should never contain any side suit in **M**, and never as much as 2 aces, and most of your **HCP** should be in the weak two suit. Non-vulnerable it may not be unthinkable to open on a 5 card suit in 3rd and the 4th hand. However, in that case, the suit should be very top heavy.

A weak opening in 3rd and 4th hand may otherwise comprise even a good opening hand (11-14+HCP). Remember that partner has passed, and he is therefore limited to 10 HCP. A jump opening, regardless of the vulnerability, is a strategic opportunity that deprives the opponents of much bidding space without causing much danger for your own life and limbs. Partner should be aware of these facts, and should never support a weak opening to the three-level without an especially good fit and a **MAX** (= 9-10 HCP).

If the opening is 2♦ and the **OH** rebids 2NT, this is a 20-21NT (or with a jump: 24-25 NT). Puppet Stayman, Transfers and Minor Stayman are applied after 2♦-2♥/♠-2 NT/3NT (as also after 2♣-2♥/♠-2 NT/3NT). Remember also that a 2NT opening shows 5+♣ and 5+♦ and is normally below opening strength. If, however, a 2NT opener bids a **M** suit after a **m** preference from the **RH**, he will show 15+HCP (1RF), and it may even be a Slam-T.

2.7.1 Replies to 2♦ Multi

2♥ Bad in ♥, maybe better in ♠. Asks you to pass with a

weak 2♥, to bid 2♠ with a weak 2♠ and to bid 2NT with a 20-21NT (3NT with 24-25 NT). A direct jump to 4M is to play with long ♥/♠ no matter if an opponent has bid or not. NB! 4♣/♦ is not SAT, but a natural slam try after NT openings from 20 HCP and up.

- 2♠ To play in ♠. Forces to at least 3♥ if ♥ is the Weak 2 suit.
- 3♣ Natural 1RF with 5+♣. Bad in the **M**.
- 3♦ Natural 1RF with 5+♦. Bad in the **M**.
- 3♥ Pre if the **OH** has ♥ (forcing if the **OH** has ♠).
- 3♠ Pre if the **OH** has ♠ (GF if the **OH** has ♥).
- 3NT NF. To play.
- 4♣ A fit in both **M**. The **RH** should bid the suit below his **M** suit, so that the contract will be played by the stronger hand. A mild slam try.
 - 4♦ Weak 2♥.
 - 4♥ Weak 2♠.
 - 4♠ 20-21 NT.
 - 4NT 24-25 NT.
- 4♦ A fit in both **M**. No Slam ambitions. The **OH** should bid his **M** at the four level.
- 4♥ 7+♥ and to play. It does not matter what suit the **OH** has.
- 4♠ 7+♠ and to play. It does not matter what suit the **OH** has.

2.7.2 Bids After 2♦-2♥

2♥ is NF against a weak 2♥, but demands 2♠ if the opener holds a weak 2♠. The **RH** may have GF values in ♠, but no belief in game if the suit is ♥. After 2♠ the **RH** may apply **ROMEX** (Long/Short), invite in NT (2NT) or go direct to game. A jump to 4New will be a slam try. If the **OH** bids 2NT after 2♦-2♥, he has a 20-21 NT (3NT with 24-25 NT). (Puppet Stayman and transfers at both the three and the four levels).

2.7.3 Bids After 2♦-2♠

2♠ shows a bad fit in ♠, but forces to at least 3♥ if the **OH** has a weak 2♥. Asks for pass with a weak 2♠, the bid of 3♥ with a **MIN** and ♥ and a cue-bid with a **MAX** and ♥, 2NT with 20-21 NT and 3NT with 24-25 NT. (Puppet Stayman and transfers also at the four level).

2.7.4 Bids After 2♦-2 NT

2 NT from the RH is a 1RF. NB! If possible, the strongest hand always plays the contract. Therefore, a MIN OH should transfer directly with 3♦ (transfer with a “weak, weak 2♥”) or 3♥ (transfer with a “weak, weak 2♠”). If the OH has a MAX weak two opening (“strong weak 2♥/♠” (9-10 HCP) and at least HHxxxx in the suit), he should bid 3♣. The relay bid 3♦ from the RH asks what M suit it is, and the OH should then “switch” the two M suits: 3♥ shows a MAX weak 2♠, and 3♠ shows a MAX weak 2♥. There should be no reason to bid more strongly, as long as the RH could have only enough for an Inv in one M suit and a GF in the other.

2.7.5 The Opponents Intervene After 2♦

Opener	LHO	Responder	RHO
2♦	Double	?	
		Pass	At least H10xx in ♦.
		Double	Show your suit!
		2♥/♠	The RH’s own good suit.
		2NT	Show your values: ”system on”!
		3♥	Pre in any M. Pull to 3♠ if ♠ is the suit.
		3NT	To play.
		4♥	Pass or adjust to ♠ if that is your M.

Opener	LHO	Responder	RHO
2♦	2♥/♠		
		2NT	Show your values: ”system on”!
		Double	PenX if partner has the suit or a strong NT. ToX if the OH has the other M.
		3♣/♦	Pre with a 6 card suit (system).
		3NT	To play

Opener	LHO	Responder	RHO
2♦	2NT	?	
		Double	PenX.
		3♣/♦	Pre with 6♣/♦.
		3♥	Stop in your M: Pass with weak 2♥ or adjust to 2♠.

3♠	Inv if the suit is ♠. GF if the suit is ♥.
3NT	To play.
4♣	Bid the suit under your M.
4♦	Weak two ♥.
4♥	Weak two ♠.

Opener	LHO	Responder	RHO
2♦	3♣	?	
		Double	Inv in both M.
		3♥	Stop in your M. Pull to 3♠ if ♠ is the suit.
		3♠	Inv if your suit is ♠. GF if you have ♥.
		3NT	To play.
		4♣	Bid the suit under your M.
		4♦	Weak two ♥.
		4♥	Weak two ♠.
		4♦	Bid your suit.
		4♥	Weak two ♥.
		4♠	Weak two ♠.

Opener	LHO	Responder	RHO
2♦	3♦	?	
		Double	Inv in both M.
		3♥	Stop in your M. Pass or pull to 3♠.
		3♠	Inv if your suit is ♠. GF if you have ♥.
		3NT	To play.
		4♣	Bid the suit beneath your suit
		4♦	Weak two ♥.
		4♥	Weak two ♠.
		4♦	Bid your suit.
		4♥	Weak two ♥.
		4♠	Weak two ♠.

If there is intervention after 2♦–2 NT, 3♥/4♥ from the RH will ask for a preference (pass or correct to ♠), 3NT will be to play and a X is

a **PenX**. From the **OH** the **X** of a **M** bid by the enemy shows that they hit your suit (or that you have a strong **NT** with at least 4 trumps), and a pass will show the other suit.

Otherwise, a **X** of all other bids by an opponent shows a strong **NT** (**PenX**). Partner will have to decide if the **X** shall stand or if we have something else (better) in the cards.

2.8 Higher Opening bids

2.8.1 Replies to Opening 2♥ (Tartan): 7-10 HCP, 5♥ and 4+♣/♦

2♥ should have 5+♥ and a 4+m and (6)7-10 HCP. Most of the honours should be in the long suits. The **m** suit may be longer than the **M**. It is necessary to be a little more careful when vulnerable.

2NT asks for the other suit. After the reply to 2NT, 3♥/4 in the shown **m** is an **Inv**.

A directly bid game is to play with a good own suit. Other bids are natural. A new suit is **1RF**, **3M** and **4 m** is to play (**Pre**).

After 2♥–Double 2♠/3♣/♦ is **NF** unless the **OH** has both a fit and a **MAX**.

2.8.2 Replies to Opening 2♠ (Tartan): 7-10 HCP 5♠ and 4+♣/♦

2♠ should contain 5+♠ and a 4+ side suit in **m** and (6)7-10 HCP. Most of the honours should be in the long suits, and when vulnerable, you should have a **MAX** and still be a little careful.

2 NT asks for it other the suit. After the reply to 2NT, 3♠/4 in the shown **m** is an **Inv**.

A directly bid game is to play with a good suit. Other bids are natural. A new suit is **1RF**, **3 M** and **4 m** is to play (**Pre**).

A direct jump to 4 in the opposite **M** is a **Pre** game with a long good suit.

After 2♠–Double–3♣/♦/♥ is **NF** unless the **OH** has both a fit and a **MAX**.

Otherwise, please study the developments after opening 2♥.

2.8.3 Replies to Opening 2NT: 5-5 in ♣+♦ and 6-11

HCP or 15+HCP

2NT opening normally shows 5-5 in the **m** and below opening strength. However, after a preference bid from the **RH**, the opener can show 15+HCP with a cue-bid in **3M**.

If an opponent interferes, the **RH** should still **Pre** as high as he dares. All **M** bids will show 5+ in the suit and are **1RF**.

NB! Normally the **OH** has below opening strength, but he can also have at least 15 HCP. In that case, he will show this through another bid (often a **M** cue-bid) after partner's initial preference bid.

After 2NT–3♣/♦, a raise to 4♣/♦ will be a **Pre Inv**.

2.8.4 Replies to Opening 3♣ & 3♦ (Pre)

In 1st and 2nd hand, there should be some restrictions for **PREs**.

- A **Pre** at the three-level should contain a good suit (at least **HHxxxx** in ♣/♦).
- You should not have voids or two side aces.
- You should not have a three-card **M** in your hand. If you do, it is better that you pass initially and support your partner's **M** if you can. The point is not to ruin your opportunities when partner has strong hand with a 5-card **M**. In 3rd and 4th hand this condition can be waived.
- When vulnerable, you should always have **MAX** in the 1st and 2nd hand.

If partner has passed, all these requirements are superfluous. Then you may open as boldly as you dare. You should have a high honour, which will not make it a catastrophe if your partner leads the **H** from **H_z**.

The **RH** bids:

3♦ (over 3♣) Natural **1RF**.

3♥/♠ (over 3m) Constructive **Inv**, but **NF**. The **OH** can pass with a **MIN** and max a singleton in the suit, and should push to game with 9-10 HCP and a doubleton. When Vulnerable against not vulnerable, the **OH** should only pass with a void in the **RH's M**.

3NT To play.

4 in the same **m** Pre **Inv**.

4 in the opposite m cue-bid with the opening suit as trumps.
 A slam try.
 4♥/♠ To play. NF.
 4 NT RKCB.

2.8.5 Replies to Opening 3♥/♠ (Pre)

In 1st and 2nd hand, there are some restrictions for PREs (see opening 3♣/♦). A Pre at the three-level should contain a good suit (at least HHxxxx in ♥/♠). Furthermore, you should not have voids or two side aces.

If partner has passed, all these requirements are superfluous. Then you may open as high and as boldly as you dare. You should have a high honour, which will not make it a catastrophe if your partner leads the H from Hz.

2.8.6 Replies to Opening 3NT (Running m + max a Q)

Opener Responder

3NT	?
4♣	Pull-out. Partner should adjust the suit if the running suit is ♦.
4♦	Asks for shortage.
4♥	Singleton or void in ♥ (Natural).
4♠	Singleton or void in ♠ (Natural).
4NT	No shortage.
5♣	Singleton or void in ♦ (Natural). (♣ is the suit).
5♦	Singleton or void in ♣ (Natural). (♦ is the suit).
	4♥ To play. Good, long suit. NF.
	4♠ To play. Good, long suit. NF.
	4NT Asks for the length of the running suit.
5♣	7 cards.
5♦	8-cards a.s.o.
	5♣ To play in the running suit.
Pass	Running ♣.
5♦	Running ♦.

2.8.7 Replies to Opening 4♣ (7+ running ♥)

Opener Responder

4♣ ?

4♦	(Relay:) How many?
4♥	7 cards.
4♠	8-cards a.s.o.
	4 NT RKCB with ♥.
	Suit asks for further info.
	Suit K (Natural) or shortage (singleton/void).
	5♥ Nothing more than 2722.
4♥	To play.
4♠	To play. Good, long own suit.
4NT	RKCB with ♥.
5♣	Asks for shortage. Going for at least 6♥.
	Suit Shortage (Natural).
	5♥ No shortage (2722).

2.8.8 Replies to Opening 4♦ (7+ running ♠)

Opener Responder

4♦	?
4♥	(Relay:) How many?
4♠	7 cards.
4NT	8-cards a.s.o.
4NT	RKCB with ♠.
	Suit asks for further info.
Suit	K (Natural) or shortage (singleton/void).
5♠	Nothing more than 7222.
4♠	To play.
4 NT	RKCB with ♠ as trumps.
5♣	Asks for shortage. Going for at least 6♠.
Suit	Shortage (Natural).
5♠	No shortage (7222). Singleton/void in the suit.

2.8.9 Replies to Opening 4♥ & 4♠ (Not a running suit)

4♠ NF.

New suit Cue-bid with support for the opening suit. Asks for a cue-bid.

4 NT RKCB with support for the opening suit.

III

Defensive bidding

3 Defensive bidding

3.1 Take-out doubles (ToX)

A Take-Out double (ToX) normally shows four cards in the other M, and at least 4-3 in the M over 1m. There is one exception, and that is that you also need to double first to show a super-strong hand (16+HCP UnBalor 19+HCP (SEMI) Bal).

On a winter's day, you may even have ♠Kxx ♥x ♦KQxxx ♣Kxxx or the equivalent when you double 1♥, but in principle, the ToX shows four cards in the other M.

After a ToX at the two level, 2NT is applied as a PF Lebensohl (0-6 HCP). A direct suit bid will therefore show 7+HCP.

Partner replies to a ToX with a suit bid (0-7 HCP), a jump (8-11 HCP), 1NT (8-11 HCP with a stopper) and cue-bid (opening). In this system the ToX has an extended use, since we very rarely apply PenX at the one, two and three level. The ToX thus has much in common with the, e.g. that it shows additional values and wants a bid from partner.

If an opponent applies transfer bids after a 1♣ opening, the X of the transfer bid will show 5+ cards in the transfer suit and a bid of the transfer suit will equal a ToX.

3.2 Balancing

When you intervene it more or less happens in the 2nd position. In the 4th position we normally call such interventions "Balancing".

You should never have to intervene with a doubtful hand in second position. If the bidding is threatening to die out early (up to and including 2♠), it is the 4th hand's duty to bring us into the bidding again either with a double or with a balancing suit.

If you are the 4th hand and there are two passes before it is your turn, you will face two clear choices:

- You can pass, and the last positive bid from the opponents becomes the final contract.
- You can re-open the bidding with a ToX double or another bid.

The b) is what is called "Balancing". The rules for balancing are very clear:

- Normally you do not let the opponents play contracts lower than 2♠ unless you have many trumps, or you feel that the opponents are in a contract that may be bad for them.
- Fourth in hand you will not need so many HCP, not even for a double. 6+HCP is sufficient.
- You should always ask yourself if your partner may be in an awkward position. He could have a good opening, but no sound option.
- When the alternative is to pass, you should think twice more, for you should protect your partner, if that is what it takes.
- Therefore bidding can be based on a substantially worse hand than you would expect from a normal intrusion in second position. The balancer doesn't do this just based upon what he holds in his hand. He also has to take into consideration both the vulnerability and what he can expect from partner. From time to time, he just has to bid for both!

Therefore the other hand must be careful not to overbid. Every single balancing bid requires a great deal of discipline from partner. Partner should, of course bid what the hand is worth, but he should take into consideration what (and how) the opposition has bid, and try to weigh his own hand in the right context to determine whether or not it is realistic to find good cards with a partner who has balanced. The normal rule of thumb would be: If the hand that has balanced does not make an unforced bid on the next round, his hand value is probably feeble. Then it is not likely that we have the highest contract, and every new bid after this is a step towards a doubled contract!

This is the classic situation for a balancing double:

West	North	East	South
1♣	Pass	Pass	? This gives you ample possibilities:

- Pass. Then the opponents will play 1♣. This is relatively bad business, unless you have many ♣ or believe that the opposition have a much better contract.
- You may hold: ♠52 ♥932♦AQJ432 ♣103. Why didn't partner intervene 1♥ or 1♠? Probably because he has only 4 cards and at least 5 clubs. It is highly likely that the opponenste have a

- wonderful **M** fit, so you should pass, so that they do not find it!
- c) Bidding your suit at the lowest possible level. None of these bids need show more than 6+**HCP**. At the 1 level you also need no more than a 4+ suit. However, the shorter the suit, the better it should be (e.g ♥AKQ10). If you enter the bidding on a 4 card suit, this has a double purpose. It will give your partner a very good lead, and it will prevent your opponents from bidding 3NT.
 - d) 1NT. Shows 15-18 **HCP** as always. You don't mess around with NTs. The **RH** applies the NT system if the opener passes and Nilsson if he doubles.
 - e) Weak jump in a suit. The jump may be at the 2, 3, 4 or 5 level. In principle you should be below opening strength, but since partner has passed, you may also have up to 16 **HCP**! These are good **PREs**.
 - f) Cue-bid in the opponent's suit. This also shows 5-5 in **M** when the opening suit is a **m**. If the opening suit is a **M**, it shows 5-5 in the other **M** and in one of the **m**. Should not be passed (Michaels cue-Bids).
 - g) Jump to 2NT. This shows at least 5-5 in the two lowest suits even against a 1♣ opening that may contain 2+♣. Even if the 1♣ can be 2+♣ 2NT promises ♥+♦. Should not be passed. (Marmic).
 - h) **ToX**. A "reopening double" (since the alternative is pass). Such a double need not have more than 6+**HCP**, but the balancer normally has no 5 card suit and a fit in the other suits. Quite contrary to a double in second position, a double fourth in hand does not necessarily show any **M** suit! A balancing double should almost never be passed by partner. Exception: If you are supergood in the opponent's suit and can see that this will be good business, you are allowed to pass!

There are also other and perhaps even stronger actions available than the ones described. A direct jump to 3NT is impossible to define. It must be a good chance against close to nothing, so partner should usually pass.

A wise bridge player (my mother) used to say that you should never let the opponents play contracts lower than 2♠. For sure, this is an exaggeration, however, it highlights something fundamental.

The point is that the opposition should never be allowed to buy

the contract too cheaply. So what does it mean? It means that we should enter the bidding almost every time the auction dies out long before game. Why? Because the bidding so far would indicate that both sides are equally strong, and if you let the enemy buy you out of every contract, your score will for sure be disastrously low.

By balancing you get into the bidding contest, and more often than not, you are allowed to keep a contract at the 3-level undoubled, which will either be the highest winnable contract or an excellent sacrifice against the bid you could have passed. The other side of this medallion is that the enemy bids one more time and goes down, which also benefits your side.

Mind you, I am not saying that things will always go in our direction, when you reopen, because they won't. From time to time you will make a wrong guess and get a bottom. However, you should be able to endure this, as 8 out of 10 times your side will prosper. Nevertheless it would be a good idea to look at the vulnerability, at the trick potential of your hand, and not least, your opponents before you take action. You should be much more careful if you are vulnerable and if the opposition are very good players. (They are likely to double before you can say "Kalamazoo"!)

It is extremely important that the balancer's partner does not bid more than once, unless he has extremely good reasons for doing so.

Some good advice:

You should never balance on bad cards when the vulnerability makes it too dangerous.

- a) You should never balance if and when it seems that the enemy are in a wrong contract. You are allowed by the laws to interpret your opponents' faces. More often than not they are willing to reveal their lack of "pokerfaces", which will tell you the degree of contentment/discontent.
- b) You should try to read their bidding. A cue-bid which you hold or other things denoting that the sky is not blue. There could be a cue-bid which by mistake is passed down, a reply to a system question which at least one of them doesn't seem to understand a.s.o. In the 4th hand you should ask if you are in doubt (because then you can decide if pass is a good option from you), but never do so in the 2nd hand, for then you will

help the opponents fix whatever was wrong.

- c) You should never balance just to balance. If you believe that the opponents have a much better contract, the last thing you should consider, is to balance.
- d) If the bidding has told you that the opponents have the highest contract, it will always be wrong to balance. If you do, you just add another option to the bidding which could only benefit the enemy: the penalty double.
- e) If you believe that your side might have the highest contract, a balancing double may get the opponents too high. They will go over the top and go down.
- f) It is important for the balancer's partner to realise that you may have bid for both of you when balancing. If he gets contract horny and bids one more time, he is likely to destroy what you have built up. In order to bid one more time, he should have both a superfit, good cards and see a lot of tricks!
- g) "Listen to the music in the bidding dialogue!" If the opponents have found a superfit (4-4 or 5-3) but stop at the two level, it would seem promising for us to balance, as we probably have just as many HCP as the enemy and a good chance of a fit.
- h) On the other hand, if the opponents do not find a fit, it would be close to disasterously dangerous even to contemplate a reopening. The bad fit is somewhat contagious, and may just as well apply to us as to them.
- i) Last, but not least: The way they stop is essential. Lets say it goes 1♥ - 2♥, and the OH takes some time with his next bid. If he passes, you need to be a lot less than hypersensitive to understand that the OH wondered whether to go on. If you balance then, you may catch a cold. On the other hand, If it goes 1♥ - 1NT and the OH's pass comes before you have counted your hand, you should be on the safe side when you balance!

3.3 Partner doubles 1NT opening from the enemy

If you double 1NT from the enemy, this is a **PenX**. In the 2nd position it shows at least a minimum of what the NT opener has, and in 4th position you should have at least a maximum of the NT-openers strength. If the NT opening is 15-17 HCP, your partner doubles and the 3rd hand passes, you should pass with 5+HCP. If you feel you should not defend, any escape will be natural. E.g. you could

say 2♣ on:

♠42 ♥532 ♦732 ♣97654

If the 3rd hand redoubles and shows strength, you apply partial Nilstand, as after the opponents' double of our 1NT opening;

LHO	Partner	RHO	You
1NT	Double	Redble	?
Pass	= Asks for 2♣, to be passed or corrected (one-suiter).		
2♣	= ♣ and another suit.		
2♦	= ♦ and a M.		
2♥	= Both M.		

3.4 Canapé in defence

Also in defence, there will be Canapé bidding. If one hand makes a **ToX**, the other one will bid a **M** if he has one. If he later returns with a **m** (instead of rebidding/supporting a **M**), he will have shown four cards in the **M** and 5 or six cards in the bid **m**: 1♣-X-1♥-1♠-2♥-Pass-Pass-3♦ must necessarily show longer ♦ than ♠!

3.5 1M intervention: system "on/off"

If the opponents open and partner bids 1♥ or 1♠, and the 3rd hand passes or doubles (or bids 1♠ over 1♥), it is "system on". Then we reset the whole bidding, and reply as if partner has opened 1♥/♠.

Exception 1:

A cue-bid in the opponent's suit will show "a good raise to the nearest bidding level in the suit your partner has bid". If the **RH** bids the opponents' suit once more below 3NT, this will be asking for a stopper.

Exception 2:

Even if the 3rd hand bids 1NT or higher after partner's intervention of 1♥/♠, we still apply a jump to 3 in the bid suit as 4+support and a **Pre**, and any jump in a new suit will be a Minisplinter, showing shortage in the bid suit, 4+ trump support and **Inv**. A game bid of the other **M** will be to play. 1♣-1♥-1NT-4♠(to play).

Otherwise, if the 3rd hand bids 1NT or higher over the intervention of 1♥/♠, the rest of the bidding will be natural.

3.6 PF-Lebensohl

A PF Lebensohl is to be applied by the RH to separate between a hand with at least 7 HCP and a weaker hand (0-6 HCP) with a wish to play a part score. The weak hand will be introduced with 2NT, which asks for 3♣, which can be passed or corrected to a one-suiter. If the RH does not bid 2NT, but any suit at the three level, he promises at least 7+HCP. Lebensohl should normally be applied in the following three situations:

Partner makes a ToX over the enemy's M opening at the two level:

LHO	Partner	RHO	You
2♠	Double	Pass	?

Partner makes a ToX over the enemy's support in M at the two level:

1♠	Double	2♠	Pass
Pass	Double	Pass	?

A suit bid now shows an OK hand (7+HCP), while 2NT will show MAX 6 HCP and asks for 3♣ which can be passed or corrected to the right one-suiter. If the doubler is very strong (20+HDP), he should not accept the transfer to 3♣, but normally bid 3♦.

In your own bidding when the OH has reversed:

Opener	LHO	Responder	RHO
1♣	Pass	1♦(♥)	Pass
2♦	Pass	?	

and

1♣	Pass	1♥(♠)	Pass
2♦/♥	Pass	?	

and

1♦	Pass	1♠(♥)	Pass
2♥	Pass	?	

The RH now pushes the emergency brake with 2NT (= PF-Lebensohl) while all suit bids will be 1RF and show at least 7 HCP.

Intervention with Suit Bid

At the one-level any intervention can be primarily lead directing (8-15 HCP and a 5 card suit that is so good that partner can lead from his Kx), but in principle an intervention should be constructive

at the cheapest level. At the two level, intervention almost always shows close to an OH (10-15 HCP and a 5 card suit in M, or a 6 card suit in m). If both opponents have bid, the intervention may be weaker and only lead directing. With a stronger hand than 15 HCP you will always make a ToX before you show your suit.

It can be tempting to intervene with even a 4-card suit, if only it is strong enough. With e.g. AKQx in ♠ it will be easy to bid 1♠ because:

- It makes it more difficult for an opponent to bid.
- It usually generates a good lead and.
- It tends to make an opponent think twice before bidding 3NT with no stopper.

NB! If partner enters the bidding with 1♥/1♠, the normal system after a 1♥ and 1♠ opening is "on" if

- the 3rd hand passes or doubles.
- the 3rd hand bids 1♠ over a 1♥ intervention.

Neither of these bids will corrupt our M system.

3.7 Reply to Intervention in a Suit

Partner should reply to an intervention after pass from the next opponent as if partner had opened in the suit. After the intervention 1♥/♠ from partner and 1♠/pass/X by the next opponent, the RH will be able to treat the intervention with "system on".

A cue-bid in the enemy suit will normally show a good raise in partner's bid suit. A jump to 3 in the enemy suit asks partner to bid 3NT with a stopper in the enemy suit.

When you balance at the two-level, 2NT from partner will mean that he wants to play 3NT if you have a "full" opening.

3.8 Jump Interventions

Jump interventions are PREs and can be very feeble both at the two and three levels. They should, however, be able to receive without any damage, a lead from partner holding Kx!

3.9 A 1NT Intervention

A 1NT intervention shows 15-18 HCP Not UnBal (also in fourth position). The system is almost "on" as if you had opened 1NT

(Drop-Dead Stayman and transfers).

The only difference is that 1NT in the PFsystem does not necessarily show any stopper in the enemy suit. If bids that would otherwise have been Stayman (2♣) or a transfer (2♦/♥), is the opponents' suit, this bid is **GF** and will primarily ask for a stopperPRI in the enemy suit. With one stopper, the NT bidder says 2NT and with a double stopper: 3NT. With no stopper the cheapest sensible bid is used.

If an opponent doubles 1NT, "Nilsland's Slinkningor" is applied.

3.10 A jump intervention to 2NT

A jump intervention to 2NT shows at least 5-5 in the two lowest unbid suits, and may be both weak and strong. If the enemy opens 1♣, you should ask how many ♣ the opening bid must have. If the 1♣ opening shows at least 3♣, it is regarded as a "suit", and 2NT will then show at least 5-5 in ♦ and ♥. However, if 1♣ may be a doubleton (or less), the ♣ is not regarded as a suit, and the jump to 2NT shows 5-5 in ♣ and ♦.

The same criterium is applied to the 1♦ opening. If it has been declared as "2+♦", 2NT will show at least 5-5 in ♣ and ♦, and if it is "the best minor" or 3+♦, a jump to 2NT will show 5+♣ and 5+♥.

If a player cannot satisfy this criterium, and/or if his hand is unsuitable for a "Michaels Cue-bid", he should not intervene with 2NT, but rather participate by bidding his highest ranking suit at the cheapest level and then,

- a) if he gets the opportunity and
- b) if his hand is good enough for a second bid and
- c) the bidding level is not dangerously high, he should follow up by bidding his lowest suit.

It is worth mentioning that most of the honour strength should always be in the long suits, and especially when vulnerable 2NT will show close to an opening bid (9-10 HP), while not vulnerable he could very well have as little as 5+HCP and a feeble hand, and his jump to 2NT will then only inform his partner about his distribution and lay the foundation for a potential sacrifice.

If the RHO passes or doubles, the RH must make a preference bid in the suit that carries the best fit. When equally long in the two suits

the RH should bid ♣ if the bid shows ♣ and ♦, and if the bid shows a M and a m, the RH should bid the M. With a good hand (18-19 when not vulnerable), no fit in the m and extra good coverage in the M, the RH may conveniently land in 3NT.

If the RH jumps to 4♣/♦, it will be a PRE Inv, and even when this is a forced reply because of the hostile bidding, 4♣/♦ will certainly be an Inv to sacrifice over the opponents' game. The 2NT bidder should then raise to game a) with an extra good hand (9-10 HCP and 6-5/6-6 in the suits) b) when he believes in the game or c) if he is fairly sure that it will be a good sacrifice against the opponents' game. He should therefore raise to game immediately, and not wait for the opponents to bid their game, since it will then be less likely that he will be doubled.

If the RHO doubles 2NT, XX will show a strong RH without a fit, which is interested in punitive action. The 2NT bidder should in that case double the opponent's bid with Hz or xxx in that suit, and pass if the RHO passes. If he bids one of his suits, he shows extra length in that suit and will have no defensive tricks to contribute with to a potential doubled M contract. Since you have already shown your distribution, you should, however always pass with a weak hand with no aces.

If the RHO doubles, a pass from the RH will be equally long (3-3 or 2-2) in both the actual suits. In that case, the 2NT bidder should undoubtedly pull out in his longest suit, pull in the M suit if M is one of the suits or choose the suit which has more honours. After a pass from your partner, you should refrain from participating in the bidding, unless if you have an exceptionally good hand.

After pass from your partner, your 2NT intervention may show a full opening hand. If you bid one of the suits later, you will be longer in that suit (6-5/7-6/7-5 etc.) You may choose to raise partners preference with a good hand (PRE). When superstrong (15+HCP), your bid of a new suit which you cannot have, will be a cue-bid and show Inv values. If you cue-bid in the opponents' opening suit, you will be asking for stoppers in that suit trying to find 3NT if your partner is suitable.

After a 1♣/1♦ opening from the opponents, a jump to 4NT will always show both m, no matter how many cards the opening suit

may have, the point being that since we are always looking for **M** fits, it would be harakiri to bring us up to 5M. Therefore, 4NT must deny that one of the suits is a **M**.

All the principles stated in this survey of 2NT/4NT will also apply for Michaels Cue-bids, which is the other side of the coin.

3.11 Intervention 2NT Without a Jump

1M-Pass-2M-2NT (shows 15-18 HCP Not UnBal). The same system as after 2NT opening (Puppet Stayman and transfers) is applied. If the next hand doubles (PenX), "Nilslund's Slinkinger" are applied at the three level.

3.12 A Cue-bid in the Opponents' Suit (Marmic)

A cue-bid in the opponents' suit will show at least 5-5 in **M** after a 1♣/♦ opening and at least 5-5 in the other **M** and an unknown **m** after a 1♥/♠ opening. The cue-bidder may be strong (9-10 HP) or weak (6-8 HP), and after an initial pass from partner, you may have a good opening hand (11-14 HCP). You may even be superstrong (at least 15 HCP), and you show this by volunteering a cue-bid in a suit that you cannot have. If you cue-bid in the opponents' opening suit, you will be asking for stoppers in that suit trying to find 3NT if your partner is game.

For Example:

LHO	Partner	RHO	You
1♣	2♣(♥+♠)	Pass/X	2♠
Pass/X	3♣	Strong	Partner must bid his lowest suit preference without a NT stopper

or:

LHO	Partner	RHO	You
1♦	Pass	1♥	2♥(♠+♣)
Pass/X	2♠/3♣	Pass/X	3♦/♥ Strong Partner must bid his lowest suit preference without a NT stopper

Prefer is an active system in which you will pre-empt on good distribution values. Still, you will always have to assess the risk of being doubled (be a little more careful vulnerable). Still it is a bid which normally more or less shows your total value. With as little as 15,

your suits should be very good. If partner has very little, it will normally be a good sacrifice.

You must be brave and bid the full value of your cards. With excellent support in one of your suits, you may even find a game nobody else finds. This has actually happened to me many times.

And every time the opponents have doubled, it has been a good board for us! I therefore see no problems in suggesting that you should be active in this system!

Another thing is that the opposition is not inclined to double. They love to bid because they play better than they defend, and they have surely seen a lot of doubled contracts go home because their opponents have good distribution!

If the opponents show both **m** (♣ and ♦), a **ToX** will show equal length (4-4 or 5-5) in the **M** (♥/♠). A cue-bid in ♣ will show at least 5-4 in ♥/♠, equally long (5-5) or longer ♥ (Complementary), and a cue-bid in ♦ will show longer ♠ (Complementary). This is also the case when the opponents show both **M**: ♥ and ♠. A **ToX** will show both **m**: ♣ and ♦ (4-4 or 5-5). A cue-bid in ♥ shows longer ♣ (Complementary) or equal length, and a cue-bid in ♠ will show longer ♦.

A jump to the three level will always ask for stopper(s). It is also worth mentioning that any cue-bid in a suit bid by the opponents will be a 1RF on both hands, even if the opponent's suit may be short.

Please note the following:

LHO	Partner	RHO	You
1♣	Pass	1♠	?
			X ToX . At least 4+♥ and 3+♦.
			1♥ 5+♥. A normal simple intervention.
			1NT 15-18 NT. Stayman + transfers after a pass.
			2♣ At least 5-4 in the unbid suits. Longer ♥ (Complementary).
			2♦ 5+♦. A normal simple intervention.
			2♥ PRE-EMPT. At least 6+♥.
			2♠ At least 5-4 in the unbid

suits. Longer ♦ (Complementary) or equally long.

2NT At least 5-5 in the unbid suits. (See MARMIC)

3♣ Asks for 3NT if partner has a ♣ stopper. (At least 15+HCP.)

3♦ PRE-EMPT. At least 6+♦.

3♥ PRE-EMPT. At least 7+♥.

Inv to sacrifice over a hostile game.

3♠ Asks for 3NT if partner has a ♠ stopper.

4♣ At least 15+ HP, 5-5 in the unbid suits and void in ♣. SLAM TRY.

4♥ PRE. At least 8+♥. **Inv** to sacrifice over a hostile game.

4♠ At least 15+ HP, 5-5 in the unbid suits and void in ♠. SLAM TRY.

Example:

♠ Ax
♥ AKxxxx
♦ KQxxx
♣

You will jump to 4♣ after 1♣ - 1♠ from the opponents.

3.13 cue-bid in the Enemy Suit After Intervention

After your own intervention 1♥/♠ and pass/X/1♠ by the next opponent, a cue-bid in the opponents' opening suit will normally show at least a "good raise" (8-11 HDP). Likewise, if partner has intervened with a **m**, cue-bid will always show at least a "good raise" (8-11 HDP). Partner may never pass cue-bid in the enemy suit. (1♣)-X-(1♥)-P-(2♣)-X-(P)-2♦-(P)-? Both 2♥ and 3♣ are now cue-bids, 1RF and should not be passed.

After 3NT Opening by the Enemy

Double Shows a "good" opening (13+HCP). Interested in a

PenX.

4♣ Both M, longer ♥.

4♦ Both M, longer ♠.4♥/♠ Natural. To play.

3.14 Stopper Showing Bids

When an opponent has shown two suits, and we have the possibility to bid both his suits, we show a stopper in the suit we bid.

When an opponent has shown one suit, or there is only one "vacant" suit, we ask for a stopper in that suit when we bid it.

IV
**Conventions After Opening
One of a Minor**

4 Conventions After Opening 1♣/♦

4.1 XYZ

Since they are applied on absolutely equal terms, and since the only difference between them is that the latter will end with 1NT, we are going to use the term **XYZ** as a common denominator for these conventions.

XYZ is applied only by the **RH**, and is "on" (**PRI**) every time there have been 3 bids (or the equivalent) at the one level and only then: 1♣-1♦-1♥/♠; 1♣-1♥-1♠; 1♣-1♦-1NT; 1♣-1♥-1NT; 1♣-1♠-1NT; 1♦-1♥-1♠; 1♦-1♥-1NT and 1♦-1♠-1NT. Only in one sequence is **XYZ** applied without interference after a **M** opening: 1♥-1♠-1NT. If there is an intervention, a double may replace one (or more) of the bids at the one level.

XYZ is the primary principle, and shall take **PRI** in order to **Inv** (2♣) or as a **GF** (2♦). In addition to **XYZ**, there are fit-showing bids like jumps to **ROMEX Short** (singleton **Inv**, which shall take **PRI** over 2♣ **XYZ** when the **RH** wants to **Inv** with a singleton), or any double jump showing a void in the jump suit and a 4 card fit to the last bid suit. All other bids, even new suits are **NF** as long as **XYZ** is available. A new **m** from the **RH** after having shown a **M** at the one level will always be **Canapé** (i.e. shows a longer **m** than the **M**), for we will repeat a 5 card **M** rather than show a 4 card **m** side suit. This is an example of demoting the **m** suits.

However, notice that we also apply **XYZ** after the intervention 1♥/♠/NT in many bidding sequences. The main rule is that when an **X** (**SupX**, **NegX**) replaces any bid at the one level, the system is "on". **PASS** may also be one of the bids, as long as 2♣/2♦ are available for the **RH**.

Examples:

Opener	LHO	Responder	RHO
1♣	Pass	1♦	1♥/♠
X(SupX)	Pass	XYZ is on!	

And:

Opener	LHO	Responder	RHO
1♣	1♥	X(4+♠)	1♠

X(SupX) Pass XYZ is on!

But notice:

Opener	LHO	Responder	RHO
1♣/♦	1NT	X(NB! PenX).	

And:

Opener	LHO	Responder	RHO
1♣/♦	Pass	1♦/1♥/1♠	1NT
X(NB! PenX).			

Please also note 5 sequences which set up **XYZ** after 1♥ opening if the **LHO** or the **RHO** intervene (these principles also apply to **m** openings):

1♥-Pass-1♠-X-1NT (Denies 3♠, for xx **SupX**).

1♥-Pass-1♠-X-XX (**SupXX**-shows 3♠, and activates **XYZ**).

1♥-X-1♠-Pass-1NT.

1♥-X-XX-1♠-1NT. (xx **SupX**)

1♥-X-1♠-1NT-x (**SupX**-shows 3♠, and activates **XY**).

1♥-X-♠-1NT-PASS (max 2♠, **MIN**. **PASS** activates **XY**).

1♥-1♠-x-Pass-1NT (x **NegX** and shows both **m**).

1♥-1♠-x-1NT-x (x1 **NegX** both **m**. X2PFX).

XYZ is never applied after opening 1♠ or higher, nor after the intervention 1NT (15-17 **HCP**) or higher.

4.1.1 How to Apply XYZ

After 3 bids at the one level:

2♣ (**XYZ Inv**) relays to 2♦ and the **RH** may pass 2♦ (with a **SubMIN** with long ♦). If he doesn't pass, any new bid will always be an **Inv**.

2♦ (**XYZ GF**) primarily asks for a bid of unshown values in ♥/♠. Such values will be a 4-card **M** when this has not been excluded, or a 3-card support where a 4-card support has been denied (**PRI**). If a 3-card support has been excluded, a bid in the **M** will show **H_z** in the suit. Secondly 2♦ asks for any 5-card **m**, and if you don't have that either, you should bid 2NT. If you are weak in an unshown **M**, you should perhaps avoid saying 2NT, to get **NT** rightsided (to do so, you might have to tell a white lie and show a 5 card **m** when

you only have 4).

XYZ provides us with enough time and bidding room to exchange information before we bid or invite a game. All new suits below game will therefore both ask for and give additional information. A new suit from the OH will not necessarily show more than three cards, while any new bid from the RH will in principle always be natural.

The main rule is thus that all other bids than 2♣ and 2♦ will normally be weak and to play when XYZ is available as a device for Inv+, with two exceptions:

A direct jump into ROMEX Short takes PRI when the 3rd bid at the one level is a M suit. It shows a singleton in the bid suit and is an Inv in the shown M.

Double jumps which show a fit (including a jump to 3♠/4♣/♦ over a ♥-bid) shows void in the jump suit (unless the bidding has previously shown this suit as a genuine suit). This is a slam try which asks for CUE below game level if you have one. Rejection is a return to the M suit at the lowest level.

Examples:

Opener	LHO	Responder	RHO
1♣	Pass	1♦(♥)	1♥/♠
x(SupX)	Pass	DbleY(on)	
or			
1♣	1♦	Dble(♥)	1♠
x(Supx)	Pass	DbleY(on)	

Note:

1♣/♦	1NT15-18	Dble(PenX)
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and:

1♣/♦	Pass	1♦/1♥/1♠	1NT15-18
x(PenX).			

but:

1♣/♦	x	1♦/1♥/1♠	1NT6-9
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x(Supx).

OpenerResponder

1♣	1♦
----	----

1♥	2♣ XYZ-Inv
?	
2♦	MIN(11-12 HCP Bal) with max 5♣/♦: 4333, 43(42), 33(43), 23(53), 33(52)
2♥	13-14 HCP with 4♥.
2♠	MIN (11-12 HCP) with 3♥ and 4♠
2NT	13-14 HCP Bal with 3♥ and max 5♣/♦: 4333, 43(42), 33(43), 23(53), 33(52) GF.
3♣	13-14 HCP with 3♥, 6♣, and no shortage. GF. 2326
3♦	13-14 HCP with 3♥, 5/6♣ and short ♦. GF.
3♥	4♥ and 15+HCP.
3♠	13-14 HCP with 3♥ and 4♠.
3NT	15+HCP UnBal. 1345, 4315, 3316, 1336, 3307, 0337 NF.

OpenerResponder

1♣	1♥
1♠	2♣ XYZ-Inv
?	
2♦	MIN (11-12 HCP Bal) with 3♠ and max 5♣/♦: 3(433), 3(442), 3(532) 1RF.
2♥	MIN (11-12 HCP) with 3♠ with 4♥.
2♠	13-14 HCP with 4♠.
2NT	13-14 HCP Bal med 3♠ and max 5♣/♦: 3(433), 3(442), 3(532) GF.
3♣	13-14 HCP with 3♠ and 6♣, and no shortage. GF. 3226
3♦	13-14 HCP with 3♠ and 5/6♣ and short ♦.
3♥	13-14 HCP with 3♠ and 4♥.
3♠	4♠. 15+HCP. Mild slam try.
3NT	15+HCP UnBal. with 3♠ and at least 5♣ (3(14)5, 3(13)6, 3(03)7 NF.

If the RH bids 1♠ over 1♣ opening, he denies 4♥/♠, and shows

- a Not UnBal 7-10 HCP,
- a SubMIN 6+♦ or
- 6+♣/♦ and Inv+.

1♠ asks the OH to bid 1NT med 11-14 HCP. If the RH bids on with

2♣XYZ Inv, the OH must bid 2♦ PRI so that the RH can show his hand. Only after 1♠ the RH can be sure to play a SubMIN 6+♦ through applying XYZ Inv.

OpenerResponder

- 1♣ 1♠
- 1NT 2♣ XYZ-Inv
- ?
- 2♦ Obligatory reply.
 - Pass To play. SubMIN with 6+♦.
 - 2♥ Inv with 5+♣ and 4+♦ (Complimentary).
 - 2♠ Inv with 5+♦ and 4+♣ (Complimentary).
 - 2NT Inv with 4-4 or 5-5 in m.
 - 3♣ Inv with 6+♣ (min HJ10xxx).
 - 3♦ Inv with 6+♦ (min HJ10xxx).

OpenerResponder

- 1♦ 1♥
- 1NT 2♣ XYZ-Inv With 4♠ and 18-19 HCP the OH will jump to 2NT!
- ?
- 2♦ MIN 18 (17) HCP Not UnBal) with max 2♠ and max 5♦: 2(443), 23(53), 24(52), 22(54)
- 2♥ MIN 18 (17) HCP Not UnBal) with ♠xx and 6+♦.
- 2♠ MIN 18 (17) HCP Not UnBal) with Hx in ♠ and 6♦.
- 2NT MAX 18-19 HCP Not UnBal with max 2♠ and max 5♦: 2(443), 2(533), 2(542) GF.
- 3♣ MAX 18-19 HCP Not UnBal with max 2♠, 5+♣ and short ♥. GF.
- 3♦ MAX 18-19 HCP Not UnBal with max 2♠, 5+♦ and short ♠. GF.
- 3♥ MAX 18-19 HCP Not UnBal with ♠HH, 5+♣ and 4+♦. GF.
- 3♠ MAX 18-19 HCP Not UnBal with void in ♠ and 6♦. GF.

3NT To play.

OpenerResponder

- 1♦ 1♠

- 1NT 2♣ XYZ-Inv With 4♥ and 18-19 HCP the OH will jump to 2NT!
- ?
- 2♦ 18-19 HCP Not UnBal with max 3♥ and max 5♦: 2344, 23(53), 22(45)
- 2♥ 18-19 HCP Not UnBal with ♥Hxz, without ♠ stopper, and 6+♦.
- 2♠ 18-19 HCP Not UnBal without ♠ stopper, ♥xxx and 6♦.
- 2NT 18-19 HCP Not UnBal with ♠Hz/♠Hxz, ♥Hxz and max 5♦: 2344, 23(53), 22(45)
- 3♣ 18-19 HCP Not UnBal without ♠ stopper, ♥xxx and 5+♣.
- 3♦ 18-19 HCP Not UnBal without ♠ stopper, ♥xxx and 5+♦.
- 3♥ 18-19 HCP Not UnBal with at least ♥Hxz, ♠Hz and 5+♣ (Complimentary).
- 3♠ 18-19 HCP Not UnBal with at least ♥Hxz, ♠Hz and 5+♦ (Complimentary).
- 3NT To play.
- 1♣ 1♦
- 1♥ 2♦ XYZ-GF
- 1?
- 2♥ Exactly 13-14 HCP with 4♥.
- 2♠ Only 3♥ and 4♠, 11-14 HCP.
- 2NT 11-12 HCP Not UnBal with 3♥, max 3♠ and max 5m: 33(43), 33(25), (23)(53)
- 3♣ 11-14 HCP with 6♣ and 3♥ (Natural).
- 3♦ 11-14 HCP with 6♦ and 3♥ (Natural).
- 3♥ 4+♥ and 15+HCP.
- 3♠ Showing 15+HCP with 3♥ and 4 good ♠.
- 3NT 11-12 HCP Not UnBal. To play.

OpenerResponder

- 1♣ 1♦
- 1♠ 2♦ XYZ-GF
- ?
- 2♥ 11-12 HCP with 3♥ and 4♠.

- 2♠ 13-14 HCP with 3♥ and 4♠ or 6+♣ and 5♠. 2NT asks and 3♣ shows 6+♣.
- 2NT 13+HCP Not UnBal med 4♠ and 2♥: 42(43), 42(52)
- 3♣ 13-14 HCP with 4♠ and 5+♣.
- 3♦ 13-14 HCP with 4♠ and 5+♦.
- 3♥ 3♥ and 15+HCP Not Bal. 3♠ asks, and 3NT Not UnBal, while 4♣ 6-cards.
- 3♠ Showing 15+ UnBal with 6+♣ and 5♠. 3NT/4♥To play. 4Ny CUE.
- 3NT 11-12 HCP Not UnBal. To play.

OpenerResponder

- 1♣ 1♦
- 1NT 2♦ XYZ-GF
- ?
- 2♥ 11-12 HCP Not UnBal with ♥Hz and max 3♠.
- 2♠ 11-12 HCP Not UnBal with 3♠ and max ♥xx. (♥Hz is PRI since the RH showed ♥.)
- 2NT 13-14 HCP Not UnBal m. ♥xx and max 3♠: 3244, 32(53).
- 3♣ 11-14 HCP Not UnBal with max ♥xx, 6+♣, and no shortage. 3226, 2236, 2227.
- 3♥ 11-14 HCP Not UnBal with max ♥xx, 6+♦, and no shortage. 3262, 2263, 2272.
- 3♥ 13-14 HCP with ♥Hz.
- 3♠ 13-14 HCP with 3♠, and max ♥xx.
- 3NT 11-12 HCP Not UnBal. To play.

OpenerResponder

- 1♣ 1♥
- 1♠ 2♦XY-GF
- ?
- 2♥ 11-14 HCP Not UnBal and 3♠ but with 4♥.
- 2♠ Exactly 13-14 HCP with 4♠.
- 2NT 13-14 HCP Not UnBal with 3♠ and without 6m: 33(43), 32(53), 33(52).
- 3♣ 13-14 HCP with 6♣, but no shortage (Natural).
- 3♦ 13-14 HCP with 6♦, but no shortage (Natural).
- 3♥ 4+♥ and 15+HCP.

- 3♠ Shows 15+HCP Not UnBal with 4♠.
- 3NT 11-12 HCP Not UnBal. To play.

OpenerResponder

- 1♣ 1♥
- 1NT 2♦ XYZ-GF
- ?
- 2♥ 13-14 HCP Not UnBal with ♠xx and max ♥xxx.
- 2♠ 13-14 HCP Not UnBal with ♠Hz and max ♥xxx.
- 2NT 13-14 HCP Not UnBal with ♠xx, ♥xx and 5m: 22(54).
- 3♣ 13-14 HCP Not UnBal with 6+♣, 2♠ and 2♥: 2236, 2227.
- 3♦ 13-14 HCP Not UnBal with 6+♦, 2♠ and 2♥: 2263, 2272.
- 3♥ 15+HCP with ♠xx and max ♥xxx.
- 3♠ 15+HCP with ♠Hz and max ♥xxx.
- 3NT 11-12 HCP Not UnBal. To play.

OpenerResponder

- 1♣ 1♠
- 1NT 2♦ XYZ-GF
- ?
- 2♥ 11-14 HCP with 4♥. Can also have 4♠.
- 2♠ 11-14 HCP with 4♠.
- 2NT 13-14 HCP Not UnBal without 4M and without 6m: 33(43), 33(52), 32(53), 22(45)
- 3♣ 13+HCP Not UnBal with 6+♣, and no shortage. (322)6, 2227
- 3♦ 13+HCP Not UnBal with 6+♦, and no shortage. (32)62, 2263, 2272.
- 3♥ 15+HCP Not UnBal with 4+♥.
- 3♠ 15+HCP Not UnBal with 4+♠.
- 3NT 11-12 HCP(SEMI)Bal. To play.

OpenerResponder

- 1♦ 1♥
- 1♠ 2♦ XY-GF
- ?
- 2♥ 11-12 HCP with 4♥ and 3♠.

- 2♠ Exactly 13-14 HCP with 4♠. (With 11-12 HCP and 4♠ you jump to 2♠ over 1♥!)
- 2NT 13-14 HCP Not UnBal with 3♠, max 3♥ and 4-5m: 33(43), 33(52), 32(53)
- 3♣ 13-14 HCP Not Bal with 3♠ and 6+♣: 3226, 3(31)6, 3(21)7
- 3♦ 13-14 HCP Not Bal with 3♠ and 6+♦. 3262, 3271, 3172
- 3♥ 13-14 HCP with 4♥ and 3♠.
- 3♠ 15+HCP with 4♠ (bad HCP). With 15+ good HCP and 4♠: 3♠ over 1♥.
- 3NT 11-12 HCP(UN/SEMI)Bal. To play.

OpenerResponder

- 1♦ 1♥
- 1NT 2♦ XYZ-GF
- ?
- 2♥ 13-14 HCP with 4♥ and max ♠xx.
- 2♠ 13-14 HCP with ♠Hz.
- 2NT 13+HCP Not UnBal with max 3♥, 2♠ and 5m: 2344 23(53) 22(54)
- 3♣ 13-14 HCP(UN/SEMI)Bal, with ♠xx and 6+♣.
- 3♦ 13-14 HCP (UN/SEMI)Bal with ♠xx and 6+♦.
- 3♥ 15+HCP with 4♥ and max ♠xx.
- 3♠ 15+HCP with ♠Hz.
- 3NT 11-12 HCP. To play.

OpenerResponder

- 1♦ 1♠
- 1NT 2♦ XYZ-GF
- ?
- 2♥ 13-14 HCP with 4♥. Can also have 4♠.
- 2♠ 13-14 HCP with 4♠.
- 2NT 13-14 HCP Not UnBal: (4-3-3-3, 4-3-2-4, 3-3-2-5, 2-3-3-5.)
- 3♣ 13+HCP Not UnBal with 6+♣ and max 3M: (3-2-2-6, 2-3-2-6, 2-2-3-6).
- 3♦ 13+HCP Not UnBal with 6+♦ and max 3M: (3-2-6-2, 2-3-6-2, 2-2-6-3).

- 3♥ 15+HCP with 4♥.
- 3♠ 15+HCP with 4♠.
- 3NT 11-12 HCP. To play.

OpenerResponder

- 1♥ 1♠
- 1NT 2♦ XYZ-GF
- ?
- 2♥ 6+♥.
- 2♠ 13-14 HCP UnBal with max 3♠ and 5♥.
- 2NT 13-14 HCP Bal with max 3♠ and 5♥.
- 3♣ 13-14 HCP Not UnBal with 5♥ and 4♣.
- 3♦ 13-14 HCP Not UnBal with 5♥ and 4♦.
- 3♥ 15+HCP with 6+♥.
- 3♠ 15+HCP with 5♥ and 4♠.
- 3NT 11-12 HCP with max 5♥ and 3♠.

4.1.2 XYZ After Major Openings

After opening 1♥/♠ there is only one sequence that can set up XYZ on the RH if the opponents pass:

Opener LHO Responder RHO

- 1♥ Pass 1♠ Pass
- 1NT Pass 2♣/♦

However, please notice a huge number of sequences where one or both of the opponents interfere. All of the sequences below set up 2♣/♦ to mean XYZ after 3 (or 5) bids at the one level from our own side. Please note that at least one of these bids may be a pass (on both hands):

Opener LHO Responder RHO

- 1♥ Pass 1♠ X
- Pass Pass 2♣/♦
- 1♥ Pass 1♠ X
- 1NT Pass 2♣/♦ (1NT max 2♠.)
- 1♥ Pass 1♠ X
- 1NT X 2♣/♦ (1NT max 2♠.)
- 1♥ Pass 1♠ X
- XX Pass 2♣/♦ (XX SUP)

1♥	Pass	1♠	X
XX	1NT	2♣/♦	(XX SUP)
1♥	Pass	1♠	(X)
Pass	1NT	2♣/♦	
1♥	Pass	1♠	Pass
1NT	X	2♣/♦	
1♥	X	1♠	Pass
Pass	X	2♣/♦	
1♥	X	1♠	Pass
1NT	Pass	2♣/♦	
1♥	X	1♠	Pass
1NT	X	2♣/♦	
1♥	X	1♠	X
Pass	Pass	2♣/♦	
1♥	X	1♠	X
Pass	Pass	2♣/♦	
1♥	X	1♠	Pass
Pass	1NT	2♣/♦	
1♥	X	1♠	X
1NT	Pass	2♣/♦	
1♥	X	1♠	X
1NT	Pass	2♣/♦	
1♥	X	XX	1♠
Pass	Pass	2♣/♦	
1♥	X	XX	1♠
1NT	X	2♣/♦	
1♥	X	XX	1♠
Pass	X	2♣/♦	
1♥	X	XX	1NT
Pass	Pass	2♣/♦	
1♥	1♠	Double	Pass
Pass	X	2♣/♦	
1♥	1♠	Double	Pass
1NT	Pass	2♣/♦	
1♥	1♠	Double	1NT
Pass	Pass	2♣/♦	
1♥	1♠	Double	1NT

X	Pass	2♣/♦	
1♥	X	XX	Pass
1NT	Pass	2♣/♦	
1♠	X	XX	Pass
Pass	1NT	2♣/♦	
1♠	X	1NT	Pass
Pass	X	2♣/♦	

But please note:

1♥	1NT	(X PenX)	
1♠	1NT	Dble	(X PenX)

In all these cases the **Inv/GF** function will be handled by **XYZ**, which take **PRI** (2♣ **Inv** and 2♦ **GF**). All other bids than these are either **ROMEX Short** (singleton **Inv**), fit jumps to 3♠/4♣/♦ (over 1♥) or to 4♣/♦(over 1♠) which show void in the jump suit and a 4+ fit in the opening suit. Other suit bids are no longer forcing (**NF**).

In addition, a new **m** by the **RH** at the 3 level after 1♥-1♠-1NT will always show a Canapé (longer **m** than the **M**), for otherwise we always repeat a 5 card **M** rather than to show a 4 card **m**. Otherwise we follow normal strategy and the system is “on” after X from the **RHO**, and also after the **RHO** has bid 1♠ over 1♥. Please note that 1♠ - 4♥ is always for play, just like 1♥ - 4♠.

4.2 2 over 1 (2/1)

PF has no genuine 2 over 1 sequences without any intervention from the opposition.

However, if the opponents bid 1♠ or higher over 1♣ or 1♥ or higher over 1♦, our system has been corrupted and is consequently “off”. Then 1NT will be the primary bid for all hands between 7 and 10 **HCP** (if available). Since we then go over to natural bidding, 2 over 1 will find its rightful place in this setting, and shows 5+ cards in **M**, 4+ cards in **m** and 11+**HCP**. It sets up **PenX** on both hands.

4.3 PF Lebensohl

PF Lebensohl is applied by the **RH** after the **OH** has reversed (15+**HCP**) to distinguish between a hand with 7+**HCP** and a weaker hand (**SubMIN**: 3-6 **HCP**) and conveys a wish to play a part-score. This is mainly due to the fact that the **RH** may be as weak as 3 **HCP**,

and there is a need for an emergency brake when the **OH** is strong. The **PF Lebensohl** will also function, even if the opponent(s) have bid.

A **SubMIN RH** bids 2NT over any reverse bid by the **OH**. This asks for 3♣, which the **RH** passes, or corrects to 3♦ (underlying suit), which he should be allowed to play, even opposite an 18-19 NT.

If the **RH** first bids 2NT over a reverse bid and then over 3♣ from the **OH**:

- a) Repeats his own shown **M**, he will show a **MAX SubMIN**, with some good values, and at least a 6 card suit. This is a very mild **Inv** in the suit, and the **OH** should have 18-19 **HCP** or the equivalent in distributional values to accept the **Inv**.
- b) Supports the **OH's** reverse suit, the **RH** shows a **MAX SubMIN** with a 4 card support. Also this is a very mild **Inv**, and the **OH** should have 18-19 **HCP** or the equivalent in distributional values to accept the **Inv**.

A close relative of the **PF Lebensohl** occurs when the **OH** has shown 5♣ + 4♦ or 5♦ + 4♣ in a reverse bid after opening 1♣ (1♣ - 1x - 2♦). If the **RH** bids 2NT, the **OH** should pull to his longest **m**.

If the **RH** does not bid 2NT after a reverse bid from the **OH**, but anything at the three level, he will promise at least 7+**HCP**, and this is a constructive bid. It will be **1RF** opposite a 15-17 **HCP** count and **GF** if the **OH** holds an 18-19 **HCP** hand.

PF Lebensohl is also applied in defence after a weak 2♥/♠ by an opponent, and also after a **ToX** of a "Tartan" (weak two suiters), but not after a 1NT opening and intervention (see the **PF** defence against the opponents' intervention over 1NT).

4.4 Canapé

Canapé means in **PF** that the **RH** bids a longer **m** after having shown a shorter **M**.

The **OH** will never have any Canapé suit, for the opening suit will almost always be his longest in a distributional hand. (Exception: opening 1♣/♦ with 5-4 in the **m**).

The **RH**, however, will very frequently show a Canapé suit in ♣/♦ after he has shown 4+♥/♠ in his first bid (or has responded correctly

in **PRI** situations).

Since the 1st **PRI** in this system is to always reveal **M** fits, a weak **RH** with 4M + 5/6m will always choose to show the **M** suit first. He will not bid a 4 card ♣/♦, unless there is a **1RF/GF** which would make it natural to bid ♣/♦ (e.g. after a **PFX**) or if the **RH** is strong enough to show a **m** Canapé when you have found not other **M** fit yet.

This means that when the **RH** only shows 4+ **M** and then chooses to show a **m**, the ♣/♦ suit is as a rule longer than the shown ♥/♠ whenever the **OH** has not established an 8 card fit in the **M** suit. A jump to 3♣/♦ from the **RH** as a second bid will always be a weak Canapé as long as **XYZ** is available.

Example 1:

1♣-1♦-1NT-3♣/♦ **NF** Canapé in ♣/♦ (4♥ and 5+♣/♦). 3♣/♦ are not regarded as "new suits at the three level", for if the **RH** must apply **XYZ** for an **Inv** or a **GF**.

Example 2:

1♦-1♠-1NT-2♣-2♦-3♣/♦ **Inv** Canapé in ♣/♦ (4♥ and 5+♣/♦).

Example 3:

1♦-1♠-1NT-2♦-2♥-3♣/♦ **GF** Canapé in ♣/♦ (4♥ and 5+♣/♦).

If the **RH** has 5♥/♠ + 4♣/♦ in weak hand, he should rather repeat the **M** suit than bid the **m** (with or without a jump).

The **RH** can:

- a) Go via **XYZ** and determine to **Inv** or to bid a **GF**, and then show a longer **m**.
- b) Jump to 3♣/♦ as **NF** Canapé after only having shown a 4 card ♥/♠ when **XYZ** is available.
- c) Pass with not too strong a hand (**SubMIN**). Then (if given the opportunity), he can bid the ♣/♦ suit as a natural **NF** Canapé, if he thinks that the bidding level, the vulnerability and the strength of the hand could justify this.
- d) Apply the **PF-X** to make his partner bid his **m** in a competitive bidding sequence. (This also applies to the **OH**.)

After a **PFX** it will be easy to show a longer **m** direct (and even easier if an opponent interferes), for if there is not fixed fit, new suits in a competitive bidding sequence will:

Still be 1RF (the PFX will make new suits NF for the other hand.)
Not necessarily be longer than four cards.

4.5 The OH Shows a Running 7+ Suit

If the OH opens 1 in a suit and as his second bid jumps to 3NT, he will show a running, at least 7 card opening suit.

The RH can pass 3NT if he deems it to be correct, but 4 in the opening suit is a sign off from the RH.

If the OH has a M, 4♣ will be a question about the length of the suit, while 4 in other suits will be CUEs. The OH says 4♦ with 7 cards, 4♥ with 8 cards a.s.o. After this any new suit becomes a CUE and 4NT will be RKCB.

If the OH has a m, 4 in the opening suit will be a sign off, while 4 in the opposite m will be a question about the length.

4.5.1 Fine Graded Support

We apply a fine-masked reply system both as to honour strength and to fit in the opening suit. There is clear distinction between a superfit (At least xxxx), a fit (at least xxx), a minifit (Hz or xx) and no fit (max x).

4.5.2 The Main Principle

The main principle is that 5-4 fits are very functional, actually much better than most other fits. Larry Cohen's "The law of the total tricks" states that if we have 9 trumps together in ♥/♠, we should normally play (at least) on the 3-level. The contract is either making, or it will be an excellent sacrifice against whatever contract the enemy might have. This credo is the reason why we jump aggressively, even with as little as 3 HDP, regardless of vulnerability. It is of vital essence that you believe in this principle and bid your cards fully every time you have 4 trumps.

This actually serves several purposes at the same time. Firstly, the RH can show exactly what his hand is worth immediately; secondly, the possible Inv (or lack of Inv) which is built into such bid will not be blurred by hostile action; thirdly, all such jumps will be quite destructive and will influence the opponents' plans, whatever they might be, since the enemy will be high up on the 3 level before they

can even start to decide whether to bid or not. Even if this credo should be wrong from time to time, some opponents will actually hate to be outbid, and will make bad sacrifices more often than not.

X
Conventions After Opening
1♥/♠

5 Conventions After Opening 1♥/♠

5.1 PF Structural Jumps

With a 4-card fit for the opening **M** we always jump, either in the trump suit (**SubMIN**), in a new suit: (jump+1, +2 and +3, = which may slightly resemble "Bergen Raises".) or in NT (= **GF** "Stenberg" except after an initial pass, in which case it is only an **Inv**). After having established a 9 card fit in a **M**, a NT contract is no longer any option, and these fit jumps work in two directions simultaneously: a) on the one hand they are constructive fit bids for us, and b) on the other hand they bar, hinder and hamper the enemy (**PREs**).

5.2 PF Structural Jump+1

Jump+1 means that the **RH** jumps past simple support of the opening suit to one bid higher. (1hx–2sx and 1sx–3cx). The jump is **1RF** and promises that the **RH** has at least 4 trumps, 7-10 **HDP** and promises a singleton somewhere. This bid will efficiently do the same job as a "Mini-Splinter".

The relay bid (2NT after 1hx–2sx and 3dx after 1sx–3cx) asks the **RH** to show his short suit in the following **PRI** order: 1) a natural suit, 2) a complementary suit (cx to hx and dx to sx and the other way around) and 3) Residue (whatever remains). After the reply, the **OH** can "land" in 3hx/sx (to play) with a bad **MIN** opening if the singleton suit made it wrong to go to game. Any new suit (other than the relay bid) from the **OH** will be a **CUE**.

5.3 PF Structural Jump+2

Jump+2 means that the **RH** jumps past a simple support of the opening suit and bids 2 suits higher. (1hx–3cx and 1sx–3dx). The bid means that the **RH** has 4 trumps, 11-13 **HDP** and may contain a singleton. The bid is **1RF**, and a very strong game suggestion since you have a 9 card fit in the **M** and at least 22 **HDP** combined.

It will surely take some effort to stop below game, but with **MIN** on both hands, it can be (and has been) done. To stop before game will certainly provide you with lot of points, since most of the players in the room will not be able to acknowledge the distinction between one and two **MIN** bids. A new suit from the **OH** is **CUE** and **GF**.

5.4 PF Structural Jump+3

Jump+3 means that you jump past a simple support of the opening suit and bid 3 suits higher. (1hx–3dx and 1sx–3hx). The bid means that the **RH** has 4 trumps and 7-10 **HDP**, and furthermore, he denies any shortage. **1RF**. This means that this jump is a very aggressive **Pre**. The **OH** lays off in 3hx/sx (for play) with no belief in game, and if he does, the **RH** should pass (if he knows what is good for him). A new suit from the **OH** is, however, **CUE** and **GF**.

5.5 "Stenberg"

2NT from the **RH** after opening 1hx/sx means that the **RH** has at least 4 trumps and 14+**HDP** and a **GF** (a convention named after the Swede Alvar Stenberg). Thus, all direct jumps over 1hx/sx show 4-card support for the opening suit.

A jump to 2NT after the **OH** starts with 1 **M** means:

- At least a 4-card support in the opening suit.
- At least 14+**HDP**.
- A **GF** and often a slam try.
- After an initial pass, the bid is an **Inv**.

This convention makes the difference as regards the tranquillity of a bidding sequence. Without further thoughts about **1RF/GF** you can quietly investigate whether there could be a slam try or not.

Since the bid 2NT is at least **GF**, and that you will almost NEVER play in other contracts than in the opening **M**, the bid is in itself a slam try. After 2NT you have conventions enough to determine if both distribution and honours in the suits and potential short suits could be enough for slam try.

NB! We also apply "Stenberg" with 3-card support for the opening **M** suit on the **RH** in these two bidding sequences: 1♥–2♦–2♥–2NT and 1♠–2♥–2♠–2NT. 2NT here only shows three cards in the opening suit and 14+**HCP**. The principles for bidding after this are exactly the same as after "normal Stenberg".

Stenberg is also applied after intervention from the opponents up to 2♠.

5.6 The OH's Reply to 2NT (Stenberg)

With a **MIN** (11-12 **HDP**) the **OH** should jump direct to game in the opening suit: 1hx-2NT-4hx or 1sx-2NT-4sx. This is a warning to the **RH** that the **OH** is relatively weak.

All other bids than this from the **OH** show more than a **MIN** (at least 13+**HDP**). The bid of a side suit on the 3-level is natural (shows at least four cards in the bid suit).

The bid of 3 in the trump suit shows additional values, (most often 15+**HDP**) and asks for a short suit (a singleton or void). All subsequent bids after this are **CUEs**, with the opening suit as trumps.

The bid 3NT shows a **Not UnBal** hand with 13-14 **HCP** without any side suit. This is quite natural, for with 11-12 **HCP** the **OH** jumps to game in the opening suit, and with 15-17 **HCP** he will bid 3 in the trump suit. In special cases, 3NT can be passed when the 2NT bidder

- a) is not Slam ambitious,
- b) when he believes that there are just as many tricks in NT as in the **M** (especially in pairs tournaments) or
- c) when he believes 9 tricks in NT will be easier than 10 tricks in a **M**.

All direct jumps to a new suit at the four level show a void (in principle) but with very difficult hand it may be an ace in the bid suit (**Ax/Axx**). A jump to 4NT after Stenberg is **RKCB** with the opening suit as agreed trumps.

5.7 A Jump to 3 in the Opening Suit

A jump to 3 in the opening suit (1♥-3♥ and 1♠-3♠) means that the **RH** has 4 trumps and 3-6 **HDP**. This is a very aggressive **Pre**, but it is quite according to “the Law”. A new suit after that = **CUE**.

5.8 Direct Jump to 3♣/4♣/♦(over 1♥) + 4♣/♦(over 1♠)

(1♥-3♣/4♣/♦ and 1♠-4♣/♦) means that the **RH** has a 4 card trump support and a void in the jump suit. **GF**. A new suit = **CUE**. 4NT = **EKCB**.

5.9 A Direct Jump to 4♣ (over 1♥)/4♥ (over 1♠)

A direct jump to 4 in the opposite **M** (1♥-4♣ and 1♠-4♥) means that the **RH** has his own, good **M**. It is always for play. The bid is not

Slam ambitious, but is a **Pre** game. A new suit = **CUE**. 4NT = Exclusion **RKCB** in the **RH**'s bid suit.

5.10 PF Transfers

After opening 1♥/♠ we apply three different **PF** transfers at the two level (up to and including the suit under the opening suit): a) to show a 3 card support, b) to differentiate the **HCP** strength and c) to show other minor suited hands, with at least **Inv**-strength, with max a 2 card support in the opening suit. However, such transfer bids can also (extremely rarely) be passed by the **RH** (1♠-2♣-2♦-Pass/1♠-2♦-2♥-Pass).

These **PF** transfers are:

- a) 2♣ to 2♦. Shows minor hands with max a 2 card support in the opening suit. The same meaning and development both after 1♥ and after 1♠.
- b) 2♦ to 2♥. After 1♥ it shows 3♥ and a) 3-6 **HDP**, b) 11-13 **HDP** or c) 14+**HDP**.
- c) After 1♠ it shows 4+♥ and 11+**HCP**.

Only after 1♠: 2♥ to 2♠. Shows 3♠ and either a) 3-6 **HDP**, b) 11+**HDP** or c) 14+ **HDP**.

The **OH** should normally bid the transfer suit, even with only a singleton in the transfer suit. Then he will find out exactly what the **RH** wants to convey. This should be the **OH**'s strategy every time he has normal **MIN** hand (11-14 **HCP**).

If he deviates from this (breaks the transfer) with a suit bid, he must have a very special hand, e.g. 6 cards in a good opening suit (combined with a void in the transfer suit), an extreme **ZAR** opening (and max a singleton in the transfer suit) or at least 15 **HCP**/**HDP**, and a hand that could go to game even opposite a **SubMIN** **RH**. If the **OH** breaks the transfer with 2NT, he shows 18-19 **HCP**, and wants to play a game.

So, the normal thing would be to be “a good boy” and let yourself be transferred.

5.11 Forcing Sequences

5.11.1 4th Suit = **GF**.

Whenever XY is not available, we must have other criteriae for **Inv** and **GF** bids. The 4th suit will normally be **GF** asking for stopper in the 4th suit on both hands. A stopper is then shown via a NT bid. The 4th suit can also be activated after activity from the opponents (then the suit bid by the opponents is counted as one of the suits).

Examples of 4th suit **GF**:

1♣ 1♦(♥) 2♦ 2♠
 1♣ 1♥(♠) 2♦ 2♥
 1♦ 1♠(♥) 2♣ 2♥
 1♦ 1♥(♠) 2♣ 2♥
 1♥ 1♠ 2♣- 2♦
 1♥ 1♠ 2♦ 3♣
 1♠ 2♦(♥) 3♣ 3♦(Canapé)

5.11.2 The 4th Suit Is Doubled by an Opponent

When the 4th suit is doubled by an opponent, we show what we have in the actual suit:

Pass No stopper. Partner then redoubles with a stopper and bids NT with one and half stoppers.

XX Half a stopper or a full stopper. Partner bids NT with half a stopper or a full stopper, and bids a suit without a stopper.

3NT A double stopper.

Suit bid A singleton.

5.11.3 Reverse

There is almost nothing called a "reverse" on the **OH** after opening 1 in **M**, as only this sequence may apply: 1♥-1NT-2♠ (1RF). The **RH** has, however, number of bidding sequences in which he can show a reverse hand, especially after an intervention from an opponent. A reverse on the **RH** is not necessarily **GF**, but it is **1RF** and at least **Inv**. Since all new suits are **1RF** on both hands (when **XYZ** is not available), is it not so difficult to handle even very strong hands.

5.12 PRE-EMPTs

5.12.1 The Opening Hand (the OH)

The **OH** will very rarely **Pre** after a reply from the **RH**. Almost all his bids will be either directed (asked for), constructive, showing, forcing (**1RF/GF**) or possibly **Inv**. There are, however, some important exceptions:

- 2 openings and higher = **Pre**. (Exception: 2NT can show 5-5 in **m** and 15+HCP.)
- 3♣ after 1♣-2♣ = **Pre**.
- 3♦ after 1♦-2♦ = **Pre**.
- 4♣ after 1♣ - 2/3♣ = **Pre Inv**.
- 4♦ after 1♦ - 2/3♦ = **Pre Inv**.
- A raise to 3♥ after 1♥-2♥ = **Pre**.
- A raise to 3♠ after 1♠-2♠ = **Pre**.

If an opponent bids and your partner only passes, also the **OH** can make a **Pre** (possibly also a **Pre Inv**), both with and without a jump. Partner should normally pass after such bids, but with an extreme fit and good distribution and 2-3 tricks, he can he **Pre** on, or even bid a game if this seems like the right thing to do. After an initial pass, the **OH** can make make a **Pre**, also after partner's and/or his own intervention.

5.12.2 The Reply Hand (the RH)

The **RH** can, however, apply a long row of **PREs**. Almost all the **RH's** raises (or jumps) to 3 in one of partner bid suits will be a **Pre!** Any jump to 4 in a new **M** (= game) will be for play (a "Pre game") after all opening bids at the one level. This is just simply practical bridge which furnishes the **LHO** with a far from easy bid. These principles also apply when you are on the defending side.

Example:

West	East
1□	1□
2□	2□
?	
	♠ 98
	♥ KJ
	♦ AQ6432
	♣ KJ4

The OH has denied 3+♥ and 4♠, and with his 14 HCP he will accept the Inv. Therefore he should bid over 1NT 2♣ 2♥. ♥Hz is his max support now, and therefore he should bid 3♥, which is not a Pre, but accepts the Inv.

After 1♣/♦ opening, any jump shift will be a Pre. A direct jump support to 3 or 4 in M as well as in m is always a Pre: 1♣ - 3♣, 1♣ - 4♣/1♦ - 4♦ (Pre Inv), 1♥ - 3♥ and 1♠ - 3♠. However (Exception): 1♦ - 3♦ = 7-10 HCP, while 1♦ - 2♦ shows a SUMBIN Pre.

Whenever you have XYZ and/or ROMEX at your disposal, any Inv or GF sequence must be introduced by 2♣/2♦ (or the equivalent in ROMEX), and if you do not apply these bids (or a (double) jump in your short suit), all other bids will have other meanings than Inv/GF, i.e. be for play or a preference bid or often a Pre both with and without a fit in partner's suit.

5.12.3 Pre After an Intervention

After an opponent has intervened, a jump in your own or in partner's bid suit will have a great pre-emptive effect:

1♣-1♠-3♣ Dble, new suit and CUE is forcing. 2NT is Inv

1♦-1♠-3♦ Dble, new suit and CUE is forcing. 2NT is Inv

1♥-1♠-3♥ Dble, new suit and CUE is forcing. 2NT is Stenberg

1♣-1♦-1♠-3♣/♥ Dble, new suit and CUE is forcing. 2NT is Inv.

1♥-2♥/2NT-3♥ etc. Dble will show an interest in PenXin at least one of their suits. new suit/CUE = 1RF+. 2NT is Stenberg.

After intervention from the opponents, a PF-x followed by a suit support will always be an Inv.

5.12.4 Pre Inv

In this system quite a new concept is introduced, namely a "Pre Inv".

A Pre Inv is a bid in a m which in some circumstances will function as a Pre, but then again under other presumptions it can also be a light Inv.

When you make a Pre Inv, your partner should dive down into his hand his and see if he

a) has better trump support than expected (at least 3+) and

b) has a hand able to produce 3+ additional tricks (ruffs included)? If the answers to both a) and b) are "Yes!", we should treat a Pre Inv as an Inv and go on to game, If the reply to either a) or b) or both is "No", we should pass.

1♣-2♣-4♣ (Pre Inv).

1♣-3♣-4♣ (Pre Inv).

1♦-2♦-4♦ (Pre Inv).

1♦-3♦-4♦ (Pre Inv).

Pre Inv is also handy in defence:

1♣-1♦-1♠-3♣/♦ (Pre)-4♣/♦ (Pre Inv).

5.12.5 The Opening Pre

2♦ is a Pre opening with one M (below opening values or 20-21 NT/24-25 NT). The RH should first discover what suit it is, and then, if possible Pre on as high as he dares.

2♥/2♠ are PREs with a 5 card M and at least 4 in a m and below opening strength. The RH should pre-empt with a fit in the opening suit, or go through 2NT to discover what m partner holds, and then pre-empt on as high as he dares.

A 2NT opening is a Pre opening with both m (at least 5-5 and below opening strength or at least 15+HCP). The RH should pre-empt if he sees a fit. With a very good fit and great trick potential, he can bid 4♣/♦ as a Pre Inv.

All openings at the three and four levels are PREs with at least 6♣/♦ or at least 7♥/♠ and below opening strength. The RH must assess fit, vulnerability and also the opponents and their potential contracts before he chooses a strategy.

A Pre opener should never bid again, even if the RH supports him. He should empty his hand in the first bid, and it should now be up to partner to determine where to land.

5.13 Canapé

A Canapé is never applied on the OH, as the opening suit (♥/♠) is always your longest suit. This is also the case with 1♦ (suited), and to a certain extent also with 1♣. (Two exceptions: 1♣-1♦/♥/♠/

NT/2♣-2♦ (15+HCP) and 1♦-1♥/♠/NT-2♣ (11-14 HCP). Both these sequences show 5-4 in the **m** (can be longest in either **m**, ♣ or ♦) and 11-14 HCP. 2NT will ask for the longest suit. Another exception may be a **ZAR** 1M opener, which can have a longer **m**.)

On the **RH**, however, you will often apply a Canapé, especially after showing a 4 card **M** at the one level, e.g. 1♥-1♠. Example: 1♥-1♠-1NT/(2♥)-3♣/♦ will always show 4♠ but a longer ♣/♦ (Canapé) and **NF**. There are lot of bidding sequences that constitute **Inv**: including **XY**, **ROMEX** and any new suit (**1RF**).

Also, it is hardly surprising that 1♥/♠-1NT-2♦-3♣ will show and long ♣ (**NF**), just as in a normal natural system. Likewise, quite a number of bidding sequences introduced by 2♣ over 1♥/♠ will show one or both long **m**. Finally, 4♥ and a long **m** (**Inv**) may be shown after the transfer bid 2♦ over 1♠.

5.14 Mini-Splinter

The "Mini-Splinter" functions in this system after **M** openings are normally shown with "PF structural jump+1" when the opponents don't interfere. If an opponent interferes so high that the "system will be corrupted", a normal "Mini-Splinter" and "Splinter" will be applied. Please note that the "PF structural jump+2" can also have this function and shows a possible singleton. This would, however, be a somewhat stronger edition of "Mini-Splinter".

Only in one position will you have something that resembles a "Mini-Splinter", namely a direct jump into **ROMEX** Short after a 1♥ opening: 1♥-1♠-3♣/♦ will show 4♠ and singleton ♣/♦. (Other sequences: 1♣ - 1♦ - 2♠/3♦, 1♣ - 1♥ - 3♦/♥, 1♦ - 1♥ - 2♠/3♣ and 1♦ - 1♠ - 3♣/♥.)

The main rule is: if the bid of a new suit without any jump is Natural and **1RF+**, a jump in the same suit will be a "(Mini)splinter" with the last shown suit as the agreed trumps. This rule also applies if an opponent should interfere. Example: 1NT - 2♦ (transfer)-2♥-4♣/4♦ (Mini)splinter (mens 3♣/3♦ = **GF**).

5.15 Transfer Bids

PF is among other things based upon great number of transfer bids. After 1♣ opening we transfer at the one level (1♦/♥/♠) and also via

a **PF** jump to 2♦/2♥, as transfers to a long **M** (**SubMIN**).

After a 1♦ opening there is also a transfer at the one level, since the bid 1♥ shows 4+♠ (transfer) while the bid 1♠ shows 4+♥ (Switch). In other words, you bid the opposite **M**.

After a 1♥/♠ opening there are transfers at the two level (2♣/♦/♥) up to and including the suit beneath the opening suit.

After a 1NT opening (15-17 HCP) we either transfer directly at the two level or at the four level (South African Texas: 4♣->♥ and 4♦->4♠). After a 1NT opening and a transfer, the **OH** can show a super fit (four card trump support) in the transfer suit via 2NT (**MAX**) or a jump to 3 in the transferred suit (**MIN**, but 4+ in the transfer suit).

After 2♣ opening, 2♦ and 2♥ will transfer to 2♥ and 2♠ (4+♥/♠). Furthermore, 2NT will transfer to 3♣ (xxxxx+) and 3♣ to 3♦ (xxxxx+). In addition, when the **OH** shows a very strong NT (after a 2♣/2♦ opening), 3♦ and 3♥ will transfer to 3♥ and 3♠. However, the South-African Transfer (**SAT**) we apply at the four level over 1NT doesn't apply here. 4♣/♦ will show a real suit and be a slam try.

Every time there is a transfer to one specific suit, the system's strategy is that the strongest hand should normally bid the transfer suit and play the contract. If the **RH** after a strong opening decides to break a transfer or not to transfer, he should have a surprise or two for the opponents.

If one of the players is considerably stronger than the other, it is **PRI** to place the contract in that hand. Therefore we will transfer (with the suit below trumps) at the three level (either to stop there or as a slam try followed by a **CUE**): 1♦-1♥-2NT-3♥ (transfer to 3♠, whereupon a pass will show a **SubMIN**, while a **CUE** will constitute a slam try).

If the enemy interferes with 2♣ over 1NT, transfers to the **M** suits are still on. If the intervention is 2♦ or higher, the bid of 2-3♥/♠ will have to be natural. The **RH** can, however still make a **SAT** transfer at the four level: 4♦ ✕ 4♥ and 4♥ ✕ 4♠, unless the enemy bids 4♦/♥.

Most of the times transfers are applied, the transfer and the subsequent bids will express something special about the hand. Only in a very few cases (hardly more than 0, 1-0, 4%) the **RH** will pass a transfer bid. Thus, in the long run, you will be better off by accepting

the transfer than breaking it.

5.16 Round Force (1RF)

In this system all new suits are in principle **1RF**, both from the **OH** and from the **RH**. This is nice to know, so that you can utilize the levels better. This principle also applies even if the enemy has opened. A simple intervention will not be **1RF** in itself (it may just show a lead), but partner can bid new suits as **1RF**.

Exception 1: If the **RH**'s first bid is light (3-6 **HCP SubMIN**) and he has at least a 3 card fit for a new suit bid by the **OH**, and he doesn't have a fit in the **OH**'s first suit, he is allowed to pass the new suit if he feels that a bid will bring danger into the picture. The **OH** should surely also regard any forced mild preference with some scepticism. An unforced second bid from the **RH** promises at least 7+**HCP**. Thus, with 7+**HCP** the **RH** should always bidPRI over any new suit (**1RF**) from the **OH**.

Exception 2: When the **RH** has passed and/or shown a limited weak hand, and then shows a **m**, this will always be a **NF** Canapé: longer **m** than the **M** he bid earlier. Any other new suit is also **NF** (even as a new suit on the 3 level) and only a fight for a part score.

Exception 3: When the **OH** opens 1♠, and then bids 2♥, this will also always be **NF**. If the **OH** wants to bid ♥ as a **1RF+**, he will have to bid 2♣/♦ as a **1RF** first. Thus, in the latter case the **RH** should not go bananas with a 4 card **m** fit, just make the call that describes his hand the best: 1♣-1♥(♠)-2♣-2♥. The **RH** here shows a normal 7-10 **HCP** hand, 5♠ + 4♥ and **NF**. (2♦ from the **RH** will however still be **1RF**.)

Exception 4: 1♦-1♥/♠/NT-2♣ will show 11-14 **HCP** and 5-4 in the **m** (can just as well be 5♣ + 4♦ as the other way around) and **NF**.

Exception 5: 1♣-1x-2♣ and 1♦-1x-2♦ are 6 card **NF** with 11-14 **HCPPRI**.

Exception 6: The reply to any **X** which is not a (**ToX**, **NegX**, **PFX** etc.) permits the doubler's partner to bid a new suit (even a reverse) as **NF**.

Exception 7: If you have not yet found a fit in a competitive bidding sequence and one or both opponents are so active that it

is unlikely that there can be a game our way, the bid of a new suit will be **1RF**, while a **PFX** will allow the bid of a new suit (even at the three level) as a **NF**.

Exception 8: In a competitive bidding sequence where one opponent has bid a 15-17 (18) **NT**, it is relatively rare that you push to game (with max 25 **HCP**), so new suits will almost never be **1RF** after this. If you want to go to game after a strong **NT** with the opponents, one or preferably both hands need to possess additional values in the form of extreme distributions.

Exception 9: When there have been 3 or 5 bids at the one level our way, this always sets up **XYZPRI** on the **RH**. If you are to **Inv** or **GF** after this, you must apply 2♣ and 2♦ (or jump into **ROMEX Short** (singleton) or make a fit double jump (void)). If you bid anything else, it will be **NF**.

Exception 10: If you jump in a new suit at the three level (also 2♠ after 1♥) after a bid at the one level (as the **OH** or as the **RH**) which shows 4**M** (also after **X** which shows a specific 4 card **M**) the jump will show a short suit and a 4+ fit in the last shown suit (= **ROMEX Short**). This principle is applied in the following bidding sequences:

1♣-1♦(♥)-2♠/3♣/3♦ shows a singleton and 4+♥ and is **Inv**.

1♣-1♦-**X**(♥)-Pass-2♠/3♦ shows a singleton and 4+♥ and is **Inv**.

1♣-1♥(♠-3♦/3♥ shows a singleton and 4+♠ and is **Inv**.

1♦-1♥-3♣/3♥ shows a singleton and 4+♠ and is **Inv**.

1♦-Pass-1♠(♥)-**X**(♠)-Pass-2♠/3♣ shows a singleton and 4+♥ and is **Inv**.

1♦-1♠(♥)-2♠/3♣ shows a singleton and 4+♥ and is **Inv**.

1♥-1♠-3♣/3♦/3♥ shows a singleton and 4+♠ and is **Inv**.

Since new suits are **1RF**, it is normally quite unnecessary to jump and bounce in a bidding sequence when there is no intervention. A jump steals our own valuable bidding space and should therefore only be applied to show something special. A jump in a new suit from the **OH** will therefore either show 5-5 or be a system **Inv+** (e.g. to show a singleton or a void with a 4+ fit in partner's last shown suit) or be natural and strong (15+**HCP**). A jump from the **RH** will

normally be a system **1RF/GF**, or a **Pre** (especially if **XY** is available). If the bid of new suit at the cheapest level would be natural and **1RF**, a jump in the same suit will show shortage with a good fit in partner's shown suit.

5.17 Inv

In the "good" old days, we needed 13 **HCP** to open, and we often said that "An opening on the one hand plus another opening in the other would be enough for game. However, since **PF** player opens relatively light, (on most hands with 11+**HCP**), 11-13 **HDP** on the **RH** will only be enough for an **Inv**. To have enough for a **GF** the **RH** should therefore have at least 14 **HDP** (or the equivalent in distribution values). All known **HCP** scales have therefore been increased by 1 **HCP** for the **RH** in this the system, in order to compensate for the light openings. To open lightly will, however, give you obvious advantages, but can very easily make you bid too enthusiastically, if you do not at the same time adjust the replies from the **RH**.

We redefine the **HCP** limits on the **OH**'s opening **1♣/♦/♥/♠** like this:

6-10 HCP	SubMIN OH (ZAR Opening).
11-14 HCP	MIN OH.
15-17 HCP	MED OH.
18-19 HCP	MAX OH.

Likewise, we must adjust the **HCP** limits on the **RH** as follows:

3-6 H(D)P	SubMIN RH.
7-10 H(D)P	MIN RH.
11-13 H(D)P	Inv RH.
14+ H (D)P	GF RH.

An **Inv** from the **RH** will almost never be made in the form of a raise to 3 in support of a suit bid by the **OH**

There are 4 exceptions, all of them on the **RH**:

- 1NT-2NT (an **UnBal Inv** with both **m**)
- 1NT-2♣-2♥-2NT (a normal **Not UnBal Inv**)
- 1NT-2♣-2♥-3♥ and
- When you had no opportunity to show support in partner's

shown suit, either because the bidding has been uneconomical (the system required it), or because the opponents intervened), a raise to 3 in that suit is an **Inv**.

The **OH** will hardly ever have this problem, for he will always be able to fine a trial bid somewhere, a **PFX** followed by suit support, a **REESE-X**, or a **CUE** in a suit bid by the opponents.

After your partner has bid 1NT, 2NT from the **RH** will never be a normal **Bal Inv**, but will show an **UnBal Inv** with both ♣ and ♦. A normal **Bal Inv** must always go through 2♣ (DropDead Stayman).

If either the **OH** or the **RH** bids a **PFX**, and then supports a suit bid by his partner under game level, this will also always be an **Inv**.

5.17.1 Inv on Both Hands Will Go via:

- A **CUE** in one of the opponents' (lower) suits, that brings us to the 3-level is an **Inv**: 1♦-1♠-2♣-Pass-2♦-Pass-2♠ **Inv**.
- A jump shift or a reverse bid from the **OH** will show 15-17 **HCP** (may be even stronger) and is **1RF** and **Inv** for all **RH** stronger than a **SubMIN**.
- A jump to **ROMEX Short** after partner has shown **M** at the one level is an **Inv**.
- After an 8 card fit in a **M** has been agreed, **ROMEX Short/Long** are **Inv**.
- After 3 bids (or the equivalent) at the one-level: the bid of 2♣ **Inv** or 2♦ (**GF**) (**XY**).
- A **PFX** followed by bid in your own or in partner's bid suit is an **Inv**.
- After your partner has intervened, a **CUE** in a suit bid by the enemy will show a good raise in partner's suit.
- A jump to 3 in the enemy suit will be an **Inv** asking for stopper(s).
- 2NT following 2♣ after a 1NT opening is a natural **Bal Inv**.
- After 1NT-2♣-2♥/♠, 3♥/♠ (the same **M**) is an **Inv** with a 4 card support.
- In a competitive bidding sequence after support of a **M**, a **REESE-X** is an **Inv**, while the bid of the same **M** suit is only competing for a part-score at the three-level. 1♥ - (1♠) - 2♥ - (2♠) - ? (X or a trial bid in **m** = **Inv**, while 3♥ = to play).
- This last principle also applies in defence: 1♥-1♠-2♥-2♠-3♥-?

- m) A support of partner's shown suit on the 3-level which you had not cause or opportunity to support earlier is an **Inv**: 1♣-1♠-2♣-2♥-3♥ **Inv**. Or: 1♠-2♣-2♦-Pass-2♥-Pass-3♥ **Inv**.

5.17.2 Inv Strategy

Since the PF openings bids are relatively "light", there is reason to believe that you may easily bid too much on too feeble values. It is therefore important to adopt an **Inv** strategy.

- a) With an 11-13 **HCP Inv** hand. When you are in the lower area (11-12 **HCP**) you should never **Inv** with a balanced hand, unless it will be OK that partner accepts the **Inv** with 13+**HCP**. Therefore you should never **Inv** from a hand which would not have accepted an **Inv** from partner.
- i. With 11-12 **HCP** you should never **Inv** with a 4-3-3-3 distribution! Since you will hold max 24/25 **HCP** together, you would be wise to deduct 1DP from such hands and bid as if you hold 10 **HDP**.
 - ii. Neither should you **Inv** with 4-4-3-2, unless both 4 card suits are "dense", i.e. contain many top and middle cards, so that they may give you many tricks (♠K8 ♥J107 ♦K1098 ♣KJ109 is a minimum).
 - iii. However, you can **Inv** with 11-12 **HCP** and a 5 or 6 card suit, especially if the suit has many top and middle cards and can therefore rapidly give you many tricks ♠♠Q6 ♥982 ♦KQ1097(5) ♣A9(6)♥.
 - iv. With 13 **HCP**, you should **Inv** regardless of your distribution (also from 4-3-3-3).
 - v. If you have a distributional hand (at least 9 cards in at least 2 suits), you can **Inv**, even with only 11 **HCP**, if both the suits are "dense" and if most of the **HCP** are in the long suits.
- b) When you have 11-14 **HCP** and your partner makes an **Inv**, the strategy is reversed: In the lower area (11-12 **HCP**) you should never accept an **Inv** with a hand with which you would not make an **Inv**.
- i. With 11-12 **HCP** you should never accept an **Inv** with a 4-3-3-3 distribution!
 - ii. Neither should you accept an **Inv** with 4-4-3-2, unless

both 4 card suits are "dense".

- iii. However, you can accept an **Inv** with 11-12 **HCP** and a 5 or 6 card suit, according to the rules given above.
- iv. With 13 **HCP**, you should accept an **Inv** regardless of your distribution (You should, however, look at the trick expectation with 4-3-3-3).
- v. If you have a distributional hand (at least 9 cards in at least 2 suits), you can accept an **Inv**, even with 11 **HCP**, according to the rules given above.

5.18 Lead Doubles

In PF most doubles at the 1, 2 and 3 levels are seldom or never **PenX**. From the four level, and whenever there is no other explanation possible, a X will be a **PenX**. A **PenX** is, however, never an order commanding partner to pass, but a strong suggestion that it may be profitable to pass, or a warning against bidding on (especially at high levels in a competitive bidding sequence).

5.18.1 LIGHTNER-X

When we double an opponent at the Slam-T level, we are prepared to receive an unnatural lead. We are normally void in a suit, and want to ruff the lead.

Sometimes the context, the bidding and our own hand will lead us in the right direction. If we have no other clues, however, it is normally the first bid suit in dummy which should be led. If the Lightner doubler has bid a suit, this will not normally be led (we might lead it without the double!).

5.18.2 X of Fictive Suit

When we double an alerted bid, this is primarily lead directing, especially if the alerted bid did not promise the bid suit. You show top honours and length in the suit, so with a very good fit and an offensive hand partner can think about a sacrifice as well.

5.18.3 X of 2NT and Higher NT Bids

When an opponent reaches 2NT (or higher) and your partner doubles, the X is primarily lead directing. The X may mean that your partner wants one particular lead, and if you disobey, there may not be any defence against the contract. Therefore, you should always

assume that partner expects you to lead according to this this PRI order:

- a) If partner has bid: Lead another suit than the one he has bid. He will expect you to lead his suit if he doesn't double:

West	North	East	South
1♦	1♠	1NT	Pass
3NT	Double	Pass	Pass
Pass			

If you are South: Partner also has another suit. Try to find it! Do not try to establish your own long suit unless you can see that this will bring the contract down. If partner doesn't double, you should always lead his bid suit, unless there is an obvious alternative:

Example: Your partner has:

♠ AJ9xx	♠ AKJ10xx
♥ xx	♥ xx
♦ KQJ9x	♦ 10x
♣ x	♣ A

He will always bid 1♠ over 1♦, and against 3NT, he will double with the a) hand to induce another lead. A ♦ lead may not always bring the contract down, since the enemy may have 9 top tricks. However, it seems clear that a ♦ lead will improve your chances. On hand b) he will pass to get a ♠ lead.

- b) If you have bid: Lead your own suit!

West	North	East	South
1♦	Pass	1♥	1♠
2♣	Pass	3NT	Pass
Pass	Double	Pass	Pass
Pass			

As South: Lead your own suit, for partner promises at least one honour!

- c) If both have bid: Lead your own suit! Partner will probably want you to lead his suit if he doesn't double.

West	North	East	South
1♦	1♥	1♠	2♣
2NT	Pass	3NT	Double

Pass Pass Pass

As North you should lead a ♥, for the same reason as in 2). Partner has at least ♥Hz in addition to his biddable ♣ suit.

Likewise when we have opened:

West	North	East	South
1♥	Pass	1♠	1NT
Pass	3NT	Double	Pass
Pass	Pass		

As West you should now lead a ♥.

- d) If neither of you have bid: Lead dummy's first bid suit.

West	North	East	South
Pass	Pass	1♦	Pass
2NT	Pass	Pass	Double
Pass	Pass	Pass	

Lead dummy's first bid suit (♦).

- e) When no suit has been bid (e.g. 1NT–3NT), a x will indicate a long running M. You should lead the M in which you possess no honours. If both you M suits are honourless, lead your shortest M!

5.19 PenX (Penalty Doubles)

Sometimes it will appear quite clearly from the context that X will be a PenX, and then this is obviously the criteria to be assessed. The higher the bidding has gone, the stronger the suggested PenX will be.

All PenX on the 1, 2 and 3 levels have the common denominator that they are only proposals. That means that doubler's partner must be allowed to evaluate his defensive potential, compare it with the bid level, vulnerability and what his partner may expect from his hand based upon his previous bidding. However, these situations create a PenXsituation:

- a) The X of the opponents' natural NT-opening (or intervention) and natural high NT contracts (2NT and higher) will be a PenX unless the situation justifies something else. The X sets up PenX as well as forcing pass on both hands. However, notice that if the NT bid tends to show other things than a strong NT (e.g. two suits), a X will set up a PenX in at least one

of the enemy suits indicated by the NT bid. As the enemy can run when finding a fit in one of these suits, the PEN element decreases a little. However, the PenX's partner should double with strength and length in the suit they try to escape in.

- b) After an opening-(X)-XX the XX shows 11+HCP and an interest in "penalizing" the opponents, and it consequently sets up PenX on both hands.
- c) Bids which are defined as at least Inv set up a X as a PenX on both hands, for if you don't want to accept an Inv it will often be profitable to double an opponent instead.
- d) Bids from the RH which could imply at least an Inv+ set up a PenX when the RH doubles (but only a PFX on the OH). The double will then establish that the RH originally had enough for an Inv.
- e) A Pass from the RH in a position where he could have applied a NegX will encourage a reopening double, especially if the OH is short in the opponents' bid suit ("forcing pass").
- f) There are no alternative contracts in new suits, and/or the RH can bid a suit bid himself if he wants to fight for a part score. X will then be a PenX.
- g) After a weak opening bid (2♦/2♥/2♠/2NT/3♣♦♥♠) and an interference by an opponent, a X from the other the hand will be a PenX, and will set up "forcing pass" on both hands.

5.19.1 When a X is not a PenX

As you may have understood from the presentation of the PenX, the usage of this double is somewhat limited. There are, however quite a number of other doubles available, which will be great assets in your arsenal if you manage to recognise them and use them properly:

5.20 Take-Out Doubles

A direct X after the opponents have opened, will always be for TO. This double will not necessarily show any strong hand, but the OH should have at least 11 HCP and at least 4-3 in the M suits, be playable in the three other suits or show at least 15+HCP and a good long suit. The X should show suits other than the opening bid, for with strength/length in the opener's suit the RH may wish to pass, transforming the ToX to a PenX, in the firm belief that he can bring the contract several down.

If partner passes, and the enemy bid on, a new double from the doubler is a new ToX, and shows more HCP and a better distribution than after the first X. He just doesn't want to be shut out from the bidding, but he should not be punished by partner for that. If, however, the doubler doubles a third time, at the three level or higher, this will very strongly tend to be a PenX.

If you open 1NT and your LHO doubles, the RH should apply "Nilsland". If, however it goes: 1NT-pass-pass-X, the NT opener can XX to show a MAX hand. If the LHO enters with a 2 bid, a X from the RH will be NegX, while at the three-level it will be a PenX. If the RH bids 2NT or higher after intervention, this will be a transfer to the next suit (See the 1NT opening!).

If it goes: 1NT-2x-pass-pass, a X from the OH will be a ToX, for the OH will never be able to penalize anybody alone at the one, two or three levels.

5.20.1 Balancing-X

A reopening with a double fourth in hand will never be a PenX. This is a balancing double as discussed earlier. X in this position will not necessarily promise any M suit, and it does not promise any opening strength.

A delayed double will also be balancing and not a PenX. The bidding may e.g. go: (1♥)-pass-(1NT)-pass-pass-? The 2nd hand can often deduce that it may be difficult for partner to enter into the bidding. Another scenario could be that the second hand will not want to bid a suit that he is weak in. (1♣)-pass-(1♥)-pass-(2♥)-X. Here the 2nd hand did not want to double the first time, for even if he has a good opening, a double the first time would denote ♥ and ♠. Since he actually holds ♦ and ♠, he will always wait for the next turn so that the situation has been clarified by the opponents.

A X from a NT OH will always be a ToX, for the NT hand will never ever be able to misuse a PenX at any level.

5.20.2 Negative Doubles (NegX)

Negative doubles are normally used by the RH after all 1-openings, when an opponent intervenes with a suit bid. (Exceptions: After the opponents' pass/X/1♦/1♥/1♠ over 1♣ and pass/X/1♠ over 1♥, the system is on.) A NegX will primarily show length in at least one

unbid **M**, but it can also be applied to show “a hand which you do not want to be passed”. Quite frequently, a negative doubler will have more than one 4 card suit.

Notice that if **X** shows one specific **M**, which the **NegX** will often do in the **PF** system, a new suit at the lowest level will be natural and **1RF**. A bid (or jump) to 3 in this specific suit will be a **Pre** (for example 1♦–(1♥)–Dbl–(Pass)–3♠ is **Pre**). A jump in a new suit will thus establish the denoted suit as trumps and show 4+ card support and a singleton in the jump suit. (for example 1♦–(1♥)–Dbl–(Pass)–3♣ shows 4+ spades and a singleton club, **1RF**.) A double jump will show 4+ card support and a void in the jump suit.

Also a **SupX** can be activated during a **NegX** sequence:

1♣–(1♠)–X(Neg–NT/2♣/♦/♥/♠)–X (SUP). The **X** shows 3♥.

The system applies **NegX** up to and including 3♠ and it shows four cards in at least one unbid **M**. If the opponent’s bid is a **M** it will be more or less 100% sure that the **NegX** promises 4+ cards in the other **M** (and often also at least 3 in any unbid **m**).

If both **M** have been bid, the **NegX** shows both **m**, and if both **m** have been bid, the **NegX** shows at least 4-4 in the **M**.

After a **NegX** there is no longer such a thing as a reverse. You bid a higher ranking suit even with a **MIN** opening. The important thing is whether you can find a fit or not.

The **NegX** is applied like this:

- a) If there is a **M** vacant, the **NegX** always shows four cards in this **M**.
- b) If both the **M** are vacant, the **NegX** shows at least 4-4 in **M**.
- c) If both the **m** are vacant, the **NegX** shows at least 4-4 in both **m**.

Since a **PenX** cannot be found directly in **NegX** situations, you can only penalize an opponent via a pass, and rely upon your partner to reopen the bidding with a **X**, which you can pass. Your partner should try to reopen the bidding with a **X** if he can, whenever his partner has passed in a **NegX** position.

The rule is: the shorter you are in the opponents’ suit, the more likely it is that your partner wants you to reopen the bidding with a **X**.

Note that a **NegX** is also applied after the opponents’ intervention

at the two level over our 1NT opening. The principles are little different, however.

5.20.3 Replies to NegX

When partner makes a **NegX**, no suit bid is a reverse for you anymore. Your partner has demanded a new bid from you with his **X**, and therefore the subsequent bid never shows any additional values.

When partner passes in a **NegX** situation, you should not primarily look for additional values, new suits etc. Instead you should take good look at what you hold in the opponents’ suit. Should you double or shouldn’t you? “To double or not to double—that is the question” (Shakespeare Light).

If you have Qxx or better: Absolutely not!

If you have xx: Maybe...Apply your fairest judgement!

If you have x or -: Absolutely! Every single day of the week! If you are to bid anything at all, this should take

the form of a **ToX** double (or a **PFX**),

after which partner can pass.

The same is the case after 1NT–(2♥)–p–(p)–? Also here you should take good look at what you hold in the enemy suit. Qx = Maybe. However, xx is the least you can have and therefore this makes it possible that partner will want to penalize the enemy.

If the **RH** did not bid because he was too weak, he must carefully take out the double into a suit, and not turn the **X** into a catastrophe.

5.20.4 SUPPORT Doubles/XX

A **SupX** (Support double) is only applied by the **OH**, and shows 3 card support in a **M** shown by the **RH** after the **RHO** has intervened. This double is therefore very far from a **PenX**. Notice that the **SupX** (or **XX**) will take **PRI** every time partner has made a suit bid in the 3rd hand and the **RHO** intervenes. A **SupX** is obligatory up to 2 in the suit partner has shown, and on the 3 level or if the **X** will bring us up to the 3 level, it will show additional values.

A Support **X** (Support double) is obligatory both at the one and the two level whenever the **RHO** intervenes after a bid from the **RH**. This is a clear-cut **PRI**, no matter what suit partner has opened at

the one level.

Exception 1: When a Support X will force us up to the three level:

1♣-(X)-1♦-(2♠)-X. Since 1♦ shows at least 4♥, the X always shows 3♥. But this X is not obligatory since it will bring us up to the three level. It is therefore allowed to pass with a MIN hand, especially since 1♦ does not need to show so much (min 3+HCP), and the X will therefore show additional values and/or shape.

Exception 2: When an opponent intervenes with a strong 1NT (15-18 HCP), a double will still be a SupX with 3 card support in the RH's shown suit. It will, however show more than a mere MIN (13+HCP), and is therefore not too far away from a PenX. This double sets up forcing pass and PenX on both hands. The OH may choose to pass with a MIN (11-12 HCP), even with 3-card support for his partner's shown suit.

X (XX after X) will always show 3-card support in the suit the RH has shown, while direct support will show four cards. If you bid anything else, you can have no more than a doubleton in your partner's suit.

5.20.5 REESE-X

A REESE-X (named after the inventor, Terence Reese) can occur both in attack and defence when both parties have bid (or indicated a common suit) and have supported each other up to the 3-level. Examples:

1♠-(2♥)-2♠-(3♥)-?

or

1♠-(X)-2♠-(3♥)-?

Here the bid of a free suit under game level would be an unspecified trial bid (Inv). However, when there is no such suit available as here, a X will mean an Inv, while a bid of 3♠ is only a fight for the part score. The same principle is applied in defence.

5.21 The PF Double (PFX)

The PFX (PF double) is quite a new concept. It may mean a number of things, but first and foremost: it is NEVER a PenX, but rather a kind of reopening in blurred situations. You will be fighting for (at least) a part score. The situation will frequently be that your own

side has not agreed on any trump suit, and therefore the situation is both uncertain and dangerous. However, you are not willing to throw in the towel, and therefore a PFX will ask partner to bid another suit if he has one (seldom NT), or make a preference bid between his shown suit and yours. A PFX can be made by both players in the partnership, and should be passed only with many defensive tricks. The PFX is normally applied in these situations:

- a) The bid of a new suit will be 1RF and even GF (at the 3 level). A PFX will, however, permit partner to bid this suit if he can as a NF. PFX is especially far from PenX when the opposition have supported each other's suit.

Example 1:

Opener LHO Responder RHO

1♦	Pass	1♥(♠)	Double
1NT	2♥	?	

Double PFX. Wants a new suit bid from partner. Wants to prolong the bidding, probably with 4♣, 3+♦ and 5♠. In this way, partner can choose where to play, while you would have had to guess otherwise.

2NT Inv with a stopper in ♥.

3♣ A fight for a part score with 4+♣ + 4♠. Wants a preference from partner.

3♦ A fight for a part score with 4+♦ and 4♠. To play.

3♥ GF. Asks for a ♥ stopper.

3♠ GF with 5+♠. Partner should go to 4♠ with ♠Hz or xxx, and bid 3NT with a ♥ stopper.

Example 2: PFX can also be used when the other side has opened:

Opener LHO Responder RHO

-	1♦	Double	Pass
1♠	2♣	Pass	2♦

Pass	Pass	?	
	Double		PFX. Wants a new suit bid from partner.
	2♥		Asks for a M preference.
	2♠		To play.
	2NT		18+ with stoppers in m . Inv.

Example 3:

Opener	LHO	Responder	RHO
–	1♦	Double	Pass
2♥	3♣	Pass	3♦
?			
Double	PFX. Wants a new suit bid from partner. (2♠ shows 8-10(11) HCP).		
3♣	Asks for a stopper in ♣.		
3♦	Asks for a stopper in ♦.		
3♥	To play.		
3♠	GF with 4(5)♥ and 4♠.		
3NT	To play.		

- b) In a bidding sequence in which one of the partners has made a limited bid, the support of your partner's suit or a repetition of your own bid suit must be looked upon as fighting for a part score. A **PFX** followed by the support of your partner's suit or a repetition of your own suit will make it an **Inv**.
- c) You have hand in which you are not sure whether to play in your own or in partner's suit. The **PFX** can ask your partner to help you make that decision.

Example 4: Here you may have a good contract in more than one suit:

♠ Kxxx
 ♥ AQxxx
 ♦ xxx
 ♣ x

(partner has 4+♦, a suited distribution and max two cards in ♥ due to his pass (he could have made a support-X).

But there may be a better **M** contract here. With a **MIN**, partner cannot bid a possible **M**, for this would be a reverse.

The **PFX**, however, allows you to compete.

Opener	LHO	Responder	RHO
1♦	Pass	1♥	2♣
Pass	Pass	?	
		Dble	PFX. partner bids 2♥ with ♥Hz, 2♠ with 4♠ and 2NT with a ♣-stopper. Otherwise he will return to 2♦. Problem solved!
		2♦	To play.
		2♥	To play.
		2♠	5+♥ and 4♠. Wants a preference.

- d) You have no good bid for various reasons, but you do have some additional values and feel that you should not throw in the towel yet. Your partner may have a good bid available.

A **PFX** will allow your partner to assess the situation, and in some situations it can result in a penalty pass if partner has an extremely good defensive hand.

The main rule for a **PFX** which is not a **PenX**: X can be applied by both hands on the 1, 2 and 3 level when the following criteria have been fulfilled:

- Our side has not yet agreed a trump suit.
- An opponent has intervened with the highest bid.
- Our side has not made any bid that could contain at least an **Inv**.
- If the **RH** has made an **Inv**, a X from the **OH** will be a **PenX**-from the **RH**, but only a **PFX** from the **OH**.
- The **RH** has not made a bid which shows one identified suit or two which the **OH** can support himself. This is very important, for if the situation has been clarified (and a preference has been made), if either the **OH** or the **RH** wants to compete, he can bid the suit himself **NF**. Thus, a x will be a **PenX**!
- Any double at the four level is a **PenX**.

A **PFX** normally shows additional values (either in the form of **HCP**, in terms of distribution or both), and the player making a **PFX** normally wants his partner to bid a new suit or to make a preference between various possibilities. Infrequently, when it would seem the

right thing to do, partner can bid NT, and as good as never, pass. After a PFX, partner is allowed to count on better playing strength than he has shown so far, but he may not expect the doubler to have any better defensive values at all. Rather the contrary!

The PFX can be applied by both hands in competitive situations if a) it is the question of fighting for a part score or b) it is difficult to find the best common denomination. In this last case, you may even have strength enough for a game or even a SLAM after having found suit fit.

The PFX is unbelievably competitive and is very far from a PenX, especially when the opponents have agreed a suit.

5.22 Redoubles (XX)

In an active bidding sequence, a redouble (xx) is not to play, unless the situation is clear-cut and impossible to misunderstand (i.e. it is impossible to see any suit which one could escape in).

Below game a xx thus normally asks for an escape. However, there are situations in which a xx will express strength:

Example:

The PFX, however, allows you to compete.

1NT	Double	Pass	Pass
Double			

or

1♠	2♥	Double	Pass
Pass	Double		

There should be no reason for wanting to escape out of a bid you have made voluntarily, and which shows strength and/or length, so both these xx will show extra strength. Thus it sets up forcing pass and PenXon both hands.

However, a redouble of a contract at the game level or higher, is normally for play.

Example:

West	North	East	South
1♥	4♠	Double	redble

or

1♥	4♠	Double	Pass
Pass	redble		

After an opening bid and a double from the RHO, a xx from the RH will show 11+HCP and express an interest in punishing the enemy. Since the xx has Inv+ strength, it sets up PenXon both hands.

At part-score level, a XX is an SOS, asking for a bid from partner. This will normally show a potential fit in more than one suit:

Example:

♠ 106
♥ J9872
♦ 109862
♣ Q

♠ QJ		♠ K9843
♥ AKQ6		♥ 10543
♦ A5		♦ Q7
♣ 108732	♣	K4
	♠ A752	
	♥	
	♦ KJ43	
	♣ AJ965	

West	North	East	South
–	Pass	Pass	1♣
1NT	Pass	Pass	Double
Pass	2♥	Double	?

In this case an SOS redouble will make it possible for North to find the ♦ contract. Everything else will be wrong.

5.23 ROMEX Combined Trial Bids

ROMEX combined Trial Bids (the brain child of Mexico's George Rosenkranz,) can be applied after all bids at the two level which establish at least an 8 card fit in ♥/♠.

In addition we apply ROMEX Short (a kind of a "Splinter" bid) via a direct jump from the OH after the RH has shown a 4+M at the one level to a new suit at the three level (or to 2♠ after a shown ♥ suit).

Exceptions:

This does not apply to an OH who jumps in his own suit (1♣-1♦/♥-3♣

and 1♦-1♥/♠-3♦). These bids show 6+ cards in the opening suit and 15-17 HCP (Inv). We do not apply long suit trial bids when we jump directly from 1♥/♠, for we apply a jump to 2NT to show 18-19 HCP hands.

If XYZ is available for the RH, a jump to 3♣/♦ from him as his second bid will always show a weak NF 6+ Canapé suit.

ROMEX Long will often show something like Jxxx or at least xxx in the actual suit (often 3 fast losers), i.e. a suit in need of emergency resCUE. Low honours are therefore not especially positive, but KJx will be much better than Q10x, and an A is always attractive, especially together with another low honour. A small singleton or a void are regarded as “help” in the suit, while xx will be counted as a “little help”.

These jump trial bids establish that you have at least eight cards to together in a M. The hand that gives a trial bid will normally be a little underweight, and therefore, The RH will need more than a MIN to accept the Inv:

- a) Short suit trial bids:
 - i. (3-6 HCP) SubMIN Never accept an Inv.
 - ii. (6-7 HCP) MIN Never accept an Inv.
 - iii. (8-9 HCP) MED (Bad/badly placed honours) Donot accept an Inv.
 - iv. (8-9 HCP) MED (Good/well-placed honours) Accept an Inv.
 - v. (9-10 HCP) MAX Always accept an Inv.
- b) Long suit trial bids:
 - i. (3-6 HCP) SubMIN Never accept an Inv.
 - ii. (6-7 HCP) MIN Never accept an Inv.
 - iii. (8-9 HCP) MED (Bad/badly placed honours) Donot accept an Inv.
 - iv. (8-9 HCP) MED (Good/well-placed honours) Accept an Inv.
 - v. (9-10 HCP) MAX Always accept an Inv.

The main principle of ROMEX is: short way–short suit and long way–long suit. These sequences set up ROMEX Short and Long after opening 1♥/♠ (Please note that only when a suit has been shown

and supported, is ROMEX Short and Long activated):

- 1♥-2♥ 3♥ support and 7-10 HDP.
- 1♥-2♦3♥ support and 3-6 HDP, 11-13 HDP or 14+HDP.
- 1♥-1♠ (Jump to 3♣/♦ will be ROMEX Short)
- 1♠-2♠3♠ support and 7-10 HDP.
- 1♠-2♥ 3♠ support and 3-6 HDP, 11-13 HDP or 14+HDP.

Over 1♣ and 1♦ there will be situations in which a M suit is supported at the two level, and this also sets up both ROMEX Short and Long:

- 1♣-1♦-2♥
- 1♣-1♦-1♥-2♥
- 1♣-1♦-1♥-1♠/1NT/2♣/♦-2♥
- 1♣-1♥-2♠
- 1♣-1♥-1♠-2♠
- 1♣-1♥-1♠-1NT/2♣/2♦/2♥-2♠
- 1♦-1♥-2♠
- 1♦-1♥-1♠-2♠
- 1♦-1♥-1♠-1NT/2♣/♦/♥-2♠
- 1♦-1♠-2♥

Jump to ROMEX Short:

- 1♣-1♦ Jump to 2♠ and 3♦ will be ROMEX Short with 4+♥.
- 1♣-1♥ Jump to 3♦ and 3♥ will be ROMEX Short with 4+♠.
- 1♦-1♥ Jump to 3♣ and 3♥ will be ROMEX Short with 4+♠.
- 1♦-1♠ Jump to 3♣ and 3♠ will be ROMEX Short with 4+♥.
- 1♥-1♠ Jump to 3♣ and 3♦ will be ROMEX Short with 4+♠.

Examples of the use of ROMEX:

- 1♥-2♥ 2♠ asks for 2NT, whereafter a long suit is Inv:
2NT
- 3♣ shows 3+♣. (Natural).
- 3♦ shows 3+♦. (Natural).

3♥ shows 3+♠. (Residue).
 2NT = Short ♠. (Residue).
 3♣ = Short ♣. (Natural).
 3♦ = Short ♦. (Natural).
 3♥ = Pre.

This also applies to 1♥-2♦, 1♥-2♦-2♥, 1♠-2♥ and 1♠-2♥-2♠.

1♠-2♥ 2NT asks for 3♣, whereafter a long suit **Inv**:

3♦ shows 3+♦ (Natural).
 3♥ shows 3+♥ (Natural).
 3♠ shows 3+♠ (Residue).
 3♣ short ♣ (Natural).
 3♦ short ♦ (Natural).
 3♥ short ♥ (Natural).
 3♠ = Pre.

This also applies to 1♠-2♥ and 1♠-2♥-2♠.

After 1♣-1♦, 1♣-1♥ and 1♣-1♦-1♠, 1♦-1♥, 1♦-1♠ and 1♥-1♠ both hands can jump into **ROMEX Short** which pre-empts, shows a singleton, establishes an 8 card fit in the last shown suit and saves bidding space.

Even if **XYZ** is available (after 3 bids at the one level), a **PF** jump direct into **ROMEX Short** will take **PRI** above **XYZ** when you have a singleton to show an **Inv** hand "with structure".

ROMEX can also be applied as a **GF** and will then be a mild slam try. To make it that, the **ROMEX** bidder either bids the game himself after rejection of the **Inv** (= a mild slam try) or he bids a new suit (**CUE**) at the four or five level (or even **RKCB**) not matter if his partner has rejected or not (= a strong slam try). The rejection of a slam try is to make the lowest bid in the agreed trump suit. You accept the **Inv** through **CUE**.

5.24 Reverse and the 4th suit

A Reverse on the **RH** and the bid of 4th suit are almost always **GF**. The exception is that **XY** or **Romex** or void fit jumps are available. These **GF** bids (**PRI**) will more often than not apply if and when

when an opponent interferes, and the golden rule is: If you don't have enough **HCP** to bid a reverse or to bid the 4th suit, you should either pass or apply a **PFX**. There may well be a 4th suit **GF** even if the enemy does not participate:

1♦-1♥-2♥-3♣ = 4th suit **GF**.

5.25 How to show a running suit

The opening bids 3NT (Running ♣ or ♦), 4♣ (running ♥) and 4♦ (running ♠) all show a running 7+ suit.

If the **OH** makes a jump to 3NT as his 2. bid, he will show that the opening suit was a running 7+ suit with 15+**HCP**.

After such a jump, 4 in the opening suit is a sign-off with **SubMIN**, and 4 in the opposite **m** asks for the length. The Relay suit then shows 7 cards, the next suit 8 a.s.o. After this a new suit = **CUE** and 4NT is a new suit = **CUE** and 4NT **RKCB**.

VI

NT Conventions

1 NT Conventions

1.1 "Drop-Dead" Stayman

2♣ "Drop-Dead Stayman" shows a weak, suited hand with exactly 4♠ and an unknown short suit (at least 4-4 or 5-3 (with a five-card m) in the two other suits). "Drop-Dead Stayman" denies any 5 card M (which is shown through a transfer).

The most typical "Drop-Dead" RH is a weak hand with a singleton/void. There may be good reasons to believe that the opponents will take many tricks in that suit, and therefore the RH can apply "Drop-Dead" provided that he has 4♠. This may be a typical RH: ♠10972 - ♥3 - ♦75432 - ♣852. When he bids 2♣, the OH says 2♥, and the RH bids 2♠, which is a "Drop-Dead" call. 2♠ should be passed by the OH if he holds at least three ♠. If not, he should pull in a 3+ card m if he has one. If he has 3+ cards in both m, he should bid 2NT over 2♠.

A new suit bid by the RH at the two level is always "Drop-Dead" and looks for the best possible part-score in a suit. Both partners should bid as economically as possible ("cycle") until a fit (at least 4-3) has been reached.

This convention makes it possible to come to an abrupt stop after the relay (2♣) which proves not to take you anywhere. In the worst-case scenario, you will land in a 4-3 fit.

If the RH returns with 2♠ as "Drop-Dead" over the reply 2♦ (which denies 4♥) and the OH has max a doubleton ♠, he should bid 2NT with a 2-3-4-5 or a 2-2-5-4 distribution, whereupon the RH bids his best minor suit (3♣ if 3-3) as a sign off.

However, if the OH has opened with a 6 card m and a doubleton ♠ he should bid his 6 card suit directly, and he will for sure be in the very best part score:

Examples:

Opener Responder

1NT	2♣
2♦	2♥
?	
Pass	At least 3+♥ and not 4♠.
2♠	3+♠ and not 3♥.

3♣/♦ To play with 6 m. (2-2-6♦-3/2-2-3-6♣).

1NT 2♣

2♦ 2♠

?

2NT Choose between the m. Max a doubleton ♠.

3♣/♦ To play with 6 card suit.

There is one exception in which the RH can bid "Drop-Dead Stayman" with a natural invitational hand. With at least one 4 card M, 8-9 HCP and short suit (can even be in ♠) the RH should check the possibility of 4-4 fit in M. If such fit is not there, he can return with 2NT as a natural Inv. You must always go through 2♣ to invite to 3NT with a (SEMI) Bal hand.

The real value of "Drop-Dead" Stayman is that it enables you to bid 2♣ on nearly everything, and therefore, the opponents may not be as willing to enter into the bidding as otherwise might be the case, except when they have a clear-cut bid.

1.2 "Smolen"

In "Smolen" the RH has 5-4 in the M and enough HCP to go to game (10+HCP). Instead of transferring to one M and then bidding the other one, the RH can apply "Drop-Dead Stayman".

If partner bids a M, this is excellent, but if he bids 2♦, the RH can make a jump in his four card M, and this will show a GF with four cards in the jump suit and five cards in the other M. In this way, the contract will always be played by the strong NT hand, and the OH will always be able to figure out what will be the best contract.

This has the consequence that when the RH first transfers to one M and then bids the other M, this shows exactly an Inv.

1.3 "Nilsland's Slinkningor"

If the enemy doubles 1NT in the 2nd hand, We apply "Nilsland's Slinkningor" The only contract we are never allowed to play, is 1NTx:

Opener LHO Responder RHO

1NT Double ?

Suit The bid suit + the next suit (at least 4-4).

2♣ ♣ + ♦

2♦ ♦ + ♥
 2♥ ♥ + ♠
 2♠ ♠ + ♣
 2NT = Weak 5-5 unspecified.
 xx Asks for 2♣(one suit), after which:
 2♣ OK
 Pass ♣
 2♦ ♦
 2♥ ♥
 2♠ ♠
 Pass Asks for xx, after which:
 Redble ?
 2♣ ♣ + ♥ (at least 4-4).
 2♦ ♦ + ♠ (at least 4-4).
 2♥ 5+♥ UnBal Inv.
 2♠ 5+♠ UnBal Inv.
 2NT UnBal GF.

VII

Principles and Conventions After 2♣

7 Principles and Conventions After 2♣

7.1 Puppet Stayman

Puppet Stayman and Transfers are used after a strong NT (which may contain five ♥/♠) with more than 20 HCP (i.e. NT is the first rebid after 2♣ and 2♦ openings.) Puppet Stayman and Transfers are also used after NT bids at the two-level (2NT as a bid or an intervention = 15-18 HCP). A hyperstrong NT hand may very well contain 5M in addition to all the “normal” Not UnBal NTs in this system.

OpenerResponder

2♣	2♦/♥/♠	
2NT	?	(22-23 HCP)

or:

OpenerResponder

2♦	2♥/♠	
2NT	?	(20-21 HCP)

Responses

3♣	Puppet Stayman (Asks for 4 or 5 cards in M)
3♦	four cards in one or both M.
3♥	four ♠ (“Switch”).
3♠	four ♥ (“Switch”).
3NT	Was looking for five ♥/♠.
4♣	A slam try with 4-4 in ♥/♠.
4♦	Cue-bid. Sets ♥ as trumps.
	4NT RKCB with ♥.
4♥	NF. To play. No Slam ambitions.
4♠	NF. To play. No Slam ambitions.
4NT	RKCB with ♠.
4♦	No Slam interest with four-four in ♥/♠.
4♥	NF. To play. No Slam ambitions.
4♠	NF. To play. No Slam ambitions.
4NT	RKCB with ♥ as trumps.
3♥	5♥.
3♠	5♠.
3NT	Denies 4/5 cards in M.
3♦	Transfer with five+♥

3♥	OK.
3♠	Cue-bid with ♥ as trumps. Cues. Rejection: 4♥.
3NT	3+♥ and MAX opening.
4♣	Cue-bid with ♥ as trumps. Cues. Rejection: 4♥.
4♦	Cue-bid with ♥ as trumps. Cues. Rejection: 4♥.
4♥	3+♥ and MIN opening.
3♥	Transfer with five+♠
3♠	OK.
3NT	NF. To play. Suggested contract.
4♣	Cue-bid with ♠ as trumps. Cues. Rejection: 4♠.
4♦	Cue-bid with ♠ as trumps. Cues. Rejection: 4♠.
4♥	Cue-bid with ♠ as trumps. Cues. Rejection: 4♠.
4♠	NF. No Slam ambitions.
3NT	3+♠ and MAX opening.
4♠	3+♠ and MIN opening.
3♠	Minor Stayman.
3NT	No four card m. No Slam interest.
4♣	four cards in ♣, can also have four♦.
4♦	four cards ♦, not four♣.
3NT	NF. To play. Max 2♠.
4♣	Slam interested in ♣.
Cue	Accepts the slam try.
4NT	Rejects the slam try (To play)
4♦	Slam interested in ♦.
Cue	Accepts the slam try.
4NT	Rejects the slam try (To play)
4♥	NF. To play. No Slam ambitions.
4♠	NF. To play. No Slam ambitions.
4NT	Quantitative raise.

7.2 Minor Stayman

After 2NT from the OH (and also after 3NT from the OH), the lowest bid in ♠ from the RH will be Minor Stayman. It asks for a four card m suit, and is a slam try.

OpenerResponder

2♣	2♠	(NB! Appears also after 2♦-2x-2/3NT and 2♣-2x-3NT)
2NT	3♠	Minor Stayman. (slam try and promises at least one four-card m).
?		
3NT	Not four card m.	
4♣	4♣, may also have 4♦.	
4♦	4♦, not 4♣.	
	4♥	Cue with ♦.
	4♠	Cue
	4NT	RKCB
	4♠	Cue with ♦.
	4NT	RKCB
	4NT	To play. Not 4♦.
4♥	= Cue with ♣.	
	4♠	= Cue.
	4NT	= RKCB.
4♠	Cue with ♣. Denies a ♥ Cue.	
	4NT	RKCB.
4NT	A mild slam try with ♣. NF, RKCB only after a Cue!	
4♦	=♦, denies 4♣.	
	4♥	Cue with ♦.
	4♠	Cue.
	4NT	RKCB.
	4♠	Cue with ♦.
	4NT	RKCB
4NT	To play. Not 4♦.	

7.3 ASKING BIDS After 2♣ Opening

The strong 2♣ opener may apply asking bids to find out how good the trumps may be. Asking bids are used under game when the RH has shown

4 cards in a M or

xxxxx in a m.

7.3.1 ETA Asking Bids for M Quality

An ETA Asking bid is used after a 2♣ opening and 2♦ (=xxxx in ♥) or 2♥ (=xxxx in ♠) from the RH. A jump to 3♥/♠ (partner's shown suit) from the OH confirms that suit as trumps (must show 4+ support in the ETA suit).

OpenerResponder

2♣	2♦	
?		
2♥	3+♥. ♥ must be confirmed once more to be set as trumps.	
3♥	4+♥ and ETA Asking Bid. GF. Promises 4+♥ and sets ♥ as trumps.	

What does your suit ♥ look like?

2♣	2♦		
3♥	?		
3♠	Step 1	♥Jxxx(x)	(or less).
3NT	Step 2	♥Hxxx	
4♣	Step 3	♥HHxx	
4♦	Step 4	♥Hxxxx	(or worse).
4♥	Step 5	♥HHxxx	or longer.
4♠	Step 6	♥AKQx(x)	or longer.

If the reply was H or HH, the relay suit under game level will ask what honour(s):

Step: 1 Honour: 2 Honours:

Step 1 Q KQ

Step 2 K AQ

Step 3 A AK

If the RHO doubles or bids, DOPI/ROPI will replace the two first steps (See this). All new suits from the OH after the reply to ETA are EPSILON asking bids.

NB! ETA can only be used below game level.

NB2! If the OH bids 3NT, this is signal not to apply EPSILON after the reply to ETA, but to start Cue bidding.

7.3.2 GAMMA Asking Bids - Asks for m Quality:

After the replies 2NT/3♣ (= Transfers to 3♣/♦) over 2♣, the OH can apply 3♣/3♦ (the RH's suit) as GAMMA Asking bids. These bids set trumps and will be followed by EPSILON Asking bids, unless the OH bids 3NT, which means that you switch to natural bidding (CueBIDS).

After the rely to GAMMA, 4♣/♦ (repeating the agreed m below game) will be Repeated GAMMA, asking which H(s), and any new suit will be EPSILON Asking Bids.

OpenerResponder

- 2♣ 2NT (Shows at least ♣xxxxx)
- 2?
- 3♣ 3+♣. Sets ♣ as trumps. GAMMA Asking bid. What is our ♣ suit like?
 - 3♦ 1st step: ♣Jxxxx or weaker.
 - 3♥ EPSILON Asking bid.
 - 3♠ EPSILON S Asking bid.
 - 3NT Start Cue bidding.
 - 4♦ EPSILON Asking bid.
 - 3♥ 2nd step: ♣Hzxxx. (One top honour: A/K/Q)
 - 3♠ EPSILON Asking bid.
 - 3NT Start Cue bidding.
 - 4♣ Repeating the agreed m below game). which H?
 - 4♦ ♣Q.
 - 4♥ ♣K.
 - 4♠ ♣A.
 - 4♦ EPSILON Asking bid.
 - 4♥ EPSILON Asking bid.
 - 3♠ 3rd step: ♣HHzxx.
 - 3NT Start Cue bidding.
 - 4♣ Which Hs?
 - 4♦ ♣KQxxx or longer.
 - 4♥ ♣AQxxx or longer.
 - 4♠ ♣AKxxx or longer.
 - 3NT 4th step: ♣Hzxxxx or lengre.
 - 4♣ Which H?
 - 4♦ ♣Qxxxxx or longer.
 - 4♥ ♣Kxxxxx or longer.

- 4♣ 5th step: ♣HHzxxx or longer.
 - 4♦ Which Hs?
 - 4♦ ♣KQxxxx or longer.
 - 4♥ ♣AQxxxx or longer.
 - 4♠ ♣AKxxxx or longer.
- 4♦ 6th step: ♣AKQxx.
- 4♥ 7th step: AKQxxx or longer.

The same procedure will also occur after 2♣-3♣-3♦. If there is hostile intervention, DOPI/ROPI is applied for the two first steps.

7.3.3 EPSILON Asking Bids-Suit Control (Ctl):

After the reply to ETA or GAMMA, (or after a renewed asking bid in the same suit, or even after an EPSILON) the OH's bid of a new suit will be an EPSILON asking bid in that new suit. It asks what Ctl the RH has in the bid suit. The RH replies:

- 1st step No top honour or Ctl in the suit (at least xxx).
- 2nd step 3rd Ctl in the suit (Q/xx).
- 3rd step 2nd Ctl in the suit (K/x).
- 4th step 1st Ctl in the suit (A/void).

If the OH rebids the same EPSILON suit at once, this is a "repeated EPSILON", and asks if the shown Ctl was a ruffing Ctl or a real Ctl:

- 1st step Ruffing Ctl (based on shortage in the suit).
- 2nd step Real Ctl (an honour in the suit).

The bid of a new suit after the reply to EPSILON is a new EPSILON, this time in the new suit. The replies are the same.

If the OH has bid EPSILON in two different suits and then returns to the first one again, this is asking for an extra Ctl in the suit.

If the RH has shown 3./2./1. Ctl.:

- 1st step No other Ctl in the suit.
- 2nd step I also have 2nd Ctl (the 1st reply showed 1st Ctl). I also have 3rd Ctl (the 1st reply showed 2nd Ctl.).
- 3rd step I also have 3rd Ctl (the 1st reply showed 1st Ctl).

Example:

OpenerResponder

- 2♣ 2♦

- 3♥ 3♠ 1st step ♥Jxxx(x) (or worse).
- ?
- 3NT Asks for a Cue.
- 4♣ EPSILON in ♣.
- 4♦ Not Ctl in ♣.
- 4♥ 3. Ctl. in ♣ (Q/xx).
- 4♠ EPSILON in ♠.
- 4NT No Ctl in ♠.
- 5♣ Real KTR or ruffing Ctl in ♣?
- 5♦ Ruffing Ctl in ♣ (xx).
- 5♥ Real Ctl in ♣ (Q)
- 5♦ EPSILON in ♦.
- 5♥ EPSILON in ♥.
- 4♠ 2. Ctl in ♣. (K/x).
- 4NT RKCB.
- 5♣ EPSILON: Any additional Ctl in ♣?
- 5♦ Not other Ctl in ♣.
- 5♥ I also have a 3. Ctl in ♣.
- 5♦ EPSILON in ♦.
- 5♥ No Ctl in ♦.
- 5♠ 3. Ctl in ♦ (Q/xx).
- 5NT 2. Ctl in ♦ (K/x).
- 6♣ 1. Ctl in ♦ (A/void).
- 4NT 1. Ctl in ♣ (A/void).
- 4♦ EPSILON.
- 4♥ To play.
- 4♠ EPSILON.
- 4NT RKCB.

It is always wise to plan your EPSILON well, and you should do so thinking what replies you can get without getting into trouble. It normally pays off to start with an EPSILON in the lowest ranking of the two suits that you want to investigate.

NB! If the enemies interfere after GAMMA, ETA or EPSILON, DOPI/ROPI will always take **PRI** as a replacement of the two first steps.

VIII Slam Conventions

8 Slam Conventions

8.1 The Principle of Fast Arrival

When you are in the slam zone, you should apply a very good principle: “The Principle of Fast Arrival”. This principle states: “The faster you end in a game, the more likely it is that you should be just there, and not higher!” This is a very useful piece of knowledge to consider whenever you wonder whether to move on towards a possible slam or not.

8.2 Splinter

A “Splinter” is applied in some sequences where it is natural to show shortage. In this system, **ROMEX Short** normally replaces Splinter in an uncontested auction. Splinter in its original form will, however, be applied more frequently after hostile intervention.

If there is a lower bid which will show a singleton (**ROMEX Short** or **PF Structural Jumps+1** and **+2**), a jump to the four level will always show a void. Otherwise, such a jump will normally show a singleton or better.

A jump in a new suit to the four level (or any double jump) when a **M** has been established as trumps will always show a void in that suit. A singleton will be treated as a normal **CUE**. When trumps are a **m**, such a jump will show either a singleton or a void.

When a Splinter shows either a singleton or a void, the 1st **Ctl** in the suit has not been shown until either one hand or the other repeats the suit as a **CUE** at the first possible opportunity. You should therefore assume that only a 2nd **Ctl** has been shown.

8.3 Cue-Bids

CUE BID is a **KEY BID** which shows a **Ctl** (control) in the bid suit. This **Ctl** is either an Ace/a void (1st **Ctl**) or a King/a singleton (2nd **Ctl**). (The A/K are natural controls, while singleton/void are ruffing **Ctls**.) We normally bid controls indiscriminately, but always from the bottom and up, so that suits you skip are suits you do not control. Both partners participate in **CUE** exchanges.

Cue-bids can be applied to discover how well the two hands fit together, but also to discover how right it would be proceed towards a possible slam. You may lack vital controls, and then it would be

right to stop before the slam level.

A new suit at the four-level after the trump suit and a **GF** has been agreed (e.g. a jump after a new suit at the three level or the 4th suit and then a suit support), shows a **Ctl** in the bid suit and a mild interest for a slam below game level. Please note that if you jump to new suit at the four level, this is normally a short suit (a singleton or a void). If you bid a new suit at the four level without a jump, it is normally a **CUE** with the last bid suit as the agreed trumps (if you don’t know otherwise).

1♦-1♥ 1♦-3♦ 1NT-2♦ 1♦-2♦
3♥-4♣(Cue) 4♣(Cue) 2♥-4♣(short suit) 4♣(short suit)

4NT in the middle of **CUE** exchange is always **RKCB**.

All **CUEs** at the five level are small slam try **TRIES**, while all **CUEs** at the six level are big slam try **TRIES**.

The most positive bid you can make after a **CUE** is another **CUE**. The most negative bid you can deliver, is a return to the trump suit at the cheapest level (please note that also 4NT can be a rejection from time to time, especially when the trump suit is a **m**). A rejection is a powerful warning against going towards slam, for your partner is either too weak to accept the slam try, or he lacks the controls between your **CUE** and the trump suit (which is most often the case).

Anyway, there are good reasons to be little careful, for remember that **CUE** does not only have the intention to plot in all the important key cards, but also to find out (in time) that there are vital key cards missing so that you can avoid the slam. Remember that **CUEs** under game level are “showing” and not “accepting”, so there is absolutely no reason to skip a **CUE** on the way to a game, unless you are very sure that there can be no slam on the hand.

If an opponent doubles a **CUE**, you should use this for your own benefit. With a 1st **Ctl** in the doubled suit, you redouble, and if you cannot redouble, you should pass, so that your partner can show the 1st **Ctl** in the suit (via a redouble). Not to worry, your partner will not pass a doubled **CUE**, as the **CUE** is a **GF** in the agreed suit (unless he has gone bazooka).

The first time you **CUE** support for one of your partner’s bid suits you show a natural **Ctl** (an A/K), as opposed to a ruffing **Ctl** (void/

singleton).

After a Splinter/**CUE** below game level you are obligated to show any controls you might have on the way up to game. This is only showing controls, and does not accept any slam try. However, it will help your partner to find out how good a possible Slam-T looks at this stage of the bidding.

With a mega-minimum is it, however, allowed to skip a **CUE** as a gigantic warning to your partner against going any further. This should only happen when it seems unlikely to you from what you know about the common assets that there can be any Slam-T our way.

If partner, however **CUE** bids on a level over game, it is obligatory to **CUE** whatever controls you might have up to the next level.

NB! Controls under game level are only showing and do not promise any additional values. However, when you are the initiator, a **CUE** will indicate that the idea of SLAM is not completely off (you must have something more than you have shown so far). With a “dead **MIN**” (4-3-3-3 or with nothing more than **MIN** and very few **Ctl**), it is allowed to skip a **CUE** and go directly to game. This would be a strong warning against going on with a slam try. Likewise, if your partner has initiated a slam try, you should bid any **CTL** you have up to game level. If you skip a **CUE**, it must be either because you don’t have anything to **CUE** up to game or because you have far less than partner can expect from your bidding and is a strong warning against making a slam try. If partner disregards your warning and **CUE**s at the five level, you have to show any **Ctl** you have up to the next level in the trump suit **PRI**.

8.4 A Double Jump Showing Shortage

A double jump in a new suit will after a **M** suit normally show a void in the jump suit (unless no other lower bids could have shown shortage, for in that case, the double jump will show a “Splinter”: either a singleton or a void). NB! The double jump rule does not apply to the opposite **M**! Any jump to 4**M** is natural and for play. After a **m**, a double jump will normally show at least a singleton or a void (“Splinter”).

A jump to a new suit at the five level, and any jump higher than the

game level in the agreed trump suit, will show a void, and be at the same time Exclusion Blackwood (**ExRKCB**).

While **XYZ** and **ROMEX** mainly **Inv** to game (**ROMEX** can also be a slam try if the **RH CUE**s at the four level (or applies **RKCB**) after the **OH**’s reply), a double jump in new suit at the four level normally displays shortage, and sets the last suit before the jump as trumps (if there is any doubt).

After 1♥, a direct double jump to 3♠/4♣/4♦ (a double jump to 4♣/4♦ after 1♠) always shows a void in the jump suit, since there are several structural jumps which can show a singleton. A jump to game level in the opposite **M** will be to play in the **RH**’s own good, long suit (may be a **Pre** game).

After 1♣/1♦, a double jump in a new suit will always be a “Splinter” (a singleton or a void), while a triple jump in a new suit will show a void in the jump suit. A triple jump to 4♥/♠ is always to play.

However, there are situations where the **OH** or the **RH** cannot show his singleton at the three level, either because **PRI** bidding has prevented it or because the enemy have found it convenient to participate. In such cases, any jump and also a double jump will be a “Splinter” showing either a singleton or a void.

However, the normal rules are:

If the **OH** or the **RH** is limited, so that a slam would only be possible in exceptional cases, or

When the shortage jump exceeds game level in the agreed trump suit, or

When the shortage jump is a jump the five- level.

Then the jump will show a void and at the same time it will be Exclusion Blackwood (**ExRKCB**).

8.5 Quantitative Raises

All jumps from 1/2**NT** to 4**NT**, as well as a raise of 3**NT** to 4**NT** are quantitative slam try **TRIES**.

After 1**NT**-2♣-2♦/♥/♠, a direct jump to 4**NT** is always quantitative, and not **RKCB**.

The same thing applies to

2♣/♦-2x-2NT-4NT and
 2♣/♦-2♦/♥/♠-2NT-3♣-3♦/♥/♠-4NT and
 2♣/♦-2♦/♥/♠-2NT-3♣-3♦-3♥/♠-4NT.

In order to make it a RKCB, the **RH** must first make a **CUE** (possibly with a jump) at the four level, Showing a fit in partner's shown (last bid) suit. After a **CUE** from the **OH** and return to the trump suit, 4NT is also RKCB.

4NT after a NT bid is always a quantitative raise (1NT-4NT, 2♣-2♦-2NT-4NT, 2♦-2♥-2NT-4NT and any raise from 2/3NT to 4NT). Partner should pass with a **MIN** and bid on with a **MAX** or other substantial additional values. In such bidding sequences the possible suit fit will always be a **m** suit.

OpenerResponder

3NT	4NT	
?		
Pass	MIN. Does not accept the quantitative Inv.	
5♣	5+♣. NF. "Accepts the Inv if superfit". Not MIN.	
	Pass To play.	
	5♦/♥/♠ CUE. Asks for a CUE. (The RH can accept any CUE!)	
	5NT To play.	
	6♣/♦ To play	
5♦	5+♦. NF. "Accepts the Inv if superfit". Not MIN.	
	Pass To play.	
	5♥/♠/6♣ CUE. Asks for a CUE. (The RH can accept any CUE!)	
	5NT To play.	
	6♣/♦ To play	
5♥	MAX. CUE.	
	5NT To play: The CUE is in the wrong suit.	
	6♣/♦ To play.	
5♠	MAX. CUE.	
	5NT To play: The CUE is in the wrong suit.	
	6♣/♦ To play.	
5NT	MAX. Please bid 6 in your best (longest) m .	
6♣	To play. MAX. At least 5♣.	

6♦ To play. **MAX.** At least 5♦.

8.6 Replies to Opening 4NT (Where is your Ace?)

5♣	No Aces.
5♦	♦A.
5♥	♥A.
5♠	♠A.
5NT	2 Aces.
6♣	♣A.
7NT	3 Aces.

8.7 Roman Key Card Blackwood (RKCB): 4NT

In Roman Key Card Blackwood (RKCB), the trump K is regarded as a fifth ace (Key Card). The trump suit should be agreed before RKCB, and if there should be any doubt, the agreed trump suit is the last bid suit before (a possible jump to) 4NT. This may be the case e.g. when both hands have bid and an opponent interrupts: 4NT is RKCB with partner's last bid suit as trumps.

RKCB can be applied by both hands, and in the same way as a **CUE**, RKCB can help us to find a specific Slam-T because all the key cards are present. Likewise, RKCB can also help us stop below Slam-T level due to bad trump quality or too many missing key cards.

8.8 Replies to RKCB

When the trump suit has been agreed, 4NT is always RKCB (Roman Key Card Blackwood). When trumps have not been agreed, a jump to 4NT is RKCB with the last shown suit as trumps, regardless of whether the last bid showed a real suit or not. When both have bid and the enemy disturbs the bidding, 4NT is RKCB accepting partner's suit as trumps.

1st step	5♣: Zero or three aces.
2nd step	5♦: One or four aces.
3rd step	5♥: Two aces without the trump queen.
4th step	5♠: Two aces with the trump queen.
5th step	5NT: One or three aces and a void. 5 in the cheapest suit below the agreed trump

suit asks where. The reply is according to “the Natural, Corresponding and Residue” principle.

6th step 6 New: Two aces and void in bid suit.

7th step 6 trumps: Two aces and void in higher ranking suit.

If the enemy interferes, DOPI/ROPI will come into action.

8.9 After the First Reply to RKCB

After the RH has shown a certain number of key cards (KC), the 4NT bidder has ample possibilities:

- He can bid 5 in the trump suit to play if there are 2 (or more) missing KC.
- He can bid 6 in the trump suit if only 1 KC is missing, or if all the KC are present, but it seems that there are not enough tricks for a grand slam.
- If the reply was 5♣ or 5♦, he can ask for the queen of trumps. He does this by bidding the next free suit below the trump suit. Later, he can ask for specific kings with 5NT if partner has the trump Q and there is room enough for this (or, if he has the Q himself, he can bid two suits higher than the reply to RKCB). You should never ask for the trump Q if you have it yourself, nor if the reply is unsubstantial, i.e. if you can count 10 trumps or more.
- He can bid 5NT asking for specific kings from below. The king question shows grand Slam ambitions and confirms that all 5 KC and the queen of trumps are present. To save bidding space, also two suits higher than the reply to the RKCB can be used to ask for kings.
- He can also bid 6 in suit below the trump suit after the reply to 4NT. This bid asks his partner to bid a grand Slam-T with a 3rd Ctl (the Q or a doubleton) in that suit.

8.10 The Trump Q Question

After the reply 5♣ (0-3 KC) and 5♦ (1-4 KC) the cheapest suit bid (below the trump suit and never NT) asks for the queen of trumps.

The replies to the trump Q question are:

5 in the trump suit Denies the trump Q.

5NT Confirms the trump Q and one K in a suit higher than the trump suit.

New suit (5 or 6) Confirms the trump Q and the K in the bid suit. With more than 2 kings, you always bid the lowest ranking one first.

6 in the trump suit Confirms the trump Q, but has no side kings.

You are allowed to ask for the trumps Q even if one KC is missing. This is useful in order to avoid any slams where both trump Q and an ace are missing.

A useful rule is that you can bid as if you have the Q of trumps if you know that you have at least 10 trumps altogether. The trump will then be 2-1 with the enemy nearly 78% of the time, and even when the trumps break 3-0, you will be able to finesse the Q half the time.

8.11 The King Question

After the reply to 4NT has shown number of KC, (and also after the reply to the Q question) the 4NT bidder can ask for your specific kings with 5NT. You can also make the same inquiry by bidding 2 suits higher than the reply to RKCB. Both these bids will guarantee that you have all 5 KC and the Q of trumps. The responder bids his king if he has one (natural).

Higher suits than the trump Q question (below 5NT) asks partner to bid 5NT to which he is likely to pass.

If he has two unshown kings or more (none of them in a void suit), he should bid 6NT because two kings should normally be enough for a grand slam. However, partner may not think two kings is enough, and therefore it is probably wise to be careful.

The king question will always be a grand Slam-T Inv. When all aces are present, the RH should assess the trick potential. If he has for example a long, running suit that he has not been able to show, or significant extra values (in the form of unshown low honours) this could be enough to go for a grand Slam-T.

If the K question bidder bids a new suit below the trump suit at the six level after the reply, this asks for a 3rd round Ctl in that suit (the Q or a doubleton). If you have such a Ctl you should raise the contract to the seven level.

8.12 6 in Lower Suit After Reply to 4NT

After the reply to the RKCB question, 6 in a suit below the trump suit will ask partner to bid grand Slam-T with 3rd Ctl (Q or doubleton) in that suit. Also in a CUE sequence, any jump to the six level in a suit below the agreed trump suit will be a GRAND slam try Inv. If you hold the Q or a doubleton in that suit, you should bid 7 in the agreed trump suit.

8.13 DOPI/ROPI

DOPI/ROPI is applied when the opponents intervene over 4NT (RKCB) or over a question that requires stepwise relies. A Double shows 0 (= the 1st step = 0 or 3 aces). A Pass shows 1 (= the 2nd step = one or four aces). The first suit (NB! not the trump suit) shows the 3rd step = 2 aces without trump Q and the 2nd suit shows the 4th step = 2 aces with trump Q. The equivalent after a double is ROPI: Redouble = 0 (= the 1st step = 0 or 3 aces), and Pass = 1 (= the 2nd step = one or four aces).

The reply to DOPI/ROPI sets up the Q question after the reply to RKCB (one suit higher than the reply suit, but not the trump suit) and the K question = 5NT (or two suits above the reply to RKCB). If the reply to RKCB shows that the Q is present or not, one suit higher than that response will be the K question. If your partner has shown void underway, you should not at all show any values in that suit.

In addition, DOPI/ROPI is also applied every time there are stepwise replies to any question. Also here the X/XX shows the first step a.s.o.

8.14 "Josephine"

2♣ 2♠

5NT ?

6♣ The 1st step: The trump ace or king.

6♦ The 2nd step: The trump Q.

6♥ The 3rd step: No top honour, but extra length. *)

6♠ The 4th step: No top honour, no extra length.

6NT The 5th step: Two top honours (AK, AQ or KQ)

7 in trumps All three top honours (A, K and Q)

After the reply 6♣ you can ask for extra trump length with 6♦ or 6♥. 7♠ will show extra length, while 6♠ denies any extra length.

The steps will vary subsequent to the rank of the trump suit:

When the trump suit is ♥, the showing of extra length disappears.

**) When the trump suit is ♦, the 6♦ reply disappears.

When ♣ is the agreed trumps, 5♠ is "Josephine". 5NT shows one top honour (A/K/Q), while 6♣ shows no top honour in the trump suit.

8.15 A Jump to 5 in the Agreed M Trump Suit

If your partner bids 5 in an agreed M, this is a question about trump quality. You should go to 6 in the agreed suit with two of the three top honours (A,K,Q). Otherwise, you should pass.

8.16 Exclusion Key Card Blackwood (X-RKCB)

Exclusion Blackwood (X-RKCB) is only applied in the PF system in two situations:

When one hand jumps to a suit higher than game level in the agreed trump suit.

When a jump to a new suit at the five level sets the last shown suit as trumps. This jump shows a void in the jump suit, and is simultaneously Exclusion Blackwood.

This is such a situation:

1NT 2♠ 3♦(= shows long ♥) Pass

3♥ (pass) 4♠/5♣/5♦ Pass

All the three bids by the RH show a void in the jump suit and are ExRKCB.

or:

1♠ 2NT/4♣/4♦/4♥

?

5♣/♦/♥ Dble-RKCB. Void in the jump suit.

Do not show any A/K in the void suit.

or:

1♠ 3♦ (shows 11-13 HDP, 4+♠ and can have a singleton)

5♣/♦/♥ Dble-RKCB. Void in the jump suit.

Do not show any A/K in the void suit.

The replies are according to RKCB:

1st step Zero or three aces (outside the void suit).

2nd step One or four aces (outside the void suit).

3rd step Two aces (outside the void suit) without the trump queen.

4th step Two aces (outside the void suit) with the trump queen.

DOPI/ROPI is always applied when there is hostile intervention: the 1st step is then X (D0) and the 2nd step = Pass (P1). If the enemy doubles, the 1st step is XX, and the 2nd step = Pass (RO P1).

8.17 The ExRKCB Trump Q Question

When the reply to 4NT (RKCB) does not show or deny the trump Q, the relay suit will ask for the trump Q. In addition, the reply to the X-RKCB question also sets up the Trump Q question. The relay suit may very well be an established singleton/void, but never the trump suit).

To deny the Q of trumps: return to the trump suit.

To show the trump Q but no side kings: 5NT.

To show the trump Q with a side king: Bid the lowest side K (but not in an established void suit).

Some important points as regards the trump queen:

Never ask for the trump queen if you have it yourself!

If you know about at least 10 trumps altogether, you may say that you have the trump queen without really having it. With at least 10 trumps there is a 78% chance that the missing trumps will break 2-1.

8.18 The X-RKCB King Question

The reply to (X-)RKCB also sets up the king Question, which may be posed as follows:

If the reply to (X-)RKCB showed the trump Q:

The relay suit (also in a void, but not in the trump suit).

5NT, if this bid is available.

If the reply to (X-)RKCB did not show the trump Q:

The suit above the relay suit (also in a void, but not in the trump suit. NB! Not the relay suit, since that will ask about the trump Q).

5NT, if this bid is available.

After the reply to the Trump Q question:

5NT, if this bid is available.

The suit above the reply (if a. is not available).

When you do not ask for the trump Q after the reply to (X-)RKCB (because you have it yourself):

5NT..

It goes without saying that the king in an established void suit is immaterial and should never be shown.

A return to the trump suit is naturally never any question, but to play, based upon the information that has appeared so far.

Some important points around the king question:

The RH should bid the king in a side suit, starting with his lowest king.

The king Question is in itself a BIG slam try, and guarantees that 1st Ctl is present in all suits in addition to the trump king and queen.

You should never apply the king question if you know that a big Slam-T is off. Bid the small Slam-T instead.

As the RH you should never even think about showing the trump king as a king. The trump king is a Key Card which has already been shown as a reply to (X-)RKCB.

With two side kings (none of them in the void suit or in the trump suit) the RH should bid 6NT if it is available or raise to 7, even if partner should be satisfied with small Slam-T.

8.19 Six Ace RKCB

When the OH after “Stenberg” has shown a side suit and this suit is accepted s og denne er akseptert as “preliminary trumps”, and whenever else there is a double fit known to both (e.g. after 1♠ - 2♦ - 2♥ - 2♠), 4NT will be a Six Ace RKCB. Six Ace RKCB is also on if you first find a fit in one suit, and then find another suit fit. Both suit fits should be known to both players.

The king in the side suit is also treated like a Key Card. You apply the same replies as after RKCB and this also applies to X-RKCB (a jump to over Game level in a new suit).

Replies to Six Ace RKCB:

- 5♣ = 0 or 3 KC.
- 5♦ = 1 or 4 KC.
- 5♥ = 2 KC with no queen in any of the possible suits.
- 5♠ = 2 KC and promises 1 of 2 queens.
5NT = The king question.
- 5NT = 2 KC and promises both queens.
Lowest unfitted suit at the six level = The king question.
- 6 in a suit = 3 KC and a void in that suit.
- 6 in trumps = 3 KC and a void in a higher suit.

8.20 The Queen Question After Six Ace RKCB

If the reply to RKCB does not reveal anything about the queens, the closest vacant suit (which is not one of the actual fitted suits) will be the Queen question.

After 5♣, 5♦ is the Queen question unless ♦ is one of the two actual suits. If so, 5♥ will be the Queen question, unless also ♥ is one of the actual suits, for the 5♠ will be the Queen question.

After 5♦, 5♥ is the Queen question, unless a.s.o

If 5♦ is the Queen question, the replies are:

- 5♥ 1st step: no queen.
- 5♠ 2nd step: The lowest ranking queen.
- 5NT 3rd step: The highest ranking queen.
- 6♣ 4th step: Have both queens.

If the opponents interfere, you apply DOPI/ROPI

After the replay to the Queen question, the lowest ranking suit bid (not in the fitted suits) is a K question. The other hand bids a K if he has one, and otherwise he returns to the trump suit for a pass or adjustment.

8.21 Acceptance and Rejection of a m Slam Try

Over 3NT and over minor bids (when the trump suit has not yet been agreed), a new **m** at the four level will always be a mild slam try in the suit.

You accept (and then set the suit as trumps) via the cheapest **CUE** in a **M**, while the rejection will normally be 4NT.

Often, 4♣ will be a slam try. A **CUE** in **M** will accept ♣ as trumps, while 4♦ will say that ♣ is not the suit, but perhaps ♦ is. Then a **CUE** in **M** will accept ♦ as trumps, while 4NT will reject.

Over 3NT and minor bids (when trumps have not been agreed), a new **m** at the four level will be introduced by 4♣ (if the responder can have one of two minor suits or both) or the repetition of a previously bid **m** suit at the four level after partner has “gone down” in 3NT. Such a **m** suit bid at the four level is always a mild slam try, and should be handled like this:

Example:

2♣ 2♦(=♥)

2NT 3♣(Puppet)

3♦ 3♠(=♥)

3NT ? Still the **RH** can have four cards in both **m**, and be Slam interested if you can find a fit. Then the further bidding will go:

4♣ A slam try in ♣ (and maybe in ♦).

4♦ Not 4♣, but 4♦.

4♥ **CUE** with ♦.

4♠ **CUE** with ♦.

4NT Not 4♦. To play. After a **CUE**, however, 4NT is RKCB.

4♥ = **CUE** with 4♣.

4♠ **CUE** with 4♣.

4NT To play. After a **CUE**, however, 4NT is RKCB.

5♣ To play with 4♣.

4♦ slam try in ♦. Denies 4♣.

4♥ **CUE** with 4♦.

4♠ CUE with 4♦.

4NT To play.

5♦ To play with 4♦.

You accept a slam try through a **M CUE** at the four level. This sets trumps for a later RKCB.

The rejection of both 4♣ and 4♦ is normally 4NT (to play) or (less frequently) 5 in the minor suit).

If the **OH** is strong and unlimited and substantially stronger than the **RH**, it will often need to be “filled in”. In such cases 4NT must be available as RKCB in addition to CUEs showing interest and additional values, and only 5 in the actual **m** will be a rejection.

IX

Bidding Dialogues

9 Bidding Dialogues

9.1 After 1♣ opening:

Pass			0-2 HCP or 3-6 HCP, no 4M and a very feeble hand.
1♦			Transfer to hearts, 4+♥, 3+HCP, can have canapé in ♣/♦. Sets up a jump (from the OH) to ROMEX Short.
1♥			Transfer to spades, 4+♠ 3+HCP, can have canapé in ♣/♦. Sets up a jump (from the OH) to ROMEX Short.
1♠			Denies 4+♥/♠, either have 7-10 NT or any hand with at least Not UnBal 5+ ♣/♦ or Not Bal 6+ ♣/♦. The OH should rebid 1NT with any Not UnBal 11-14 HCP hand. After 1NT, XYZ is “on”.
1NT			11-13 HCP, Bal Inv , denies 4+♥/♠, but may have 7♣/♦(7-2-2-2).
2♣			7-10 HDP, 5+♣, denies 4♥/♠, NF.
2♦			Jump transfer to hearts, shows 3-6 or 15+HCP with 6+♥ without any side suit. Sets up ROMEX(Short and Long). NB: With 15+HCP the RH may have values enough for slam try. In that case the RH will make a CUE after the OH has bid 2♥.
2♥			Jump transfer to spades, shows a 3-6 or 15+HCP with 6+♠ without any side suit. For further bidding: See 2♦ above.
2♠			11+HCP, transfer to minor, either 6+♣ or 6+♦, Denies 4♥/♠.
	2NT		What do you have?
		3♣	UnBal Inv , 6+♣ natural.
		3♦	UnBal Inv , 6+♦ natural.
		3♥	UnBal GF , 6+♣ complementary.
		3♠	UnBal GF , 6+♦ complementary.
			If the OH makes any other bid than 2NT, it is natural and GF (15+HCP). Exceptions: a) 3♣ 11-14 HCP with 6+♣. b) 3♦ GF (15+) with 5+♣ and 4+♦ or 5+♦ and 4+♣.
2NT			18-19 HCP, Not UnBal , natural GF, denies four ♥/♠, denies an UnBal 6+♣/♦, mild slam try. OH pulls to 3NT with 11-12 HCP, and bids a 4+ suit at the three level.
3♣/♦			SubMIN Pre , 3-6 HDP, 5+♣/♦.
3♥/♠			Splinter,, max singleton ♥/♠, (5)6+♣, slam try with 11+HCP. Rejection: 3NT/4♣.

3NT			14-17 HCP, NF, denies four ♥/♠. The principle of fast arrival.
4♣			3-6 HDP, SubMIN , Pre , Inv , 7+♣.
4♦			Void in ♦, 6+♣, slam try. 4NT/5♣ negative, CUE positive.
4♥			To play, no Slam ambitions.
4♠			To play, no Slam ambitions.
4NT			RKCB for ♣.
5♣			To play.

9.1.1 Continuation After 1♣-1♦-1♥

Pass				3-6 HCP, 4♥, SubMIN .
1♠				4♠, 4+♥, MAX 10 HCP. Sets up 3♣/3♦/3♥ as ROMEX Short with ♠ as trumps.
1NT				7-10 HCP, natural, 4♥, Not UnBal .
2♣				XYZ, transfer to 2♦, whereupon the RH will show an Inv .
2♦				XYZ, GF
2♥				7-10 HCP, 5+♥, to play. Sets up ROMEX (Short/Long) for the OH:
		2♠		Introduction to ROMEX Long. Demands 2NT.
			2NT	OK.
			3♣	ROMEX Long, 3+♣ (Natural).
			3♦	ROMEX Long, 3+♦ (Natural).
			3♥	ROMEX Long, 3+♠ (Residue).
		2NT		ROMEX Short, short ♠ (Residue).
		3♦		ROMEX Short, short ♦,(Natural).
		3♥		Pre , 4+♥. NF .
		3♠		Void ♠, 5+♥, GF , asks for a CUE. Rejection: 4♥.
		3NT		14+HCP, only 4♥.
		4♣		CUE in ♣, 5+♥, GF . Asks for a CUE. Rejection: 4♥.
		4♦		Void ♦, 5+♥, GF . Asks for a CUE. Rejection: 4♥.
		4♥		5+♥, 11-12 HDP, NF , distributional hand, 6♣.
		4♠		Void ♠, ExRKCB .
		4NT		RKCB , 5+♥.
2♠				11-13 HDP, shortage in ♠, 5+♥, UnBal , Inv .
2NT				11-13 HCP, only 4♥, Bal , Inv .
3♣				Weak, NF , canapé in ♣, (4♥ & 5+♣).

3♦			Weak, NF, canapé in ♦, (4♥ + 5+♦).
3♥			Pre, 5+♥.
3♠			Void ♠, 5+♥, GF.
3NT			To play.

9.1.2 Continuation After 1♣-1♦-1♠

1♠ shows 4+♠ and 11+HCP. Denies 3♥. The 1♠ bid sets up XYZ and a jump to ROMEX Short with ♠ as agreed trumps.

Pass	3-6 HCP, 4♥, at least 3♠, SubMIN.
1NT	N 7-10 HCP, natural, NF, Not 4♠, Not 5+♥.
2♣	XYZ, Inv, transfer to 2♦.
2♦	XYZ GF.
2♥	7-10 HCP, natural, To play, 5+♥.
2♠	7-10 HDP, natural support, 4♠.
2NT	Max 10 HCP, 4♥, max 3♠, at least 4-3 in the m, NF.
3♣	Weak Canapé, 4♥, 6+♣, To play.
3♦	Weak Canapé, 4♥, 6+♦, To play.
3♥	6+♥, mild Pre Inv. Rejection: pass and 3♠.
3♠	15+HDP, GF, 4♠.
3NT	14+HCP, NF, without 4♠/5+♥.
4♣	Void ♣, 4♠. Asks for a CUE. Rejection: 4♠.
4♦	Void ♦, 4♠. Asks for a CUE. Rejection: 4♠.
4♥	7♥, To play with max 3♠.
4♠	11+HDP, 4♠, no Slam ambitions.

9.1.3 Continuation After 1♣-1♦-1NT

1NT shows 11-14 NT, Not UnBal, neither 3♥ nor 4♠, can have 6♣/♦, sets up XYZ.

Pass	3-10 HCP, 4♥.
2♣	XYZ Inv, transfer to 2♦.
2♦	XYZ GF.
2♥	3-10 HCP, NF, 5+♥.
2♠	7-10 HCP, 4+♠, 5+♥, NF, (With an Inv+ you go via XYZ). This bidding will comprise all hands with 4♠ and 5♥ which are not worth an Inv.

2NT	Max 10 HCP, max 3♠, max 2♥, 4-4/4-5/5-4 in the m, NF. (An Inv always goes through XYZ).
3♣	3-10 HCP, 6+♣, exactly 4♥, NF, canapé.
3♦	3-10 HCP, 6+♦, exactly 4♥, NF, canapé.
3♥	7-10 HCP, 6+♥, NF, Pre.
3♠	Singleton ♠, long ♥, GF, Asks for a CUE(PRI). Rejection: 4♥.
3NT	14+HCP, Not UnBal, NF, exactly 4♥.
4♣	Singleton ♣, long ♥, GF. Asks for a CUE. Rejection: 4♥.
4♦	Singleton ♦, long ♥, GF, Asks for a CUE. Rejection: 4♥.
4♥	6-7♥, NF, no short suit, no Slam ambitions.
4♠	Void ♠, long ♥, ExRKCB.

9.1.4 Continuation After 1♣-1♦-2♣

2♣ shows 6+♣, ♣ as the only suit, 11-14 HCP, (Not)Bal, infected low honours in the short suit(s), denies 3+♥ and 4+♠. (May have 5+♣/4♦ and not values enough for a reverse.)

Pass		SubMIN or 7-10 HCP, no game ambitions.
2♦		7-10 HCP, NF Canapé or SubMIN, no game ambitions.
2♥		7-10 HCP or SubMIN, 5+♥, NF, no game ambitions.
2♠		Reverse on the RH, 5+♥, 4+♠, GF.
2NT		14+HCP, artificial GF.
	3♣	No stopper in ♦, nor in ♠, max ♥xx.
	3♦	A stopper in ♦, but not in ♠, max ♥xx.
	3♥	♥Hz. (♥xxx would have been shown with 1♥ over 1♦).
	3♠	A stopper in ♠, but not in ♦, max ♥xx.
	3NT	A stopper in both ♦ and ♠, max ♥xx.
3♣		Pre.
3♦		11-13 HCP, Inv, canapé, 4♥, 5+♦.
3♥		11-13 HCP, Inv, 5+♥.
3♠		Splinter with ♣, max a singleton ♠, Natural.
3NT		To play.
4♣		Pre, Inv in ♣. The OH should bid 5♣ with many tricks. NF.
4♦		Splinter in♦, max a singleton ♦, Natural.
4♥		To play, 6+ good ♥.

9.1.5 Continuation After 1♣-1♦-2♦

2♦ shows Reverse, Not)Bal, either 5+♣ and 4+♦, or 5+♦ and 4+♣, 15+HCP, 1RF, denies 3♥/4♠. If the RH bids 2NT with a SubMIN, the OH should bid his longer m (3♣ with 5-5). A SubMIN RH will pass the reply. However, if the RH makes another bid after the OH's reply to 2NT, he will have an Inv. 3♣ from the RH is a NF preference bid and 3♦ is a NF SubMIN Pre.

Pass	To play, SubMIN, 4♦, no interest in any game.
2♥	SubMIN, 5+♥, NF.
2♠	Reverse, 5+♥ and 4+♠, GF.
2NT	Asking the OH to bid his longer m, which will normally be passed by a SubMIN RH. If he then bids again, it is an Inv(1RF if New).
3♣	SubMIN preference bid, 4+♣, NF, should be passed.
3♦	SubMIN Pre with 4+♦, NF, should be passed.
3♥	Inv, 5+♥.
3♠	Max singleton ♠ (can be a CUE), support for one or both m, 1RF.
3NT	To play.
4♣	Sets the trump and asks for a CUE. slam try. Rejection: 4NT and 5♣.
4♦	Sets the trump and asks for a CUE. slam try. Rejection: 4NT and 5♦.
4♥	To play, 6+ good ♥.
4♠	Void ♠, support for one or both m, GF, ExRKCB. Both m kings are KC.
4NT	RKCB for ♦.
5♣	To play.
5♦	To play.

9.1.6 Continuation After 1♣-1♦-2♥

2♥ shows 4♥, 11-12 HCP, Can be UnBal, NF, Sets up ROMEX(Short/Long).

Pass		Max 12(13) HDP.
2♠		Introduction to ROMEX Long
	2NT	OK.
		3♣ ROMEX Long, 3+♣, Natural.
		3♦ ROMEX Long, 3+♦, Natural.
		3♥ ROMEX Long, 4+♠, Residue.
2NT		ROMEX Short, Short ♠, Residue.
3♣		ROMEX Short, Short ♣, Natural.
3♦		ROMEX Short, Short ♦, Natural.

3♥		Pre.
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9.1.7 Other Continuations After 1♣-1♦

3NT		15+HCP, UnBal, 7+ running ♣, No 4♠ or 3♥, great trick potential, to play.
	Pass	To play.
	4♣	To play.
	4♦	How many ♣?
		4♥ 7.
		4♠ 8 etc. After this NEW is CUE and 4NT RKCB.
	4♥	CUE.
4♣		18-19 HDP, CUE in ♣, 5+♣, 4+♥, slam try, denies shortage (2-4-2-5).
4♦		15+HDP, void ♦, 5+♣, 4+♥, slam try.
4♥		18-19 HDP, UnBal, 5+♣, 4+♥, no Slam ambitions

9.1.8 Continuation After 1♣-1♥-1♠

1♠ shows 3+♠(PRI) with 11+HCP. 1♠ is 1RF unless the RH has SubMIN. Can have 4♠ and 13-14 Not UnBal. Then the RH will rebid ♠ without a jump in his next bid(PRI). The bid 1♠ sets up both XYZ and ROMEX Short.

The development after this follow the same principles as after 1♣-1♦-1♥

9.1.9 Continuation After 1♣-1♥-1NT

1NT shows Natural, 11-14 NT, NF, max 2♠, Can be SEMIBal with 5♣+4-2-2 or with 6♣/♦-3-2-2. Sets up XYZ.

Pass	4♠, 3-6 HCP.
2♣	XYZ Inv, transfers to 2♦.
2♦	XYZ GF.
2♥	Preference bid, 5♠ and 4+♥, 7-10 HCP, NF.
2♠	5+♠., weak, to play, SubMIN.
2NT	Max 10 HCP, 4-0-5-4/4-0-4-5, NF, Inv+ always goes via XYZ.
3♣	5-10 HCP, Pre, 4♠, 6+♣, Weak Canapé, NF.
3♦	5-10 HCP, Pre, 4♠, nd 6+♦, Weak Canapé, NF.
3♥	7-10 HCP, 5+♥, 5+♠, a supermild distributional, Inv, NF.

3♠	Pre, 7-10 HCP, 6+♠.
3NT	14+HCP, to play, exactly 4♠.
4♣	Splinter, 6+♠, GF, Asks for CUE/RKCB. Rejection: 4♠.
4♦	Splinter, 6+♠, GF, Asks for CUE/RKCB. Rejection: 4♠.
4♥	Splinter, 6+♠, GF, Asks for CUE/RKCB. Rejection: 4♠.
4♠	6-7♠, to play. May well be a Pre game.

9.1.10 Continuation After 1♣-1♥-2♣

2♣ shows 6+♣, ♣ only suit, 11-14 HCP, SemiBal with “infected” honours in the short suit(s), or 11-14 HCP, UnBal, 5+♣ and a higher ranking 4-card side suit and not reverse strength. Max 2♠.

Pass		SubMIN or 7-10 HCP with no game ambitions.
2♦		SubMIN or 7-10 HCP, NF, canapé.
2♥		7-10 HCP, 5+♠, 4+♥, NF.
2♠		7-10 HCP, NF, or SubMIN, 5+♠.
2NT		14+HCP, artificial GF.
	3♣	No stopper in ♦, nor in ♥. Max ♠xx.
	3♦	Stopper in ♦, but not in ♥. Max ♠xx.
	3♥	Stopper in ♥, but not in ♦. Max ♠xx.
	3♠	Hz in ♠. (♠xxx would have been shown through 1♠ over 1♥).
	3NT	Stoppers in both ♦ and ♥. Max ♠xx.
3♣		Pre.
3♦		11-13 HCP, Inv, canapé.
3♥		11+HCP, Inv+, 5+♠, 4+♥.
3♠		11-13 HCP, Inv, 5+♠.
3NT		To play.
4♣		Pre Inv in ♣. The OH should pass or accept the Inv with many tricks.
4♦		Splinter, max a singleton ♦, natural.
4♥		Splinter, max a singleton ♥, natural.
4♠		To play, at least 6+ good ♠.

9.1.11 Continuation After 1♣-1♥-2♦

2♦ shows Reverse. Either 5+♦, 4+♣, or 5+♣, 4+♦, 15-19 HCP, UnBal, 1RF, Not 3♠ (as showing this is PRI after 1♥).

Pass	To play, . SubMIN, 3+♦, no interest in game.
2NT	PF Lebensohl. Asks the OH to bid his longer m, (2♣ if equally long) which will be passed with a SubMIN. Any bid from the RH after this, is an Inv.
3♣	Preference bid, NF, SubMIN, Should be passed.
3♦	NF, SubMIN, Pre, 4+♦, Should be passed.
3♥	7+HCP, 1RF, 5+♠, 4+♥.
3♠	7+HCP, 6+♠, strong Inv (GF against an 18-19 OH).
3NT	To play.

9.1.12 Other Continuations After 1♣-1♥

2♥		15-19 HCP, UnBal, 1RF, 5+♣, 4+♥. Natural Reverse with max 2♠. 2NT from the RH will be PF Lebensohl showing SubMIN, and asks for 3♣. After 3♣, 3♦/♥/♠ from the RH will be to play.
2♠		11-12 HCP, 4♠, Not Bal. Sets up ROMEX(Short/Long).
2NT		18-19+HCP. UnBal, 5+♣, max 2♠ and max 3♥. Can be passed by a SubMIN RH. All other bids from the RH than a) pass, b) 3♣ and c) 3♠ are GF.
3♣		15-17 HCP, 6+♣, UnBa, 1RF, max singleton ♠. NF if the RH is SubMIN.
3♦		15+HCP, ROMEX Short, UnBal, 1RF, 5+♣, 4+♠, singleton ♦.
3♥		15+HCP, ROMEX Short, UnBal, 1RF, 5+♣, 4+♠, singleton ♥.
3♠		15-17 HCP, 5+♣, 4+♠, Inv. Inv for a 7-10 HCP RH, GF for an 11+HCP RH but a SubMIN RH may pass
3NT		15+HCP, UnBal, Running 7+♣. Not 3+♠. To play with great trick potential!
	Pass	To play.
	4♣	To play.
	4♦	How many ♣?
	4♥	7.
	4♠	8 etc.
	4♥	5♥, 5+♠, Preference bid.
	4♠	To play.
	4NT	RKCB for ♣.
4♣		18-19 HCP, CUE, 5+♣, 4♠, UnBal, slam try. Rejection 4♠.

4♦		15+HCP, void ♦, slam try. Asks for a CUE/RKCB. Rejection 4♠.
4♥		15+HCP, void ♥, slam try. Asks for a CUE/RKCB. Rejection 4♠.
4♠		18-19 HCP, UnBal, 5+♣, 4♠, no Slam ambitions. No singleton/void.

9.1.13 Continuation After 1♣-1♠-1NT

1NT shows 11-14 HCP, Not UnBal, NF. The OH is furthermore free to bid 1NT on any hand that wouldn't go to game against a 7-10 HCP RH. 1NT sets up XYZ.

2♣	XYZ, Inv, transfer to 2
2♦	XYZ, GF.
2♥	Weak preference bid, 5+♦, 3♥. (The RH denied 4M.) NF.
2♠	Weak preference bid, 5+♦, 3♠. (The RH denied 4M.) NF.
2NT	Weak preference bid, 4+♦, 4+♣. The OH bids 3♣/♦ with a m fit. NF.
3♣	Weak preference bid, 5+♦, 5+♣, NF.
3♦	6+♦, direct Pre, no game ambitions, NF.
3♥	Shows stopper with HHxxxx in ♦. The OH should go to 3NT with the 3rd honour in ♦ and a stopper in the other M.
3♠	Shows stopper with HHxxxx in ♦. The OH should go to 3NT with the 3rd honour in ♦ and a stopper in the other M.
3NT	14+HCP, to play, 5+♦, very mild slam try in ♦. It would require a very special OH in order to proceed towards Slam-T.

9.1.14 Continuation After 1♣-1♠-2♣

2♣ shows Natural, 11-14 HCP, UnBal, 6+♣ or 5+♣, unreversible OH with a ♦/♥/♠ side suit.

Pass	SubMIN or 7-10 without any game ambition. Normally 2+♣.
2♦	7-10 HCP, NF Canapé or SubMIN. Would have passed 2♦ in the following dialogue: 1♣-1♠-2♣-2♦. At least 6♦ and max 1♣.
2♥	Artificial Inv+, ♥ stopper, 5+♦.
2♠	Artificial Inv+, ♠ stopper, 5+♦.
2NT	11-13 HCP, Inv, stoppers in both M. The OH should accept the Inv with a good ♣ suit or 13-14 good HCP. Otherwise he should consider to pull in 3♣.

3♣	Pre.
3♦	11-13 HCP, Inv, canapé. The OH should bid 3NT with 13-14 HCP or with many tricks.
3♥	GF in ♣, max a singleton ♥ Natural.
3♠	GF in ♣, max a singleton ♠ Natural.
3NT	To play, stoppers in both M.
4♣	Pre, Inv in ♣. The OH should CUE with a good hand. Rejection Pass/4NT/5♣.
4♦	GF in ♣, max a singleton ♦ (Natural).
4♥	Void ♥, ♣ support.
4♠	Void ♠, ♣ support.
4NT	RKCB for ♣.
5♣	To play.

9.1.15 Continuation After 1♣-1♠-2♦

2♦ shows Reverse. Either 5+♦ and 4+♣, or 5+♣ and 4+♦, 15-19 HCP, UnBal, 1RF unless the RH has a SubMIN with 3+♦.

Pass	To play, SubMIN preference, 3+♦, no interest in any game.
2♥	Artificial GF, ♥ stopper, 5+♦.
2♠	Artificial GF, ♠ stopper, 5+♦.
2NT	Asking the OH to bid his longer m, which will be passed by a SubMIN RH. If the RH bids again, it is an Inv.
3♣	A NF preference bid, 4+♣. Should be passed.
3♦	A NF SubMIN Pre, 4+♦. Should be passed.
3♥	GF in ♦, singleton ♥, Natural.
3♠	GF in ♦, singleton ♠, Natural.
3NT	To play, Stoppers in both M.
4♣	Establishes ♣ as trumps. Asks for a CUE. slam try. Rejection: 4NT and 5♣.
4♦	Establishes ♦ as trumps. Asks for a CUE. slam try. Rejection: 4NT and 5♦.
4♥	Void ♥.
4♠	Void ♠.
4NT	6ARKCB with ♣ or ♦. Both m Kings are KC.
5♣	To play.
5♦	To play.

9.1.16 Other Continuations After 1♣-1♠

2♥		15-19 HCP, reverse, 4+♥, 5+♣, UnBal. (2NT PF-Lebensohl.)
2♠		15-19 HCP, reverse, 4+♠, 5+♣, UnBal. (2NT PF-Lebensohl.)
2NT		Breaks the transfer (to 1NT) and shows 18-19 HCP, UnBal. , at least 5+♣. We always open a SemiBal 18-19 with 1♦. If the RH pulls in 3♣/♦ (NF), he has a NF SubMIN with a ♣ fit/long ♦.
3♣		15-19 HCP, natural, NF , 6+♣.
3♦		15-19 HCP, 6+♣, 5+♦, UnBal , NF , but you should make a preference.
3♥		15-19 HCP, 6+♣, 5+♥, UnBal , NF , but you should make a preference.
3♠		15-19 HCP, 6+♣, 5+♠, UnBal , NF , but you should make a preference.
3NT		Running 7+♣.
	Pass	To play.
	4♣	To play.
	4♦	How many ♣?
	4♥	7♣.
	4♠	8♣, Etc. A new suit is a CUE and 4NT is RKCB .
	4♥	CUE with ♣ support.

9.1.17 Continuation After 1♣-2♣

2♦	Reverse, either 5+♦ and 4+♣, or 5+♣ and 4+♦, 15-19 HCP, UnBal , GF . 2NT(PF-Lebensohl) from the RH asks the OH to bid his longer m.
2♥	Reverse with a stopper in ♥ but not in ♠. 15+HCP. 2NT (PF-Lebensohl) asks for 3♣.
2♠	Reverse with a stopper in ♥ but not in ♠. 15+HCP. 2NT (PF-Lebensohl) asks for 3♣.
2NT	15+HCP, SemiBal , Inv , promises stoppers in both M.
3♣	11-14 HDP, Pre , at least 3+♣.
3♦	15-19 HDP, Singleton ♦, 4+♣, slam try in ♣.
3♥	15-19 HDP, Singleton ♥, 4+♣, slam try in ♣.
3♠	15-19 HDP, Singleton ♠, 4+♣, slam try in ♣.
3NT	A long, top-strong 6+♣(/7 running ♣). Or 15+HCP, UnBal with max 3♣.
4♣	18-19 HDP, 5+♣, slam try, o void in any side suit. Rejection: 4NT/5♣.

4♦	Void ♦, 5+♣. CUE accepts the slam try and 4NT/5♣ rejects.
4♥	Void ♥, 5+♣. CUE accepts the slam try and 4NT/5♣ rejects.
4♠	Void ♠, 5+♣. 4NT is RKCB . Aces in the void suit should not be shown.
4NT	18-19 HDP, 5+♣, RKCB for ♣. No singleton/void in the side suits.

9.1.18 Continuation After 1♣-2♦

2♥	The OH should bid 2♥ on all hands below 18 HCP with at least ♥x. Any bid after this will be CUE (slam try) from the RH. The OH should not accept the slam try without a fit or with less than 15+HCP. If the OH breaks the transfer, he shows 7+♣ UnBal or at least 18+HCP, which is unsuitable for ♥ contracts (singleton/void in ♥).
2♠	≥ 18 HCP, 5+♣ and 4+♠, reverse. A ♥ contract is no option (max ♥x). 2NT from the RH PF Lavinthal, SubMIN , asking for 3♣. All other bids promise 7+HCP.
2NT	18-19 HCP, UnBal , NF , at least ♥xx. A light Inv to 4♥. Rejection 3♥.
3♣	11-14 HCP, 7+♣. A ♥ contract is not really an option (max ♥x).
3♦	Reverse, 5+♣, 4+♦, 18+HCP. A ♥ contract is not really an option (max ♥x).
3♥	Pre with at least ♥xxx/Hz, 11-14 HCP or a ZAR with ♣ and ♥.
3♠	18-19 HCP, void ♠ with at least ♥xxxx/Hzx, a mild slam try in ♥.
3NT	15+HCP or 7+ running ♣, ♠+♦ stoppers and max ♥x. To play.
4♣	18-19 HCP, CUE with 5+♣, ♥xxxx/Hzx, slam try in ♥. Partner accepts the slam try with a CUE , and rejects it with 4♥/4NT/5♣.
4♦	18-19 HCP, void ♦, at least ♥xxxx/Hzx, slam try in ♥. Partner accepts the slam try with a CUE , and rejects it with 4♥/4NT/5♣.
4♥	15+HCP, at least ♥xxxx/Hzx. To play and no Slam ambitions. (Could be a Pre .)
4♠	Void ♠, 5+♣, at least ♥Hzxx, ExRKCB .
4NT	RKCB for ♥, at least ♥Hzxx, at least 18+HCP.
5♣	18-19 HCP, 6+♣. ♥ is not an option (max ♥x). To play.
5♦	Void ♦, 5+♣, at least ♥Hzxx, ExRKCB .

9.1.19 Continuation After 1♣-2NT

3♣	Asks the RH to bid 4♦ with 4+♦. Thereafter: CUEs with ♦ as trumps.
3♦	15+HCP, reverse, 5+♣ & 4+♦ or 5+♦ & 4+♣. M CUE asks for the longer m.

3♥	15+HCP, reverse, 5+♣, 4+♥, 3♠/♦ is CUE confirming ♣ support on the RH.
3♠	15+HCP, reverse, 5+♣, 4+♠, 4♦/♥ is CUE confirming ♣ support on the RH.
3NT	11-12 HCP, could be 4-4-1♦-4/4-1♥-4-4/1♠-4-4-4.
4♣	13+HCP, UnBal, 6+♣ and asks for a CUE. A CUE accepts and 4NT rejects.
4♦	13+HCP, GF, 4+♣ & 5+♦ or 5+♣ & 4+♦. Asks for CUE. CUE accepts and 4NT rejects.
4♥	13+HCP, GF, 5♥, 6+♣. Asks for CUE. CUE accepts and 4NT rejects.
4♠	13+HCP, GF, 5♠, 6+♣. Asks for CUE. CUE accepts and 4NT rejects.
4NT	Quantitative raise with 13-14 HCP Not UnBal.

9.2 After 1♦ Opening

Pass	0-6 HCP, an unbiddable SubMIN, not 4+♦, not 4+♥/♠.
1♥	3+HCP, transfer to spades, 1RF, 4+♠. Can have 4♥ and 4+♠ (equally long in the M or longer ♠: (4-4-x-x/5-4-x-x/5-5-x-x/6-4-x-x). Sets up Romex Short (a direct jump from the OH to 3♣/♥).
1♠	3+HCP, transfer to hearts, 1RF, 4+♥. Can have 4♠, but then the ♥ suit is always longer. Sets up Romex Short (a direct jump from the OH to 3♣/♠).
1NT	7-10 HCP, NF, denies 4♥/♠. Could be a MAX SubMIN (5-6 HCP) with good honours and ♦ support.
2♣	Transfer to 2♦, 1RF, no interest in the M. 2♣ is either a Pre in 2/3♦ or at least 11+HCP UnBal with a long m: a) Inv/GF with 4-4-4♦-1♣. b) Inv with long ♣/♦. c) GF with long ♣/♦ d) a slam try with long ♣/♦. 2♣ sets up PEN-X on both hands.
2♦	3-6 HDP, NF, Pre, 4+♦, denies 4♥/♠.
2♥	3-6 HCP, NF, PRE, 6+♥. Most of the HCP in ♥. Probably no ♦ support.
2♠	3-6 HCP, NF, PRE, 6+♠. Most of the HCP in ♠. Probably no ♦ support.
2NT	11-13 HCP, Not UnBal, l Inv, denies 4♥/♠, max 3♦. Sets up PEN-X.
3♣	3-6 HCP, SubMIN, NF, Pre, 6+♣. Most of the HCP in ♣. Probably no ♦ support. (With 5+♣ and 7-10 HCP, the RH will bid 1NT.)
3♦	7-10 HDP, Pre, 4+♦. (NB! Must be good enough to sustain 3NT from an 18-19 HCP OH.)
3♥	11+HDP, 4+♦, short ♥, denies 4♠, slam try. Asks for a CUE.
3♠	11+HDP, 4+♦, short ♠, denies 4♥, slam try. Asks for a CUE.
3NT	14+HCP, to play, denies 4♥/♠, max 4♦.

4♣	11+HDP, 3+♦, short ♣, denies 4♥/♠, slam try. Asks for a CUE.
4♦	6-10 HDP, Pre, Inv, at least 4+♦.
4♥	Long ♥, to play, no Slam interest.
4♠	Long ♠, to play, no Slam interest.
4NT	18+HDP, RKCB with 3+♦, denies 4♥/♠, no shortage.

9.2.1 Continuation After 1♦-1♥-1♠

1♠ shows 11-19 HDP, UnBal, (Can have 18-19 HCP UnBal, but the OH denies an 18-19 Bal). 1RF with (4)5+♦ and 3+♠. Sets up XYZ. Can only be passed with 4+♠ and a SubMIN. Can have exactly 13-14 HCP with 4+♠ the OH rebids ♠. 2♠ will then take PRI and override any other reply to XYZ. (See the development after 1♣-1♦/♥).

The subsequent development follow the same principles as after 1♣-1♦-♥. (See this).

9.2.2 Continuation After 1♦-1♥-1NT

1NT shows 18-19 HCP, PRI, SemiBal hand without 4♠, but can have 4♥. 1NT sets up XYZ. 1NT is NF only if the RH has ≤6 HCP (SubMIN). If the RH has at least 7+HCP, 1NT is GF, and should be followed by 2♦(XYZ GF) from the RH.

Pass	3-6 HCP(SEMI)Bal with 4♠, no longer side suit.
2♣	XYZ Inv, transfer to 2♦.
2♦	XYZ GF, 7+HCP.
2♥	3-6 HCP, 4♥, 4+♠, SubMIN NF, (Inv+ always goes via XYZ). With 3-3 in the M, the OH should make a preference to ♠ (which can be longer than ♥).
2♠	3-6 HCP, 5+♠, SubMIN, NF.
2NT	Asks for a preference in m. The RH has 3-6 HCP, UnBal, SubMIN, 4♠ and at least 4-4 in the m: 4-1-4-4/4-0-5-4/4-0-4-5.
3♣	3-6 HCP, NF, SubMIN, canapé in ♣, 4♠ and 6+♣.
3♦	3-6 HCP, NF, SubMIN, canapé in ♦ 4♠ and 6+♦.
3♥	3-6 HCP, SubMIN, Pre, 5+/5+ in ♥/♠.
3♠	3-6 HCP, 6+♠, Pre, Inv.
3NT	7+HCP, to play with at least half a stopper in both ♣ and ♥.
4♣	7+HCP, GF, short ♣, 6+♠ and asks for CUE. Rejection 4♠.
4♦	7+HCP, GF, short ♦, 6+♠ and asks for CUE. Rejection 4♠.
4♥	7+HCP, GF, short ♥, 6+♠ and asks for CUE. Rejection 4♠.

4♠	3-10 HCP, NF, 6+♠, no Slam ambitions.
4NT	11-13 HCP, quantitative raise, no long suit.

9.2.3 Continuation After 1♦-1♥-2♣

2♣ shows 11-14 HCP, UnBal, NF, either 5+♦ & 4+♣ or 5+♣ & 4+♦, denies 3+♠, cannot be SemiBal: 2-2-4-5/2-2-5-4, (open 1♣ and rebid an 11-14 NT), can have 4♥ (0-4-4-5/0-4-5-4) on rainy day, with 11-14 HCP, irreversible.

Pass		3-6 HCP, to play, SubMIN, 3+♣, 3♦, max 4♠.
2♦		NF, minor preference, can be 3-6 HCP, SubMIN or 7-10 HCP.
2♥		NF, 4♥, 4+♠. The OH should make a preference to ♠ with 11-14 HCP and 3-3 in the M, as the RH can have longer ♠.
2♠		NF, 5+♠, can be 3-6 HCP, SubMIN or 7-10 HCP.
2NT		14+HCP, artificial GF.
	3♣	No stopper in ♥, max ♠xx.
	3♦	6♦, no stopper in ♥, max ♠xx.
	3♥	Asks for a stopper in ♥, max ♠xx, believes in many tricks in NT.
	3♠	2♠, ♠Hz. (with 3♠ the OH would have said 2♠/3♠ over 1♥).
	3NT	Stopper in ♥, max ♠xx. To play.
3♣		11-13 HCP, minor preference bid with.
3♦		11-13 HCP, Inv, 4+♦, 4♠.
3♥		11-13 HCP, Inv, 5+♥, 5+♠. Choose M at the three or the four level!
3♠		7-10 HCP, Inv, 6+♠.
3NT		14+HCP, to play with a ♥ stopper.
4♣		7-10 HCP, Pre, Inv, 5+♣, Canapé.
4♦		7-10 HCP, Pre, Inv, 5+♦, Canapé.
4♥		11+HCP, GF, 5-5 in the M. Choose M! No Slam ambitions.
4♠		11+HCP, NF, 6+♠, self-supporting suit, no Slam ambitions.

9.2.4 Continuation After 1♦-1♥-2♦

2♦ shows Natural, normally an UnBal 6♦, 11-14 HCP, NF, denies 3+♠, can be an emergency bid with 5♦ & 4♥ and 11-14 HCP (too weak for reverse.)

Pass		3-6 HCP, SubMIN, to play.
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2♥		4♥, 4+♠, SubMIN, NF (3rd suit). The OH should make a preference to ♠ with 11-14 HCP and 3-3 in the M, for the RH could have longer ♠. With 4♥ the OH should pass on 11-12 HCP and raise to 3♥ on 13-14 HCP.
2♠		3-6 HCP, SubMIN NF, 5+♠.
2NT		14+HCP, artificial GF.
	3♣	Stopper in ♣, but not in ♥, max ♠xx.
	3♦	6♦, no stopper in ♥, max ♠xx.
	3♥	Asks for a stopper in ♥, max ♠xx, believes in many tricks in NT.
	3♠	2♠, ♠Hz. (with 3♠ the OH would have said 2♠/3♠ over 1♥).
	3NT	Stopper in ♥, max ♠xx, to play.
3♣		7-10 HCP, NF, canapé in ♣ (4♣ & 5+♣), can be 3-6 HCP SubMIN.
3♦		3-10 HCP, Pre, 4♠, 3+♦ support.
3♥		11-13 HCP, Inv, 5♥, 5+♠, choose a M at the three or the four level!
3♠		7-10 HCP, Pre, NF, 6+♠.
3NT		To play, stopper in ♥ and believes in game.
4♣		14+HCP, GF, 4♠, 4♦, short ♣. Asks for CUE. Rejection 4♠/5♦.
4♦		7-10 HCP, NF, Pre, Inv in ♦, 4+♠, 4+♦.
4♥		11-13 HCP, GF, 5♥, 5+♠, choose a M!, no Slam ambitions.
4♠		11+HCP, NF, 7+♠, believes in game but not in Slam.
5♦		11+ DP, 5+♦, 4♠, no Slam ambitions.

9.2.5 Continuation After 1♦-1♥-2♥

2♥ shows 15+HCP, 1RF, reverse, 5+♦, 4+♥. NB: 2NT from the RH PF Lebensohl (shows a SubMIN). Anything else shows 7+HCP(Inv+).

Pass			3-6 HCP, NF, SubMIN, 3+♥.
2♠			3-6 HCP, NF, SubMIN, 5+♠.
2NT			3-6 HCP, PF Lebensohl. Asks for 3♣ from the OH.
	3♣		OK
		Pass	Wants to play 3♣. At least 5♣.
		3♦	Wants to play 3♦. At least 3♦.
		3♥	Wants to play 3♥/♠ At least 5-5 in the M.
3♣			7-10 HCP, Inv, canapé: 5-6♣, 4♠.
3♦			7-10 HCP, Inv, ♦ preference, at least 3♦.
3♥			7-10 HCP, Inv, 4♥, 4+♠.

3♠		7-10 HCP, Inv, 6♠.
3NT		11+HCP, to play.
4♣		11+HCP, slam try, short ♣, 4♥. CUE accepts. 4♥/4NT rejects the slam try.
4♦		11+HCP, slam try. ♦ support, 4♠. Asks for CUE. CUE accepts, 4NT/5♦ rejects the slam try.
4♥		11+HCP, 4♥, to play, no Slam ambitions.
4♠		11+HCP, 6+ good ♠, to play, no Slam ambitions.
5♦		To play, no Slam ambitions.

9.2.6 Continuation After 1♦-1♥-2♠

2♠ shows 4♠, 5+♦, 11-12 HDP, UnBal, NF (can be 4-4-4♦-1♣). Sets up ROMEX(Short/Long). The RH can pass with max 12(13) HCP.

Pass		To play with 3-10 HCP, SubMIN/MIN.
2NT		Introduction to ROMEX Long, Inv with a long side suit (at least 3+ with a difficult hand). Asks for 3♣.
	3♣	OK.
	3♦	3+♦, Natural.
	3♥	3+♥, Natural.
	3♠	3+♠, Residue.
	3NT	Accepts any Inv or.
3♣		11-13 HDP, Inv, Short ♣, ROMEX Short.
3♦		11-13 HDP, Inv, Short ♦, ROMEX Short.
3♥		11-13 HDP, Inv, Short ♥, ROMEX Short.
3♠		Pre.
3NT		14+HCP, to play. Believes in as many tricks in NT as in ♠.
4♣		11+HCP, slam try, void ♣, 4+♠. CUE accepts, 4♠/4NT rejects.
4♦		11+HCP, slam try, void ♦, 4+♠. CUE accepts, 4♠/4NT rejects.
4♥		11+HCP, slam try, void♥, 4+♠. CUE accepts, 4♠/4NT rejects.
4♠		To play, no Slam ambitions.

9.2.7 Continuation After 1♦-1♥-2NT

2NT shows 18-19 NT, PRI, 4-card ♠ support. NB! 3♥ (transfer to 3♠). When the OH bids 3♠, the RH can pass (SubMIN), bid 4♠ (GF)

or CUE (slam try).

3♣		7+HCP, 4+♠, Short ♣, ROMEX Short.
	3♦	CUE.
	3♥	CUE, denies a ♦ CUE.
	3♠	Rejects the slam try, short ♣ is not good enough.
	3NT	Double stopper in ♣ (Not AK), to play.
	4♣	CUE, no CUE in ♦/♠.
3♦		7+HCP, 4+♠, short ♦, ROMEX Short.
	3♥	CUE.
	3♠	Rejects the slam try, short ♦ is not good enough.
	3NT	Double stopper in ♦ (Not AK), to play.
	4♣	CUE, no ♠ CUE.
	4♦	CUE, no ♠/♣ CUE.
3♥		Transfer to 3♠, PRI (to get the contract on the right hand).
	3♠	OK.
	Pass	Sign off with SubMIN.
	3NT	GF, 4+♠. Asks for ♣ CUE. slam try.
	4♣	CUE, slam try. Rejection: 4♠.
	4♦	CUE, slam try. Rejection: 4♠.
	4♥	CUE, slam try. Rejection: 4♠.
	3NT	4♠, probably 4-3-3-3. no Slam ambitions and suggests 3NT as the contact. The RH can CUE at the four level if he is still has a slam try.
3♠		GF, 5+♠, slam try, can have short ♥. A Bal hand with Slam ambitions should go through 3♥ (transfer to 3♠) and then CUE.
	3NT	4♠, double stopper in ♥ (Not AK), to play. The RH can CUE at the four level if he is still Slam ambitious.
	4♣	Void ♣, 4♠, slam try.
	4♦	Void ♦, 4♠, slam try.
	4♥	Void ♥, 4♠, slam try.
	4♠	To play.
3NT		To play, 4♠, probably 4-3-3-3, no Slam ambitions. The RH can CUE at the four level if he is still Slam interested.
4♣		Void ♣, 4♠.
4♦		Void ♦, 4♠.
4♥		Void ♥, 4♠.

4♠		To play, has a surprise for the opponents, no Slam ambitions.
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9.2.8 Other Continuations After 1♦-1♥

3♣	15+HDP, Inv, ROMEX Short (singleton ♣), confirms 4+♠.
3♦	15-17 HCP, Inv, good 6+♦, max 2♠.
3♥	15+HDP, Inv, ROMEX Short (singleton ♣), confirms 4+♠.
3♠	15-17 HCP, Inv, 5+♦, 4+♠, no singleton.
3NT	Running 6-7♦, 15+HCP, side stoppers in ♣ and ♥, max 2♠.
4♣	18-19 HDP, GF, void ♣, 4+♠, 5+♦.
4♦	15-19 HCP, UnBal, Inv, 7+♦, no interest in NT, no side suit. max 2♠.
4♥	18-19 HDP, GF, void ♥, 4+♠, 4+♦.
4♠	18-19 HCP, 5+♦, 4+♠, no shortage, to play, no Slam ambitions.

9.2.9 Continuation After 1♦-1♠-1NT

1NT shows 18-19 NT, SEMIBal, denies 4♥, sets up XYZ. 1NT is only NF when the RH has SubMIN. If the RH has 7+HCP, 1NT is GF:

Pass	3-6 HCP, SemiBal, SubMIN, 4♥, no longer side suit.
2♣	XYZ, Inv, transfer to 2♦.
2♦	XYZ, GF.
2♥	3-6 HCP, SubMIN, 5+♥ NF. (Inv+ must go through XYZ).
2♠	3-6 HCP, SubMIN, 5+♥, 4+♠, NF.
2NT	3-6 HCP, SubMIN, 4♥, 4+♣, 4+♦. Asks for a preference in m. Inv+ must go through XYZ: 1♦-♠-1NT-2♣-2♦-2NT, 6-7 HCP.
3♣	3-10 HCP, NF, canapé in ♣, 4+♥, 6+♣.
3♦	3-10 HCP, NF, canapé in ♦, 4+♥, 6+♦.
3♥	3-6 HCP, Pre, NF, 6+♥.
3♠	14+HCP, GF, 6+♥, singleton ♠, sets ♥ as trumps.
3NT	11+HCP, at least half a stopper in both ♣ and ♠, sees many tricks.
4♣	14+HCP, GF, 6+♥, singleton ♣, sets ♥ as trumps. Asks for CUE.
4♦	Singleton ♦, 6+♥, GF, 14+HCP, sets ♥ as trumps. Asks for CUE.
4♥	11+HCP, NF, 6+♥, does not believe in Slam.

9.2.10 Continuation After 1♦-1♠-2♣

2♣ shows 11-14 HCP, UnBal, NF, 5+♦ & 4+♣ or 5+♣ & 4+♦, max 3♥.

Pass	3-6 HCP, SubMIN, NF, 3+♣, max ♦xx.
2♦	3-6 HCP, SubMIN, NF or 7-10 HCP, preference bid with 3+♦.
2♥	3-6 HCP, SubMIN, NF 5+♥.
2♠	14+HCP, GF, Reverse, 5♥, 4+♠.
2NT	14+HCP, artificial GF.
	3♣ No stopper in ♠, max ♥xx.
	3♦ 6♦, no stopper in ♠, max ♥xx.
	3♥ xxx in ♥. (♥xxxx would have been showed through 2♥ over 1♠).
	3♠ Asks for a stopper in ♠, can see many tricks in NT, max ♥xx.
	3NT Shows a ♠ stopper, max ♥xx, to play
3♣	7-10 HCP, NF, preference bid, 4+♣..
3♦	7-10 HCP, NF, Pre, 4+♦.
3♥	11-13 HCP, Inv, 5+♥.
3♠	1RF, max a singleton ♠ (could be a CUE) with support in one or both m.
3NT	To play.
4♣	Sets the trumps and asks for a CUE, slam try. Rejection: 4NT and 5♣.
4♦	Sets the trumps and asks for a CUE, slam try. Rejection: 4NT and 5♦.
4♥	To play, 6+ good ♥.
4♠	Exclusion 6-Ace RKCB. Void ♠, support for one or both m. Both the m kings are KC.

9.2.11 Continuation After 1♦-1♠-2♦

2♦ shows 11-14 HCP, NF, 6♦, or max 3♥, 5♦ and 4♠ No reverse.

Pass	3-6 HCP, SubMIN, NF or 7-10 HCP, no game ambition.
2♥	3-6 HCP, SubMIN, NF or 7-10 HCP, 5+♥, no game ambition.
2♠	14+HCP, GF, Reverse on the RH, 5+♥, 4+♠.
2NT	artificial GF.
	3♣ Stopper in ♣, but not in ♠, max ♥xxx.
	3♦ No stopper in ♣ or ♠, max ♥xxx.
	3♥ 3♥. (♥xxxx would have been shown through 2♥ over 1♠).
	3♠ Stopper in ♠, but not in ♣, max ♥xxx.
	3NT Stoppers in both ♣ and ♠, max ♥xxx.
3♣	11-13 HCP, Inv, canapé in ♣, 4♥, 5+♣, max a singleton ♦.
3♦	Pre.

3♥		11-13 HCP, Inv, 5+♥.
3♠		Inv in ♦, max a singleton ♠.
3NT		To play.
4♣		11-13 HCP, Pre, Inv, in ♦, max a singleton ♣.
4♦		11-13 HCP, Pre, Inv, in ♦, NF. The OH goes to game with a good hand.
4♥		To play, at least 6+ good ♥.
4♠		Void ♠, ♦ support, slam try.
4NT		RKCB for ♦.
5♣		Void ♣, ♦ support, slam try.

9.2.12 Continuation After 1♦-1♠-2♥

2♥ shows 11-13 HCP, Inv, PRI, Natural support, 5+♦, 4+♥ (can be 4-4-4-1♣, 4-4♥-5♦-0 or 0-4♥-5♦-4). Sets up ROMEX Short/Long.

2♠			Introduction to ROMEX Long.
	2NT		OK.
		3♣	ROMEX Long, 3+♣ Natural.
		3♦	ROMEX Long, 3+♦ Natural.
		3♥	ROMEX Long, 3+♠ Residue.
		3♥	Rejects any Inv.
		4♥	Accepts all Inv.
2NT			ROMEX Short, short ♠ Residue.
3♣			ROMEX Short, short ♣ Natural.
3♦			ROMEX Short, short ♦ Natural.
3♥			Pre.

9.2.13 Continuation After 1♦-1♠-2NT

2NT shows 18-19 NT, 4-card ♥ support (can have 5+♦ and can also be UnBal). 3♦ is a SUBMIN transfer to 3♥ (which can be passed with a SubMIN, raised to game (4♥), or the RH can CUE with Slam ambitions). Every other bid than 3♥ is a CUE and GF. A jump from the RH to 4♣/♠ short suit CUE and a slam try in ♥.

3♣			7+HCP, short ♣, Natural, 4+♥, mild slam try.
	3♦		CUE.
	3♥		Rejects the slam try, short ♣ is not good enough.

	3♠		CUE, denies ♦ CUE.
	3NT		Double stopper in ♣ (Not AK), to play.
	4♣		CUE, denies CUE in ♦/♠.
3♦			Transfer to 3♥ (to get the contract on the right hand), PRI.
	3♥		OK.
		Pass	Sign off with SubMIN.
		3♠	CUE.
		3NT	No ♠ CUE. Asks for a CUE if the OH also has ♠ CUE. Rejection: 4♥.
		4♣	CUE, slam try, denies ♠ CUE. Rejection: 4♥.
		4♦	CUE, slam try, denies ♠/♣ CUE. Rejection: 4♥.
3♥			7+HCP, short ♦, Residue, 4♥.
	3♠		CUE.
	3NT		Double stopper in ♦ (Not AK), to play.
	4♣		CUE, not ♠ CUE.
	4♦		CUE, denies ♠/♣ CUE.
	4♥		Rejection to the slam try, short ♦ is not good.
3♠			7+HCP, short ♠, natural, 4♥.
	3NT		Double stopper in ♠ (Not AK). To play.
	4♣		CUE.
	4♦		CUE, denies ♣ CUE.
	4♥		Rejection to the slam try, short ♠ is not good enough.
3NT			To play, probably bad trumps.
4♣			11-13 HCP, slam try, void ♣, 4+♥.
4♦			11-13 HCP, slam try, void ♦, 4+♥.
4♥			To play, has a surprise for the opponents, no Slam ambitions.
4♠			Void ♠, 4+♥, ExRKCB.

9.2.14 Other Continuations after 1♦-1♠

2♠			14+HCP, Reverse, 1RF, 5♦, 4♠, denies 3+♥. NB! 2NTSubMIN from the RH is PF Lebensohl and asks for 3♣ which can be passed or adjusted to another suit at the three level (which should be passed).
3♣			15+HDP, 1RF, ROMEX Short, singleton ♣, 4+♥. Also here 3♦ will be a transfer to 3♥ to get the contract on the right hand.

3♦			15-17 HCP, Inv, good 6+♦, max 2♥, no shortage.
3♥			15-17 HDP, Inv, 4+♥, 5+♦ (could be 4-4♥-4♦-1, 4-4♥-5♦-0 or 0-4♥-5♦-4).
3♠			15+HDP, 1RF, ROMEX Short, singleton ♠. Confirms 4+♥. 4♦ by the RH is also here a transfer to 4♥, to land the contract on the strong hand.
3NT			15+HCP, UnBal, running 6-7♦, max 3♥. Great trick potential. The RH bids:
	Pass		To play.
	4♣		How many ♦?
		4♦	7.
		4♥	8. Etc. After this a new suit is CUE and 4NT RKCB.
		4♦	To play.
4♣			18-19 HDP, GF, void ♣, 4+♥, 5+♦. Asks for a ♠ CUE. Rejection: 4♦/♥.
4♦			18-19 HCP, short ♦, 4+♥. Asks for a ♠ CUE/RKCB. Rejection: 4♥.
4♥			18-19 HCP, SemiBal, denies short ♠/♣, confirms 4+♥, 5+♦, no Slam ambitions. Most likely distribution: 2-4-5-2.
4♠			18-19 HDP, GF, void ♠, 4+♥, 5+♦, ExRKCB.
4NT			18-19 HCP, RKCB for ♥, 4+♥, 5+♦ and a very special hand.
5♣			18-19 HDP, GF, void ♣, 4+♥, 5+♦, ExRKCB.

9.2.15 Continuation After 1♦-2♣-2♦

2♦ is the normal response to 2♣. Should be bid on nearly all hands below 18-19 HCP.

Pass			To play, 4+♦ SubMIN.
2♥			14+HCP, UnBal, GF, 6+♣ corresponding. The OH shows stoppers up to 3NT.
2♠			14+HCP, UnBal, GF with 4+♦(Corresponding). The OH shows stoppers up to 3NT.
2NT			14+HCP, Not UnBal GF, 4+ cards in one or both m.
3♣			11-13 HCP, UnBal, Inv, 6+♣.
	Pass		To play
	3♦		Asks for the short suit.
		3♥	Short ♥ Natural.
		3♠	Short ♠ Natural.
		3NT	Short ♣ Residue.

	3♥		Stopper in ♥, but not in ♠.
	3♠		Stopper in ♠, but not in ♥.
	3NT		To play, stoppers in both ♥ and ♠.
3♦			UnBal, Inv, 4+♦.(The OH must have 4+♦.)
	Pass		To play.
	3♥		Stopper in ♥, but not in ♠.
	3♠		Stopper in ♠, but not in ♥.
	3NT		To play, stoppers in both ♥ and ♠.

Even if the OH has a reversible hand, he should bid 2♦ over 2♣, so that the RH can show his assets. Only with an 18-19 NT should the OH break the transfer and bid 2NT over 2♣.

9.2.16 Continuation After 1♦-2♣-2♦-2♥

2♥ shows 14+HCP.UnBal, GF, 6+♣ corresponding.

2♠			Stopper in ♠, not in ♥.
2NT			Stoppers in both M.
3♣			11-14 HCP, 6+♦,4♣.
3♦			11-14 HCP,7+♦. Not too many stoppers in M.
3♥			Stopper in ♥, not in ♠.

9.2.17 Continuation After 1♦-2♣-2♦-2♠

2♠ shows 14+HCP,UnBal, GF, 4+♦ Corresponding.

2NT			Stoppers in both M.
3♣			11-14 HCP, 6+♦, 4+♣, not too many stoppers in M.
	3♦		Asks for the short suit.
		3♥	Short ♥ Natural.
		3♠	Short ♠ Natural.
		3NT	Max a singleton in both M.
3♦			11-14 HCP, Inv,7+♦, not too many stoppers in M.
3♥			Stopper in ♥, but not in ♠ Natural.
3♠			Stopper in ♠, but not in ♥ Natural.
3NT			Stoppers in both M Residue.

9.2.18 Continuation After 1♦-2♣-2♦-2NT

2NT shows 14+HCP, UnBal, GF, at least 4 cards in one or both m, could be 4-4-4-1.

3♣	11-14 HCP, 6+♦ and 4+♣.
3♦	11-14 HCP, 7+♦.
3♥	Stopper in ♥, but not in ♠ Natural.
3♠	Stopper in, but not in ♥ Natural.
3NT	Stoppers in both M Residue.

Since the RH has stated (with his 2♣) that a M contract is off, a showing of stoppers will be more actual than showing suits. After the RH has shown his hand, a showing of stoppers from the down and up will reveal whether or not 3NT is a good project.

After 1♦-2♣-2♦-2NT, Inv, 4+♣ and/or 4+♦, the OH should start showing his stoppers if he accepts the Inv. He may pass 2NT only with a ZAR with unprotected M suits.

9.2.19 Continuation After 1♦-2♣-2NT

2NT 18-19 NT, SemiBal. NB! Breaks the transfer

Pass	To play.
3♣	11-13 HCP, 6+♣.
3♦	11-13 HCP, 6+♦.
3♥	14+HCP, 6+♣
3♠	14+HCP, 6+♦
3NT	11-12 HCP, GF, 4+♣, 4+♦, to play.
4♣	14+HCP, UnBal, GF, slam try, 6+♣. Asks for a CUE. (4NT is to play).
4♦	14+HCP, UnBal, GF, slam try, 6+♦. Asks for a CUE. (4NT is to play).

9.3 After 1♥ opening

Pass	3-6 HDP, max a doubleton ♥ or 0-2 HDP.
1♠	3+HCP, 1RF, 4+♠, can have 3♥ but never 4♥. Sets up jump to ROMEX Short with ♠ as trumps. If he has 3♥ and 4♠, he should have at least 7 HCP in order to bid 1♠. If not, he should support the ♥ with a SubMIN bid.

1NT	7-10 HCP, NF, max doubleton ♥, not 4♠. The hand can contain 4-4, 5-4 or even 5-5 in the m suits. (With 11+HCP, however, the RH should always bid 2♣ on such hands). 1NT is a "sack post" for all 7-10 HCP hands.
2♣	11+HCP, 1RF. PF transfer to 2♦ with a minor-based hand. The OH should normally accept the transfer, even with a singleton ♦.
2♦	PF-transfer to 2♥. 2♦ always shows exactly a 3♥ support and either: SubMIN, 3-6 HDP, pass after 2♥, or Inv, 11-13 HDP New after 2♥, or GF, 14+HDP, 2NT after 2♥.
	The OH must assume that the bid is a SubMIN 3-6 HDP and should therefore always bid 2♥. The continuation is the same as after a "normal" Stenberg (1♥ - 2NT). (The equivalent after 1♠ is 2♥).
2♥	7-10 HDP, Exactly 3♥, sets up ROMEX (Short/Long) on the OH. (The equivalent after 1♠ is 2♠).
2♠	7-10 HDP, PF structural jump+1, 4+♥, singleton, 1RF, a very mild Inv. 2NT asks for the singleton. (Equivalent after 1♠: 3♣.)
2NT	14+HDP, "Stenberg", GF, 4+♥. (2NT carries the same meaning and development after 1♠ opening). The OH should show side suit at the three level if he has one, and from then on: CUE.
3♣	11-13 HDP, PF structural jump+2, 4+♥, 1RF. Can have a singleton somewhere (the relay bid asks). (The equivalent after 1♠ is 3♦.)
3♦	7-10 HDP, PF structural jump+3, 4♥, 1RF, denies any singleton, very weak Pre, Inv. (The equivalent after 1♠ is 3♥.)
3♥	4♥ support, very aggressive SubMIN, Pre 3-6 HDP.
3♠	slam try, 4♥, void ♠. 4♥ rejection. CUE/RKCB positive.
3NT	14-17 HCP, NF, 3-2-4-4 (doubleton ♥), no Slam ambitions.
4♣	GF, 4♥, void ♣. 4♥ rejection. CUE/RKCB positive.
4♦	GF, 4♥, void ♦. 4♥ rejection. CUE/RKCB positive.
4♥	5-10 HDP, NF, Pre, very aggressive, at least 5♥.
4♠	NF, 7+♠ (may be a Pre), to play.
4NT	RKCB, at least 4♥, denies any short suit.

9.3.1 Continuation After 1♥-1♠-1NT

1NT shows 11-14 HCP, Not UnBal. Denies 4♠ and 6♥, but can have 5♥, 4♣/♦ and 2-2. This is the only uncontested sequence after a M opening which sets up XY. (If the opponents intervene, however, both NEG-X and SUP-X/XX will replace any bid at the one level and thus set up XY.) Any (un)forced bid of 3♣/♦ later will be a canapé

from the RH (with or without a jump).

Pass	To play.
2♣	XYZ, Inv. Transfers to 2♦.
2♦	XYZ, GF.
2♥	7-10 HCP, NF, h 4♠, 3♥. All Inv+ go via XYZ.
2♠	7-10 HCP, NF, 5+♠, max 2♥, no game interest.
2NT	7-10 HCP, NF, UnBal, both m, short ♥: 4-1♥-4-4/4-0♥-4-5/4-0♥-5-4.
3♣	5-10 HCP, NF, UnBal, canapé, 4♠, 5+♣, max 2♥.
3♦	5-10 HCP, NF, UnBal, canapé. 4♠, 5+♦, max 2♥.
3♥	7-10 HCP, Pre, Inv, 4♠, 3♥, a singleton m.
3♠	7-10 HCP, Pre, Inv, 6+♠, max 2♥.
3NT	14+HCP, UnBal, GF, max singleton ♥, to play.
4♣	14+HDP, GF, sets ♥ as trumps, 4♠, at least 3♥, void ♣.
4♦	14+HDP, GF, sets ♥ as trumps, 4♠, at least 3♥, void ♦.
4♥	14+HDP, 4♠, at least 3♥, no Slam ambitions, to play.
4♠	14+HCP, 6+♠, max 2♥, no Slam ambitions, to play.

9.3.2 Other Continuations After 1♥-1♠

2♣			11-19 HCP, 1RF, 5+♥ & 4+♣ (in principle) or 15-17 HCP with 4+♣ (May be an emergency 1RF with 3+♣). NF for a SubMIN RH with 3+♣.
2♦			11-19 HCP, 1RF, 5+♥ & 4+♦ (in principle) or 15-17 HCP with 4+♦ (May be an emergency 1RF with 3+♦). NF for a SubMIN RH with 3+♦).
2♥			11-14 HCP, NF, normally UnBal with 6+♥. With a SubMIN RH, pass and 2♠ are both NF. All other bids are 1RF. 3♣/♦ Canapé.
2♠			11-14 HDP, NF, h 4♠. Sets up ROMEX(Short/Long) on the RH:
	Pass		to play.
	2NT		Introduction to ROMEX Long.
		3♣	OK
		3♦	ROMEX Long, 3+♦
		3♥	ROMEX Long, 3+♥ (Double suit support: 6Ace RKCB)
		3♠	ROMEX Long, 3+♠ Residue
	3♣		ROMEX Short, singleton ♣

	3♦		ROMEX Short, singleton ♦
	3♥		ROMEX Short, singleton ♥
	3♠		Pre.
2NT			18-19 NT, NF, 5+♥. Any other bid than 3♥(NF) from the RH is GF.
3♣			15+HCP, ROMEX Short, singleton ♣, 4♠.
3♦			15+HCP, ROMEX Short, singleton ♦, 4♠.
3♥			15-17 HCP, 6+♥. Max 3♠. Inv.
3♠			15-17 HDP, Inv, 4♠. The RH should accept the Inv with 9-10 HDP + SHORT, and with all 11+HDP hands.
3NT			15+HCP, NF, to play, 7+♥, max 3♠. Great trick potential.
4♣			15+HDP, GF, 4♠, void ♣.
4♦			15+HDP, GF, 4♠, void ♦.
4♥			15+HCP, UnBal, 6+♥, max 3♠. Great trick potential.
4♠			15+HDP, 4♠. Cannot afford that 3♠ is passed. No SHORTAGE.

9.3.3 Continuation After 1♥-1NT

Pass			Probably the best contract.
2♣			11-14 HCP, 5♥ & 4+♣, UnBal or 15-17 HCP, SemiBal & 3+♣, 1RF, but can be passed if the RH has a SubMIN with 3+♣ and ♥x.
2♦			11-17 HCP, 5♥ & 4+♦, UnBal or 15-17 HCP, SemiBal & 3+♦, 1RF, but can be passed with 3+♦ and ♥x if the RH has a SubMIN.
2♥			11-14 HCP, 6+♥, can have 5+♥ & 4♠ but too weak to reverse.
2♠			15+HCP, 1RF, Inv+, reverse, 5+♥, 4+♠.
	2NT		7-8 HCP, (MIN for 7-10), not 3♠, nor 2♥.
	3♣		canapé, 5+♣, UnBal, 1RF.
	3♦		canapé, 5+♦, UnBal, 1RF.
	3♥		MIN with ♥xx/Hz, not 4♠, NF.
	3♠		MIN with ♠xxx, not ♥Hz/xx, NF.
	3NT		9-10 HCP, (MAX for 7-10), may have 3♠ and/or 2♥, stoppers in both m.

4♣		Splinter in ♣, ♠Hzx, ruffing values.
4♦		Splinter in ♦, ♠Hzx, denies ♣ CUE, ruffing values.
4♥		Splinter in ♥, ♠Hzx, denies a ♣/♦ CUE, ruffing values.
4♠		10+HCP, ♠HHz, promises a void somewhere.
2NT		15-17 HCP, SemiBal, 5♥-3-3-2 (cannot have 5♥+4♣/♦ and 2-2 (rebid: 2♣/♦).
3♣		15+HCP, UnBal, 1RF, 5+♥, 5+♣.
3♦		15+HCP, UnBal, 1RF, 5+♥, 5+♦.
3♥		15-17 HCP, 6+♥, Inv, a good suit.
3♠		15+HCP, GF, 6+♥, 5♠. Asks for preference or CUE in m if Slam interested.
3NT		15+HCP, At least 7+, UnBal, running ♥, great trick potential, to play.
Pass		To play.
4♣		How many ♥?
	4♦	7♥.
	4♥	8♥, etc. After this a new suit is a CUE and 4NT is RKCB.
4♦		CUE etc.

9.3.4 Continuation After 1♥-2♣-2♦-2♥-2♠

2♥ shows "Impossible Support", transfers to 2♠.

2NT	Not Bal, Inv, 3244 22(54) or 2155. 3♠ from th OH asks for a stopper.
3♣	Inv with 6+♣, no other suit.
3♦	Inv with 6+♦, no other suit.
3♥	GF, 5+♣, 4+♦ (longest in the complimentary suit). Focus is on the ♠ suit and 3♠ from the OH asks for a stopper.
3♠	GF, 5+♦, 4+♣ (longest in the complimentary suit). Does not promise any stopper in ♠.
3NT	GF, equal length in the m. Promises a ♠ stopper.
4♣	GF, 6+♣, no other suit.
4♦	GF, 6+♦, no other suit.
4♥	GF, 6+♣, exactly 4♦.
4♠	GF, 6+♦, exactly 4♣.

9.3.5 Continuation After 1♥-2♣-2♦-2♠

2♠ shows "Impossible M". The OH bids 2NT with 11-12 HCP, does

not accept an 11-13 HCP Inv from the RH. 3♣/♦/♥/♠/NT, accepts an 11-13 HCP Inv. At least 13+HCP).

Pass	To play.
3♣	Inv, 6+♣, no other suit.
3♦	Inv, 6+♦, no other suit.
3♥	GF, 5+♣, 4+♦ (longest in the complimentary suit). Focus is on the ♠ suit and 3♠ from the OH asks for a stopper.
3♠	GF, 5+♦, 4+♣ (longest in the complimentary suit), does not promise any ♠ stopper.
3NT	GF, equal length in the m, promises a ♠ stopper.
4♣	GF, 6+♣, no other suit.
4♦	GF, 6+♦, no other suit.
4♥	GF, 6+♣, exactly 4♦.
4♠	GF, 6+♦, exactly 4♣.

9.3.6 Other continuations after 1♥-2♣-2♦

2NT/3♣/♦ shows Inv with max singleton in the opening suit.

♥/♠/3NT/4♣/♦/♥/♠ shows GF with max singleton in the opening suit.

9.3.7 Continuation After 1♥-2♣-2♦-3♣

3♣ shows Inv with 6+♣, max singleton ♥. The OH should not bid 3NT without having at least ♣Hz, for even if the RH in principle should have 11-13 HCP, he could also have HHZxxx in ♣ without other entries.

Pass	To play.
3♦	13+HCP, stopper in ♦, Inv to 3NT. The RH bids (half-)stoppers in ♠ up to 3NT if he has any. Otherwise: 4/5♣.
3♥	To play, 6+ good ♥, max ♣x, a sead MIN (11-12 HCP).
3♠	13+HCP, stopper in ♠, not in ♦, Inv to 3NT. The RH bids 3NT with a stopper in ♦, otherwise 4♣.
3NT	To play, at least Hz in ♣, stoppers in both ♦ and ♠.
4♣	Pre, Inv to 5♣.
4♦	CUE with ♣. Asks for a CUE.
4♥	To play, good 6+♥, no ♣ fit.
4♠	CUE with ♣, denies ♦ CUE. The RH bids a CUE/4NT with a ♦-CUE, otherwise 5♣.

5♣	To play, no Slam ambitions.
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9.3.8 Continuation After 1♥-2♣-2♦-3♦

3♦ shows Inv (11-13 HCP), 6+♦, max a singleton ♥. The OH should not bid 3NT without at least ♦Hz, for the RH could have HHxxxx in ♦ without other entries.

Pass	To play.
3♥	To play, 6+ good ♥, max ♦x, dead MIN (11-12 HCP).
3♠	13+HCP, stopper in ♠, Inv to 3NT. The RH bids 3NT with at least ♣Qxx, otherwise 4♦.
3NT	To play with ♦Hz, promises stoppers in both ♣ and ♠.
4♣	CUE with ♦ support. Asks for a CUE.
4♦	Inv to 5♦.
4♥	To play, good 6+♥, no ♦ fit.
4♠	CUE in ♠, good ♦ support, denies a ♣ CUE.
5♣	Void in ♣, good ♦ support, slam try Inv.
5♦	To play, no Slam ambitions.

9.3.9 Continuation After 1♥-2♣-2♦-3♥

3♥ shows GF, 5+♣, 4+♦ (longer complementary suit), max a singleton ♥, dnot promise any ♠ stopper.

3♠	Asks for ♠ stopper. Otherwise: 4♣/♦.
3NT	To play, promises a stopper in ♠.
4♣	Preference for ♣, slam-T-Inv. Asks for a CUE.
4♦	Preference for ♦, s-T-Inv. Asks for a CUE.
4♥	To play. Good 6+♥, no Slam ambitious.
4♠	Contract suggestion, 5♠, 6♥, max ♣x and ♦xx.
5♣	To play, not Slam ambitious.
5♦	To play, not Slam ambitious.

9.3.10 Continuation After 1♥-2♣-2♦-3♠

3♠ shows GF, 5+♦, 4+♣ (longer in the complementary suit), max a singleton ♥, does not promise any ♠ stopper.

3NT	To play, shows a stopper in ♠.
4♣	Preference for ♣, slam-T-Inv. Asks for a CUE.
4♦	Preference for ♦, slam-T-Inv. Asks for a CUE.
4♥	To play, good 6+♥, no Slam ambitions.
4♠	Contract suggestion, 5♠, 6♥, max ♣x and ♦xx.
4NT	RKCB for ♦.
5♣	To play, no Slam ambitions.
5♦	To play, no Slam ambitions.

9.3.11 Continuation After 1♥-2♣-2♦-3NT

3NT shows 15-17 HCP, ♠ stopper, at least 8 cards in the m (normally equal length).

Pass		To play.
4♣		Sets ♣ as trumps. Asks for CUE in M.
	4♦	CUE with ♣.
	4♥	CUE with ♣.
	4♠	CUE with ♣.
	5♣	To play.
4♦		♦ is the long suit.
	4♠	CUE with ♦.
	5♦	To play.
4♥		Contract suggestion, good 6♥.
5♣		To play, no Slam ambitions.
5♦		To play, no Slam ambitions.

9.3.12 Continuation After 1♥-2♣-2♦-4♣

4♣ shows GF, 6+♣ (natural). Asks for a CUE. (4NT for play, while a CUE followed by 4NT RKCB).

4♦	CUE with ♣.
4♥	To play, good 6+♥, no ♣ support.
4♠	CUE with ♣, denies a CUE in ♦.
4NT	To play. (RKCB after a CUE).
5♣	To play.

9.3.13 Continuation After 1♥-2♣-2♦-4♦

4♦ shows GF, 6+♦ (natural). Asks for CUE. (4NT for play, while a CUE followed by 4NT RKCB).

4♥	To play, good 6+♥, no ♦ support.
4♠	CUE with ♦ as trumps.
4NT	To play. (RKCB after CUE).
5♣	CUE with ♦ as trumps, denies a ♠ CUE.
5♦	To play, no Slam ambitions.

9.3.14 Continuation After 1♥-2♣-2♦-4♥

4♥ shows GF, 6+♣, 4+♦ (longer in the complementary suit).

Pass	To play. Good 6+♥, not good m support, no Slam ambitions.
4♠	CUE with ♣.
4NT	RKCB with ♣. (with a ♦ fit the OH can make a preference later).
5♣	To play.
5♦	To play.

9.3.15 Continuation After 1♥-2♣-2♦-4♠

4♠ shows GF, 6+♦, 4+♣ (longer in the complementary suit).

4NT	RKCB for ♦. (The OH can make a ♣ preference later).
5♣	To play, no Slam ambitious.
5♦	To play, no Slam ambitions.

Other Continuations after 1♥-2♣

NB! Break of transfer for all bids

2♥		A least 6 good ♥, not necessarily any greater strength than MIN (=11-14 HCP). Much better for playing 2♥ than 2♦ (max a singleton ♦).
2♠		6+♥, 5+♠, an extreme ZAR hand. Warning against playing ♦.
2NT		18-19 HCP, 6+♥. A SubMIN RH can pass or bid 3♣/♦ for play but the bid is a GF if the RH has 7+HCP.

3♣		5+♥, 5+♣, an extreme ZAR hand. Warns against playing 2♦. A SubMIN RH passes or makes a preference bid (3♥).
3♦		5+♥, 5+♦, an extreme ZAR hand. Warns against playing 2♦. A SubMIN RH passes or makes a preference bid (3♥).
3NT		15+HCP, 7 running ♥, SemiBal. The RH bids:
	Pass	To play.
	4♣	How many ♥?
		4♦
		4♥
		8♥ etc. After this a new suit is a CUE and 4NT RKCB.
4♦		CUE, etc.

9.3.16 Continuation After 1♥-2♦-2♥

2♥ shows 11-17 HDP, to play. NF against a SubMIN RH (3-6 HDP), but is 1RF (Inv) if the RH has 11+HCP and GF if the RH has 14+HCP. The bid 2♥ sets up ROMEX Long and Stenberg.

Pass	3-6 HDP, SubMIN with 3♥.
2♠	11-13 HDP, Inv, ROMEX Long, 3♥, 4♠. Rejection 3♥.
2NT	14+HDP, GF, STENBERG, 3-card ♥-support.
3♣	11-13 HDP, In,v ROMEX Long, 3♥, 4♣. Rejection 3♥.
3♦	11-13 HDP, Inv, ROMEX Long, 3♥, 4♦. Rejection 3♥.
3♥	Pre.

9.3.17 Other Continuations After 1♥-2♦

2♠		15+HCP.ROMEX transfer to 2NT. Introduction to ROMEX Long.
	2NT	OK
		3♣
		3♦
		3♥
2NT		18+HCP, Inv, ROMEX Short, (Singleton ♠) Residue.
3♣		18+HCP, Inv, ROMEX Short, (Singleton ♣) Natural.
3♦		18+HCP, Inv, ROMEX Short, (Singleton ♦) Natural.
3♥		11-12 HDP, NF, Pre, 6+♥.
3♠		18+HCP, GF. Void ♠. Asks for CUE with ♥ as trumps.

3NT		18+HCP, GF, (5♥-3-3-2), SemiBal (can have 5♥, 4♣/♦ and 2-2).
4♣		18+HCP, GF, Void ♣. Asks for CUE with ♥ as trumps.
4♦		18+HCP, GF, Void ♦. Asks for CUE with ♥ as trumps.
4♥		18+HCP, to play, no shortage, no Slam ambitions, NF.

9.3.18 Continuation After 1♥-2♥

2♠		15+HDP, introduction to ROMEX Long.
	2NT	OK.
		3♣ 15+HDP, ROMEX, Long, in ♣ (3+♣), Inv, Natural.
		3♦ 15+HDP, ROMEX, Long, in ♦ (3+♦), Inv, Natural.
		3♥ 15+HDP, ROMEX, Long, in ♠ (3+♠), Inv, Residue.
2NT		15+HDP, ROMEX Short, (Singleton ♠), Inv, Residue.
3♣		15+HDP, ROMEX Short, (Singleton ♣), Inv, Natural.
3♦		15+HDP, ROMEX Short, (Singleton ♦), Inv, Natural.
3♥		11-14 HDP, Pre in ♥, NF.
3♠		15+HCP, Void ♠, GF. Asks for CUE. Rejection: 4♥.
3NT		15+HCP, normally UnBal, NF.
4♣		15+HCP, Void ♣, GF. Asks for CUE. Rejection: 4♥.
4♦		15+HCP, Void ♦, GF. Asks for CUE. Rejection: 4♥.
4♥		18-19 HDP, to play, no shortage, no Slam ambitions.
4NT		18-19 HCP, RKCB for ♥.

9.3.19 Continuation After 1♥-2♠-2NT

2NT Asks for the singleton. NB! Not ROMEX Long! NB! If the enemy doubles 2♠, XX will be asking for the singleton.

3♣	Singleton ♣, Natural.
3♦	Singleton ♦, Natural.
3♥	Singleton ♠ Residue.

Other Continuations After 1♥-2♠

3♣	Natural, not MIN (then you bid 3♥), 1RF.
3♦	Natural, not MIN (then you bid 3♥), 1RF.
3♥	To play. MIN.

3♠	15+HCP, GF, plinter, max singleton ♠. Asks for CUE. Rejection: 4♥.
3NT	15+HCP, SemiBal, any tricks, to play.
4♣	15+HCP, G, splinter, max singleton ♣. Asks for CUE. Rejection: 4♥.
4♦	15+HCP, GF, splinter, max singleton ♦. Asks for CUE. Rejection: 4♥.
4♥	15+HDP, NF, no shortage, no Slam ambitions.
4NT	18-19 HDP, RKCB for ♥

9.3.20 Continuation After 1♥-2NT-3♣

3♣ shows Additional values and a natural suit.

3♦				Singleton, accepts ♣ as trumps.
	3♥			Sets ♥ are trumps.
		3♠		Singleton.
			3NT	Denies any singleton.
			4♣	CUE.
			4♦	CUE.
			4♥	To play.
		4♣		Singleton.
		4♦		Singleton.
		4♥		To play.
		3NT		Denies any singleton.
		4♣		CUE.
		4♦		CUE.
		4♥		To play.
	4♣			Singleton.
	4♦			Singleton.
	4♥			To play.
3♥				The ♣ suit doesn't fit, sets ♥ as trumps. Asks for a singleton. (3NT not shortage).
3♠				Singleton, accepts ♣ as preliminary trumps. Sets up 6ARKCB.
3NT				Denies any singleton, additional values, ♥ are trumps. Asks or a CUE.
4♦				Void with ♣ as trumps, sets up 6ARKCB.
4♥				Suggested contract.
4♠				Void with ♣ as trumps. Sets up 6ARKCB.
4NT				6ARKCB with ♣ as trumps.
5♣				Suggested contract.

5♦				Void, sets ♣ as trumps, ExRKCB.
5♥				Go to 6♥ with HHzzx.

9.3.21 Continuation After 1♥-2NT-3♦

3♦ shows Additional values and natural suit. Thereafter: CUE.

3♥			Asks for a singleton.
	3♠		Singleton ♠.
		3NT	Benekter singleton.
		4♣	CUE.
		4♦	CUE.
		4♥	To play.
	3NT		No singleton, 1RF.
		4♣	CUE with ♥ as trumps.
		4♦	CUE with ♥ as trumps.
		4♥	To play.
	4♣		Singleton ♣.
	4♦		Singleton ♦.
	4♥		To play.
	4♠		ExRKCB in ♠.
	4NT		RKCB.
	5♣		ExRKCB in ♣.
	5♦		ExRKCB in ♦.
	5♥		Go to 6♥ with ♥HHzx
3♠			Singleton ♠, accepts ♦ as preliminary trumps. Sets up 6ARKCB.
3NT			Denies any singleton, additional values, ♥ are trumps. Asks for a CUE.
4♣			Singleton ♣, accepts ♦ as preliminary trumps. Sets up 6ARKCB.
4♥			To play.
4♠			Void ♠, ♦ as trumps. Sets up 6ARKCB.
4NT			6ARKCB with ♦ as trumps.
5♣			Void ♣, ♦ as trumps. Sets up 6ARKCB.
5♦			To play.
5♥			Go to 6♥ with ♥HHzzx.

9.3.22 Continuation After 1♥-2NT-3♥

3♥ shows Additional values (13+ good HDP), no side suit Asks for a singleton.

3♠	Singleton ♠. Thereafter: Suit CUE, 4♥ To play.
3NT	Denies any singleton, 1RF. Thereafter: Suit CUE, 4♥ To play.
4♣	Singleton ♣. Thereafter: Suit CUE, 4♥ To play.
4♦	Singleton ♦. Thereafter: Suit CUE, 4♥ To play.
4♥	Denies any singleton, bad hand, to play.

9.3.23 Continuation After 1♥-2NT-3♠

3♠ shows 4+♠ and additional values.

3NT	The ♠ suit doesn't fit, ♥ are trumps. Asks for a CUE.
4♣	4+♠, singleton ♣. Sets up 6ARKCB.
4♦	4+♠, singleton ♦. Sets up 6ARKCB.
4♥	To play.
4♠	To play.
4NT	6ARKCB for ♠.
5♣	Void ♣, sets ♠ as trumps. Sets up 6AExRKCB.
5♦	Void i♦, sets ♠ as trumps. Sets up 6AExRKCB.
5♥	Go to 6♥ with ♥HHzzx.
5♠	Go to 6♠ with ♠HHzx.

9.3.24 Continuation After 1♥-2NT-3NT

3NT shows resting CUE. GF, no side suit, additional values, can have a singleton. Asks for a CUE. Rejection: 4♥.

4♣	Void ♣, slam try Inv, Ber om CUE. (Avslag: 4♥).
4♦	Void ♦, slam try Inv, Ber om CUE. (Avslag: 4♥).
4♥	To play.
4♠	Void ♠. slam try Inv, ExRKCB.
4NT	RKCB for ♥.
5♣	Void ♣. slam try Inv, ExRKCB.
5♦	Void ♦. slam try Inv, ExRKCB.
5♥	Go to 6♥ with ♥HH.

9.3.25 Continuation After 1♥-3♣-3♦

3♦ asks for possible singleton, GF. NB! If the enemy doubles 3♣, a XX will ask for a singleton. Then the replies will be: 3♦ singleton ♦, 3♥no singleton, 3♠ singleton ♠ and 3NT singleton ♣).

3♥	11-12 HCP, no singleton, Not Bal, NF.
3♠	Singleton ♠. Asks for CUE. Rejection: 4♥.
3NT	13+HDP, no singleton, SemiBal, contract suggestion.
4♣	Singleton ♣. Asks for CUE. Rejection: 4♥.
4♦	Singleton ♦. Asks for CUE. Rejection: 4♥.
4♥	13+HDP, no singleton. SemiBal.

9.3.26 Continuation After 1♥-3♣-3♥

3♥ shows MIN (11-12 HDP NF). The RH passes with 11-12 HDP.

3♠	15+HDP, CUE, (could be a singleton ♠).Asks for a CUE.
3NT	15+HCP SemiBa, denies CUE in ♠ and asks for a m CUE if the RH has at least 2. Ctl in ♠ (=K/singleton). Rejection: 4♥.
4♣	15+HDP, CUE/Short in ♣, denies any CUE in ♠.
4♦	15+HDP, CUE/Short in ♦, denies any CUE in ♠/♣.
4♥	MIN 11+ HDP, but trick potential, no short suit, to play
4♠	18-19 HDP, Void ♠, ExRKCB.
4NT	RKCB.
5♣	Void ♣. 18-19 HDP. ExRKCB.
5♦	Void ♦. 18-19 HDP. ExRKCB.

9.3.27 Continuation After 1♥-3♦

3♥	NF. MIN and bad distribution. Should be passed.
3♠	Short ♠ or a CUE, GF.
3NT	18+HDP, GF, SemiBal. The RH should CUE with more than MIN.
4♣	Short ♣ or a CUE. GF.
4♦	Short ♦ or a CUE. GF.
4♥	MIN, good distribution, NF.
4♠	Void in ♠, ExRKCB.
4NT	RKCB for ♥.
5♣	Void ♣, ExRKCB.

5♦	Void ♦, ExRKCB.
5♥	Go to 6♥ with ♥HHzx

9.3.28 Continuation After 1♥-3♥

Pass	MIN, bad distribution.
3♠	Short ♠, GF, asks for CUE (also singleton) below game level.
3NT	Not MIN, SemiBal, denies any SHORTAGE and asks for CUE up to 4♥.
4♣	Short ♣, GF.
4♦	Short ♦, GF.
4♥	Good distribution, to play, may be a Pre.
4♠	Void ♠. EKCB.
4NT	RKCB with ♥ as trumps.
5♣	Void ♣, ExRKCB.
5♦	Void ♦, ExRKCB.
5♥	Go to 6♥ with ♥HHzx.

9.3.29 Continuation After 1♥-3♠

3NT	Resting CUE, denies any singleton. Asks for a CUE up to 4♥.
4♣	Singleton ♣, GF.
4♦	Singleton ♦, GF.
4♥	MIN and/or wasted HCPs in ♠.
4NT	RKCB.
5♣	Void ♣, ExRKCB.
5♦	Void ♦, ExRKCB.
5♥	Go to 6♥ with ♥HHzx.

9.3.30 Continuation After 1♥-3NT

4♣	4+♣,slam try Inv. Accept a CUE in ♦/♠ accepts. 4NT rejects.
4♦	4+♦, SLAM Inv. CUE in ♥/♠ accepts. 4♥/NT rejects.
4♥	To play

9.4 Continuation After 1♠

Pass	0-2 HCP regardless of distribution or 3-6 HCP with max a doubleton ♠. NF.
1NT	7-10 HCP, max a doubleton ♠, NF. Can contain both 4 and 5 card ♥. See further developments under 1♥-1NT.
2♣	PF transfer to 2♦, 1RF. The OH should normally accept the transfer, even with a singleton, unless he has a superior alternative. A break of transfer shows extra length without extra values (2♠), 18-19 HCP (2NT) or a hand which is absolutely unfitted to playing 2♦, and contains an extreme ZAR opening (any new suit). After 2♦ from the OH The RH has 3 “roads” to go. (See the developments after 1♥ - 2♣ - 2♦.) NB! 2♣ sets up “Impossible Major” (which promises ♠xx) and “Impossible Support” (which promises ♠Hz). Both these bids take PRI.
2♦	PF transfer to 2♥. The RH Must have 4+♥, normally 11+ HDP and max 2♠. The OH Should accept the transferPRI with 3+♥ and 11-14 HDP by bidding 2♥. When bidding 2♦, the RH is allowed to have a SubMIN in two variations: a) with 6♥, which he shows by bidding ♥ at the cheapest level after the OH’s reply. b) With 4+♥ and 6+♣/♦ and noemally max a singleton ♠. After the normal replies 2♥/♠ from the OH he then bids 2NT, which is a transfer to 3♣ which he either passes or corrects to 3♦, which the OH should pass. In addition, if the RH has exactly 5♥, 3♠ and 7-10 HDP, he can bid 2♦. This hand is shown when he bids the cheapest bid in ♠ after the reply of the OH. If the RH should bid anything else than the cheapest bid in ♥/♠ or the transfer bid 2NT after 2♥/♠ from the OH, he must have 11+ HDP.
2♥	PF transfer. The OH should always bid 2♠. 2♥(♠) shows 3♠ and a) 3-6 HDP (SubMIN-MIN: pass after 2♠), b) 11-13 HCP (Inv: 3♣/♦/♥) or c) 14+ HCP (GF: 2NT). (See 1♥-2♦.)
2♠	7-10 HDP, 3♠, NF. Sets up ROMEX Short/Long on the OH. (See 1♥-2♥.)
2NT	“STENBERG”, GF with 4+♠. 14+ HDP. (See 1♥-2NT.)
3♣	PF structural jumps+1: 7-10 HDP, 1RF, 4+♠, promises a singleton in a side suit. The relay 3♦ asks where the singleton is. (See 1♥-2♠.)
3♦	PF structural jumps+2: 10-13 HDP, 1RF, 4+♠, can have a singleton. The relay bid 3♥ (GF) asks where the potential singleton is. (See 1♥-3♣.)
3♥	PF structural jumps+3: 7-10 HDP, 1RF, 4+♠, denies any shortage. Hyper-mild Pre Inv with good trump support. A return to 3♠ is to play. (See 1♥-3♦.)
3♠	3-6 HCP, 4-card support, very aggressive Pre. (See 1♥-3♥.)

3NT	14+ HCP, 2-3-4-4, 2-3-5-3 or 2-3-3-5. MAX doubleton ♠. NF.
4♣	Void ♣. 4+♠. GF.
4♦	Void ♦. 4+♠. GF.
4♥	Long 7+♥. An aggressive Pre game 3-10 HDP. NF. To play.
4♠	A very aggressive Pre game. At least 5♠. 3-10 HDP. NF. Normally not 2 aces. To play.

9.4.1 Continuation After 1♠-2♦-2♥

2♥ shows 11-17 HDP, 3+♥. Not strong enough for a GF against a SubMIN. The normal reply with 3♥ regardless of strength or 4+♥ and 11-14 HDP.

Pass		6+♥, max 2♠ and a MIN SubMIN(3-4 HDP).
2♠		7-8 HDP, 5+♥, 3♠. Double fit. 4NT 6A-RKCB
2NT		11+HDP, 1RF. A relay to 3♣.
	3♣	OK.
	Pass	To play with a SubMIN, 4♥, 6+♣.
	3♦	To play with a SubMIN, 4♥, 6+♦.
	3♥	11-13 HCP, Inv, 4♥, 5+♣ Complimentary.
	3♠	11-13 HCP, Inv, 4♥, 5+♦ Complimentary.
	3NT	11-13 HCP, 4♥, max 2♠. Can see many tricks. To play.
	3♦	15+HCP, GF. Asks for m stoppers up to 3NT:
	3♥	A ♣ stopper, but no ♦ stopper Complimentary.
	3♠	A ♦ stopper, but no ♣-stopper Complimentary.
	3NT	Both a ♣ stopper and a ♦ stopper.
3♣		Inv (11-13 HCP), 4♥, 5+♣, max ♠xx.
3♦		Inv (11-13 HCP), 4♥, 5+♦, max ♠xx.
3♥		6+♥, max 2♠ and a MAX SubMIN (5-6 HDP).
3♠		9-10 HDP, 5+♥, 3♠ and with ♠ as trumps. Double fit. 4NT 6ARKCB
3NT		14+HCP, 4+♥, max 2♠, to play.

9.4.2 Continuation After 1♠-2♦-2♠

2♠ shows 5♠, 11-14 HCP. The normal reply with 11-14 HCP and less than 3+♥.

Pass		7-8 HDP, 5+♥, 3♠. Can be SubMIN 6+♥ and 2♠.
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2NT		11+HDP, 1RF, relay to 3♣.
	3♣	OK.
	Pass	To play with a SubMIN, 4♥, 6+♣.
	3♦	To play with a SubMIN, 4♥, 6+♦.
	3♥	11-13 HCP, Inv, 4♥, 5+♣ Complimentary.
	3♠	11-13 HCP, Inv, 4♥, 5+♦ Complimentary.
	3NT	11-13 HCP, 4♥, max 2♠. Can see many tricks. To play.
	3♦	15+HCP, GF. Please show stoppers in m up to 3NT:
	3♥	A ♣-stopper, but no ♦-stopper Complimentary.
	3♠	A ♦-stopper, but no ♣-stopper Complimentary.
	3NT	Both a ♣-stopper and a ♦-stopper.
3♣		11-13 HCP, Inv, 4♥, 5+♣, max ♠xx.
3♦		11-13 HCP, Inv, 4♥, 5+♦, max ♠xx.
3♥		6+♥, max 2♠, a SubMIN.
3♠		9-10 HDP, 5+♥, 3♠.
3NT		14+ HCP. 4+♥, max 2♠, to play

9.4.3 Continuation After 1♠-2♦-2NT

2NT shows 15-17 HCP, Bal, NF, 5♠, max ♥xx.

Pass	To play with a MIN SubMIN(3-4 HCP) and 6+♥(bad suit) .
3♣	NF, SubMIN(3-6 HCP) with 4♥ and 6+♣.
3♦	NF, SubMIN(3-6 HCP) with 4♥ and 6+♦, max ♠xx.
3♥	6+♥, max 2♠, MAX SubMIN(5-6 HCP,) NF, good suit.
3♠	7-8 HDP, 5+♥, 3♠. A mild Inv.
3NT	11+HCP, 4+♥, max 2♠, to play
4♣	11+HDP, GF, 4♥, 5+♣, max ♠xx.
4♦	11+HDP, GF, 4♥, 5+♦, max ♠xx.
4♥	11+HCP, 6+♥. Good suit and max ♠xx. To play.
4♠	9-10 HDP, 5+♥, 3♠, to play.
4NT	15-17 HCP, 4♥, max a doubleton ♠. Quantitative slam try.
5♣	11+HDP, 4♥, 6+♣, Good suit, max a singleton ♠, to play
5♦	11+HDP, 4♥, 6+♦, Good suit, max a singleton ♠, to play.

9.4.4 Continuation After 1♠-2♦-3♣

3♣ shows 15+HCP, 1RF, 5+♠, 4+♣, max ♥xx.

Pass	A MIN SubMIN(3-4 HDP) with 4♥ and 6♣.
3♦	SubMIN(3-6 HDP) with 4♥ and 6♣. NF. Max ♠xx.
3♥	6+♥, max 2♠, SubMIN(3-6 HCP), NF.
3♠	7-8 HDP, mild Inv, 5+♥, 3♠.
3NT	11-13 HCP, 4+♥, max 2♠, to play.
4♣	A MAX SubMIN(5-6 HDP, Inv, 4♥, 6♣.
4♦	11+HCP, GF, 4♥, 5+♦, no fit in black.suits.
4♥	11+HCP, 6+♥, no fit in black, to play.
4♠	9-10 HDP, 5+♥, 3♠, NF. (can play game opposite 15 HDP).
4NT	RKCB for ♣.
5♣	11+HDP, 4♥, 5+♣, to play.
5♦	11-13 HCP, 4♥, 6+♦, good ♦ suit, no black suit fit, to play.

9.4.5 Continuation After 1♠-2♦-3♦

3♦ shows 15+HCP, 5+♠, 4+♦, max ♥xx, 1RF.

Pass	A MIN SubMIN (3-4 HDP) with 4♥ and 6♦.
3♥	6+♥, max 2♠, SubMIN (3-6 HCP), NF.
3♠	7-8 HDP, 5+♥, 3♠, mild Inv.
3NT	11-13 HCP, 4+♥, 5+♣, max 2♠, to play.
4♣	A MAX SubMIN(5-6 HDP), 4♥, 6♣, no fit in ♠/♦, NF.
4♦	A MAX SubMIN(5-6 HDP), 4♥, 6♦.
4♥	11+HCP, 6+♥, no fit in ♦/♠, good suit., to play.
4♠	9-10 HDP, 5+♥, 3♠, NF. (can play game against 15 HDP).
4NT	RKCB for ♦.
5♣	11+HDP, 4♥, 6+♣, good suit, to play.
5♦	11+HCP, 4♥, 5+♦, good ♦-suit, no fit in ♠, to play.

9.4.6 Continuation After 1♠-2♦-3♥

3♥ shows 15+HDP, 5+♠, 4+♥, Inv against a good SubMIN and against a 9-10 HDP RH. GF against a 11-13 HDP (Inv) RH.

Pass	A SubMIN(3-6 HDP) with 6♥ or 7-8 HDP with 4♥ and 6♣/♦.
3♠	7-8 HDP, 5+♥, 3♠, mild Inv. Double fit. 4NT 6ARKCB
3NT	11+HCP, 4+♥, max 2♠, to play.
4♣	7-10 HDP, GF, 4+♥, 5+♣, max ♠x.
4♦	7-10 HDP, GF, 4+♥, 5+♦, max ♠x.

4♥	11+HCP, 4+♥, no fit in ♠, to play.
4♠	9-10 HDP, 5+♥, 3♠, NF. (Can play game against 15 HDP). Double fit. 4NT 6ARKCB
4NT	RKCB for ♥.
5♣	11+HDP, 4♥, 6+♣, good ♣-suit,. slam try, max ♠x.
5♦	11+HDP, 4♥, 6+♦, good ♦-suit,. slam try, max ♠x.

9.4.7 Continuation After 1♠-2♦-3♠

3♠ shows 15-17 HCP, 6+♠, max ♥xx.

3NT	11+HCP, 4+♥, max a singleton ♠, to play.
4♣	7-10 HDP, Inv, 4+♥, 5+♣, max a singleton ♠.
4♦	7-10 HDP, Inv, 4+♥, 5+♦, no fit in ♠.
4♥	11+HCP, 6+♥, no fit in ♠, to play.
4♠	7-10 HDP, NF, 5+♥, 3♠. (Can play game against 15 HDP).
4NT	RKCB for ♠
5♣	11+HDP, 4♥, 6+♣, Good suit, mild slam try, max ♠x.
5♦	11+HDP, 4♥, 6+♦, Good suit, mild slam try, max ♠x.

9.4.8 Continuation After 1♠-2♦-3NT

3NT shows 18-19 HCP, 5♠, Bal, max ♥xx, to play.

Pass	To play with max 11 HCP.
4♣	11+HDP, 4♥, 5+♣, slam try, Inv to CUE.
4♦	11+HDP, 4♥, 5+♦, slam try, Inv to CUE.
4♥	6+♥,SubMIN, no fit in ♠, to play.
4♠	7-10 HDPNF 5+♥ and 3♠.
4NT	11+HCP, 4♥, max a doubleton ♠. Quantitative slam try.
5♣	11+HDP, 4♥, 6+♣, good ♣-suit, slam try, max ♠x.
5♦	11+HDP, 4♥, 6+♦, good ♦-suit,slam try, max ♠x.

9.4.9 Continuation After 1♠-2♦-4♣

4♣ shows 18-19 HCP, 5+♠, 5+♣, max ♥xx.

Pass	To play with max 6 HCP. Better fit in ♣ than in ♠.
4♦	11+HCP, Inv, 4♥, 6+♦, no fit in black suits.

4♥	11+HCP, 6+♥, no fit in black, to play.
4♠	7-10 HDP, NF, 5+♥, 3♠.
4NT	11+HCP, RKCB for ♣.
5♣	11+HDP, 4♥ & 5+♣ or SubMIN with 4♥ & 6+♣, to play.
5♦	4♥, 6+♦, good ♦-suit, no fit in black suits, to play.

9.4.10 Continuation After 1♠-2♦-4♦

4♦ shows 18-19 HCP, 5+♠, 5+♦, max ♥xx.

Pass	To play, max 10 HCP. Better fit in ♦ than in ♠.
4♥	3-6 HCP or 11+ HCP and 6+♥ and. No fit in ♠/♦. To play.
4♠	7-10 HDP, NF, 5+♥, 3♠.
4NT	11+HCP, RKCB for ♦.
5♣	11+HCP, 4♥, 6+♣, good suit, to play.
5♦	11+HDP, 4♥ & 5+♦ or SubMIN with 4♥ & 6+♦, to play.

9.4.11 Continuation After 1♠-2♦-4♥

4♥ shows 15+ HDP, 5♠, 4+♥, to play with good honours, many tricks or 18-19 HDP.

Pass	To play, max 10 HCP.
4♠	7-10 HDP, NF, 5+♥, 3♠. Double fit. 4NT 6ARKCB
4NT	11+HCP. RKCB for ♥.

9.4.12 Continuation After 1♠-2♦-4♠

4♠ shows 18-19 HCP, 6+♠, max ♥xx.

Pass	To play, max 10 HCP.
4NT	11+HCP. RKCB for ♠.

9.4.13 Continuation After 1♠-2♥

2♠			OK. I bid what I am told.
2NT			Introduction to ROMEX Long.
	3♣		OK.
		3♦	ROMEX Long, 3+♦, Natural.

		3♥	ROMEX Long, 3+♥, Natural.
		3♠	ROMEX Long, 3+♠, Residue.
3♣			ROMEX Short, Singleton ♣ Natural.
3♦			ROMEX Short, Singleton ♦ Natural.
3♥			ROMEX Short, Singleton ♥ Natural.
3♠			Pre.
3NT			To play.
4♣			Void ♣. Asks for CUE. Rejection: 4♠.
4♦			Void ♦. Asks for CUE. Rejection: 4♠.
4♥			Void♥. Asks for CUE. Rejection: 4♠.

9.4.14 Continuation After 1♠-2♥-2♠

Pass	SubMIN, 3♠ support: 3-6 HCP.
2NT	14+HDP, GF, "Stenberg" with 3♠. Development as after Stenberg.
3♣	ROMEX Long, 3+♣ Natural.
3♦	ROMEX Long, 3+♦ Natural.
3♥	ROMEX Long, 3+♥ Natural.
3♠	Pre.
3NT	To play.
4♣	Void ♣. Asks for CUE. Rejection: 4♠.
4♦	Void ♦. Asks for CUE. Rejection: 4♠.
4♥	Void ♥. Asks for CUE. Rejection: 4♠.
4♠	To play, no Slam interest.

9.4.15 Continuation After 1♠-2NT-3♥-3♠/3NT

3♠/NT shows ♠ is the agreed trumps. A ♥ fit has not been confirmed.

3NT	Suggested contract (only over 3♠).
4♣	CUE with ♠
4♦	CUE with ♠.
4♥	CUE with ♠.
4♠	To play.
4NT	RKCB for ♠.
4♣	CUE with ♥, mild slam try, as a ♥ fit is confirmed.
4♦	CUE with ♥.
4♥	To play.

4♠	To play.
4NT	6ARKCB for ♥. (A ♥ fit is confirmed.)

9.5 Continuation After 1NT

2♣	"Drop-Dead Stayman". Can be interested in 4M, 5m, an Inv to 3NT with a Semi Bal hand or can be Slam ambitious with both M. The RH can also be a weak and UnBal and wants to stop at the two level. Note that after any reply to 2♣, 3♣ will be a renewed search for 4/5 ♣/♦.
2♦	Transfer to ♥.
2♥	Transfer to ♠.
2♠	Transfer to one or both m. (2NT from the OH longer ♦. Then 3♣/♦ from the RH should be passed. After 3♣, 3♦ from the RH should be passed.)
2NT	Shows a weak Semi Bal hand with 4-4 in the m. The OH should pull in a m if he has one. Or it shows an UnBal Inv with at least 5-4 in the m. The OH should always pull in is best m (3♣ with 3-3). A (SEMI)Bal Inv always goes through 2♣. If the RH bids again after 3♣/♦, it is an Inv.
3♣	Natural Inv (HHzxxx in ♣). Asks for 3NT with ♣Hz or better.
3♦	Natural Inv (HHzxxx in ♦). Asks for 3NT with ♦Hz or better.
3♥	Natural Inv (HHzxxx in ♥). Asks for 3NT with ♥Hz or better.
3♠	Natural Inv (HHzxxx in ♠). Asks for 3NT with ♠Hz or better.
3NT	NF, no interest in the M.
4♣	Transfer to ♥ (South African Texas).
4♦	Transfer to ♠ (South African Texas).
4♥	NF ("I want to play myself"). Probably a surprise or two for the enemy.
4♠	NF ("I want to play myself"). Probably a surprise or two for the enemy.
4NT	A Quantitative raise.

9.5.1 Continuation After 1NT-2♣-2♦

2♦ shows no major

Pass				The best contract.
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2♥				“Drop-Dead”. The OH should pass with at least 3♥. NF.
2♠				“Drop-Dead”. The OH should pass with at least 3♠. NF.
2NT				8-9 HCP, Bal, Inv.
3♣				Asks for hand shape (GF and at least a mild slam try in m):
	3♦			5 card m.
		3♥		Where?
			3♠	in ♦(Corresponding).
			3NT	in ♣ Residue.
	3♥			2-3-4-4.
	3♠			3-2-4-4
	3NT			3-3-4-3/3-3-3-4.
	4♣			6 card ♣.
		4♦		CUE.
		4♥		CUE.
		4♠		CUE.
			4NT	To play.
	4♦			6 card ♦.
		4♥		CUE.
		4♠		CUE.
			4NT	To play.
3♦				3-3-4-3/3-3-3-4 with 4m, GF, light slam try. With 4+ in at least one m the OH should ask for the m.
	3♥			Which m?
			3♠	♦(Corresponding).
			3NT	♣ Residue. After this, a bid by the OH in the shown m at the four level will set the trumps and ask for a CUE. (Rejection: 4NT.)
3♥				4♥, 5♠, GF, Smolen.
3♠				4♠, 5♥, GF, Smolen.
3NT				To play. I was looking for a 4-4 M fit.

9.5.2 Continuation After 1NT-2♣-2♥

2♥ shows Four ♥, may also have four ♠.

Pass				The best contract.
2♠				“Drop-Dead”. The OH should pass with at least 3♠. NF.
2NT				8-9 HCP, Bal, Inv.
3♣				New search for 4♠/♣/♦ and 5♣/♦ GF:
	3♦			5♣/♦, 4♥.
		3♥		Where?
			3♠	♦ Corresponding.
			3NT	♣ Residue.
	3♥			4♣/♦, 4♥.
		3♠		What m?
			3NT	To play, MIN. Rejects the slam try.
			4♣	♣.
			4♦	CUE.
			4♥	CUE.
			4♠	CUE.
			4NT	To play.
			4♦	♦.
			4M	CUE with ♦.
			4NT	To play.
		3NT		To play.
	3♠			4♠, 4♥.
	3NT			3-4-3-3.
3♦				5♦, 4♠. GF, mild slam try in ♦. Asks for a CUE with 3+♦.
3♥				Inv to 4♥.
3♠				Splinter in ♠, 4♥. GF. Asks for a CUE.
3NT				To play
4♣				CUE, 4+♥, 1/2 Ctr, GF. Asks for a CUE.
4♦				CUE, 4+♥, 1/2 Ctr, GF. Asks for a CUE.
4♥				To play
4♠				Void ♠, 4♥, ExRKCB.

9.5.3 Continuation After 1NT-2♣-2♠

2♠ shows Four ♠, cannot have four ♥.

Pass				The best contract. “(Drop-Dead”.
2NT				8-9 HCP, Bal, Inv.

3♣				New search for 4♠/♣/♦ and 5♣/♦ GF:
	3♦			5♣/♦, 4♠.
		3♥		Where?
			3♠	♦ Corresponding.
			3NT	♣ Residue.
	3♥			4♣ together with 4♠ Corresponding.
		3♠		slam try, what m?
			3NT	To play, MIN. Rejects the slam try.
			4♣	♣.
			4♦	CUE.
			4♥	CUE.
			4♠	CUE.
			4NT	To play.
			4♦	♦.
			4M	CUE with ♦.
			4NT	To play.
		3NT		To play.
	3♠			4♦, 4♠ Corresponding.
		3NT		3-4-3-3.
3♦				5♦, 4♥, GF, mild slam try in ♦. Asks for a CUE with 3+♦.
3♥				GF, CUE with 4♠.
3♠				Inv to 4♠.
3NT				To play.
4♣				CUE, 4+♠, 1/2, Ctr, GF. Asks for a CUE.
4♦				CUE, 4+♠, 1/2, Ctr, GF. Asks for a CUE.
4♥				CUE, 4+♠, 1/2, Ctr, GF. Asks for a CUE.
4♠				To play.

9.5.4 Continuation After 1NT-2♦-2♥

2♥ shows OK. Says nothing about the strength, but max 3♥. With 4♥ the OH should say something else (3♥ with a MIN).

2♠	Inv, 5♥ + 4♠. (With GF and 5-4 in the M, you apply ("Smolen").
2NT	Inv, 5+♥.
3♣	5♥, 4+♣, Inv+. Tempo force to 3♥.
3♦	5♥, 4+♦, Inv+. Tempo force to 3♥.
3♥	Inv, 6♥.

3♠	GF, at least 5-5 in the M. The OH bids 3NT without a fit (2-2-4-5/2-2-5-4), bids a M game with 3+♥/♠ and a MIN, 4♣ Corresponding with additional values and a ♥ fit, and 4♦ Corresponding with additional values and a ♠ fit.
3NT	GF, exactly 5♥.
4♣	Max a singleton ♣, 6+♥. Asks for a CUE. (4NT RKCB).
4♦	Max a singleton ♦, 6+♥. Asks for a CUE. (4NT RKCB).
4♥	To play, 6+♥, no Slam ambitions.
4NT	RKCB for ♥, no SHORTAGE.
4♠	Void ♠, 6+♥, ExRKCB.
5♦	Void ♦, 6+♥, ExRKCB.

9.5.5 Other Continuations After 1NT-2♦

2♠	= NB! Breaks the transfer: 4♥, 4♠ and MAX.
2NT	= NB! Breaks the transfer: 4♥ and MAX.
3♣	= NB! Breaks the transfer: 4♥ + 4+♣ and MAX.
3♦	= NB! Breaks the transfer: 4♥ + 4+♦ and MAX.
3♥	= NB! Breaks the transfer: 4♥ and MIN.
3NT	= NB! Breaks the transfer: 4♥, MAX. To play with bad ♥.
4♥	= NB! Breaks the transfer: 4♥. MED/MAX. No Slam interest.

9.5.6 Continuation After 1NT-2♥-2♠

2♠ shows OK. Says nothing about the strength, but can have maximum 3♠.

2NT		Inv, exactly 5♠, may also have 4♥. The OH bids 3♥ if he has 4♥ and accepts the Inv:
	3♣/♦	Semi-acceptance of the Inv, 3+♠, 4♣/♦, NF.
	3♥	4♥ and 2/3♠. Accepts the Inv.
	3♠	3+♠. Wants to play 3♠ rather than 2NT. Rejects the Inv.
	3NT	Not 4♥, max 2♠, but accepts the Inv.
	4♣/♦	CUE with 3♠, good hand, GF.
	4♠	Accepts the Inv, 3♠, no Slam interest.
3♣		1RF, 5♠, 4♣, Inv+.
3♦		1RF, 5♠, 4♦, Inv+.
3♥		Inv, 5♠, 4♥.

3♠		Inv, 6+♠.
3NT		GF, exactly 5♠. Contract suggestion. The OH should pass with 2♠ and make a judgement with 3♠.
4♣		Short ♣, 6+♠. Asks for a CUE. (4NT RKCB).
4♦		Short ♦, 6+♠. Asks for a CUE. (4NT RKCB).
4♥		Short ♥, 6+♠. Asks for a CUE. (4NT RKCB).
4♠		GF, 6+♠, no Slam ambitions.
4NT		RKCB with ♠. Denies SHORTAGE.
5♣		Void ♣, 6+♠, ExRKCB.
5♦		Void ♦, 6+♠, ExRKCB.
5♥		Void ♥, 6+♠, ExRKCB

9.5.7 Other Continuations After 1NT-2♥

The OH may break the transfer with a MAX hand and 4♠:

2NT	NB! Breaks the transfer: 4♠ and MAX.
3♣	NB! Breaks the transfer: 4♠, 4+♣ and MAX (4-2-2-5).
3♦	NB! Breaks the transfer: 4♠, 4+♦ and MAX. (4-2-5-2)
3♥	NB! Breaks the transfer: 4♠ + 4♥ and MAX. (4-4-3-2/4-4-2-3)
3♠	NB! Breaks the transfer: 4♠ and MIN.
3NT	NB! Breaks the transfer: 4♠, MAX. Suggested contract with bad ♠.
4♠	NB! Breaks the transfer: 4♠. MAX. Good 5♣/♦ and very good honours!

9.6 Continuation After 2♣ opening

2♦	PRI: 5+ HCP, GF, 4+♥
2♥	PRI: 5+ HCP, GF, 4+♠
2♠	PRI: 0-4 HCP regardless of distribution. Covers all negative RHs. 2♠ is the only bid from the RH which permits stopping below game.
2NT	PRI: 5+ HCP, GF, 5+♣
3♣	PRI: 5+ HCP, GF, 5+♦
3♦	PRI: 5+ HCP, GF. Covers all positive Bal RHs without 4+♥/♠ or 5+♣/♦: 3-3-3-4, 3-3-4-3, 2-3-4-4 or 3-2-4-4.
3♥	PRI: 6♥, max 1 loser.
3♠	PRI: 6♠, max 1 loser.
3NT	PRI: Running suit (at least 6 cards) somewhere.

9.6.1 Continuation After 2♣-2♦-2♥

2♥ shows 3♥

2♠		4♥, 4♠, 5+ HCP. If the OH bids 3♥, this asks for a CUE with 4♥.
	3♣	Natural, 3♥, 5+♣. Asks for support to 4♣ or 3NT.
	3♦	Natural: 3♥, 5+♦. Asks for support to 4♦ or 3NT.
	3♥	4♥. Thereafter CUE.
	3♠	Natural, 3♥, 4+♠. Thereafter CUE.
	3NT	To play.
	4♣	Short ♣, 4+♠. Asks for a CUE.
	4♦	Short ♦, 4+♠. Asks for a CUE.
	4♥	To play, 4+♥, no Slam ambitions.
	4♠	To play, 4+♠, no Slam ambitions.
	4NT	RKCB for ♠, no Slam ambitions.
2NT		5♥. Sets the trumps, and thereafter: CUE.
3♣		5+ HCP, 4♥, 4+♣.
3♦		5+ HCP, 4♥, 4+♦.
3♥		4♥, No side suit. The OH can suggest his own 5+ suit as a slam try or 3NT to play.
3♠		5-7 HCP, 5♥, and a singleton somewhere.
	3NT	Where is the shortage?
		4♣ Short ♣ Natural.
		4♦ Short ♦ Natural.
		4♥ Short ♠ Residue.
	4♣	CUE with ♥. Asks for a CUE.
	4♦	CUE with ♥. Asks for a CUE.
	4♥	To play, no Slam ambitions.
	4♠	To play, no Slam ambitions.
	4NT	RKCB for ♥.
3NT		8+ HCP, 5♥, singleton ♠ Residue.
4♣		8+ HCP, 5♥, singleton ♣ Natural.
4♦		8+ HCP, 5♥, singleton ♦ Natural.
4♥		5♥, to play, no singleton, no Slam ambitions.

9.6.2 Continuation After 2♣-2♥-2♠

2♠ shows 3♠

2NT			5♥. Sets the trumps, and thereafter: CUE.
3♣			5+ HCP, 4♠, 4+♣.
3♦			5+ HCP, 4♠, 4+♦.
3♥			5♠, singleton somewhere.
	3♠		Where is the shortage?
		3NT	Short ♥ Residue.
		4♣	Short ♣ Natural.
		4♦	Short ♦ Natural.
3♠			4♠, no side suit. The OH can suggest his own 5+ suit as a slam try or 3NT for play.
	4♣		CUE with ♠. Asks for a CUE.
	4♦		CUE with ♠. Asks for a CUE.
	4♥		To play, no Slam ambitions.
	4♠		To play, no Slam ambitions.
	4NT		RKCB for ♠.
3NT			5-7 HCP, 5♠, singleton somewhere.
	4♣		Where is the shortage?
		4♦	Short ♦ Natural.
		4♥	Short ♥ Natural.
		4♠	Short ♣ Residue.
4♣			8+ HCP, 5♠, short ♣ Natural.
4♦			8+ HCP, 5♠, short ♦ Natural.
4♥			8+ HCP, 5♠, short ♥ Natural.

After 2♣ - 2♦/♥ the OH can also jump to 3♥/♠ (i.e. in the shown M). through this he promises 4+ in the suit, sets it as trumps and it is an ETA asking bid. ETA should only be applied by a Slam ambitious OH, for the asking bids take up a lot of space. After the reply to ETA, 4NT will still be RKCB, while a new suit will be an EPSILON asking bid.

The OH can also make a jump+1 (3♠ after 2♣-2♦(♦)-2♥ and 3NT after 2♣-2♥(♠)-2♠), which confirms five cards in the shown M and shows 5-7 HCP and a singleton somewhere (the relay suit asks where).

Or he can make a direct higher jump bid than a jump+1 (3NT/4♣/♦ after 2♣-2♦(♥)-2♥ and 4♣/♦/♥ after 2♣-2♥(♠)-2♠) which confirms five cards in the shown and supported M, 8+ HCP and a singleton in either the bid suit, the complementary suit or Residue according to normal practice.

9.6.2.1 Continuation After 2♣-2♦-3♥

3♥ shows 4+♥, sets the trump and is an ETA asking bid. GF.

3♠	♥Jxxx(x) (or worse).
3NT	♥Hzxx
4♣	♥HHzx
4♦	♥Hzxxx or longer.
4♥	♥HHzxx or longer.
4♠	♥EK♦(x) or longer.

If the reply is H or HH, the relay suit under game level ask what honours partner has:

For single honour:

- Step 1 The queen
- Step 2 The king
- Step 3 The ace

For two honours:

- Step 1 KQ
- Step 2 AQ
- Step 3 AK

If the enemy doubles/bids, DOPI/ROPI will replace the two first bids. All new suits from the OH after the reply to ETA will be EPSILON asking bids. (See EPSILON)

9.6.3 Continuation After 2♣-2♥-3♠

3♠ shows 4+♠, sets the trump and is an ETA asking bid. GF.

3NT	♠Jxxx(x) (or worse).
4♣	♠Hzxx
4♦	♠HHzx
4♥	♠Hzxxx or longer.
4♠	♠HHzxx or longer.
4NT	♠EK♦(x) or longer.

Otherwise, please see the further development under 2♣-2♦-3♥.

If the OH bids 2NT after any reply at the two level, this shows 22-23 HCP, but it could also show 26+ HCP after the replies 2♦/♥, for after

a positive reply to 2♣, GF established.

9.6.4 Continuation After 2♣-2♥-2NT

2NT shows Not UnBal 22-23 HCP. Can have a 5 card M.

3♣	PUPPET STAYMAN.
3♦	Transfer to ♥.
3♥	Transfer to ♠.
3♠	MINOR STAYMAN. (slam try, promises at least one 4 card m).

The same will be the case if the OH jumps to 3NT (26+ HCP). The RH applies Puppet Stayman, Transfers and Minor Stayman at the four level.

9.6.5 Continuation After 2♣-2♠

3♣		5+♣ and a tempo force to 3NT/4♣.
	3♦	Natural 4+♦. The RH must bid, since 3♣ is a tempo force to 3NT/4♣.
	3♥	5+♣, 4+♥, 1RF.
	3♠	5+♣, 4+♠, 1RF.
	3NT	To play.
	4♣	Does not believe in 3NT. Not other suit. 6+♣ NF (tempo force reached).
	4♦	4+♦, 5+♣, slam try in ♦. The RH should CUE if he can.
	4♥/♠	4+♦, 5+♣, singleton in the shown M. A very strong slam try.
	4NT	RKCB for ♦ support.
	5♣/♦	To play.
	3♥	Switch with 4+♠. (The RH should switch the replies with a 4+M.)
	3♠	Switch with 4+♥. (The RH should switch the replies with a 4+M.)
	3NT	Should never be bid by the RH.
	4♣	♣Hz/xxx. Doesn't believe in 3NT. NF: Tempo force reached.
	5♣	Good support: ♣Hzx/xxxx. Not belief in 3NT. Not slam try.
	3♦	5+♦ and a tempo force to 3NT/4♦.
	3♥	5+♥. Believes in 9 tricks in ♥. Tempo force achieved. NF.

3♠		5+♠. Believes in 9 tricks in ♠. Tempo force achieved. NF.
3NT		To play. The RH should pass unless he has an extreme distribution.
4♣		A superstrong two-suiter with 6+♣ and 5+♥. The RH should make a preference bid between those two suits when he has no fit and no extra tricks. With a fit, he should increase the bidding level by one step for each extra trick he can see.
4♦		A superstrong two-suiter with 6+♦ and 5+♠. The RH should make a preference bid between those two suits when he has no fit and no extra tricks. With a fit, he should increase the bidding level by one step for each extra trick he can see.
4♥		Believes in 10 tricks in ♥. To play.
4♠		Believes in 10 tricks in ♠. To play.
4NT		A superstrong two-suiter with either 6+♣ and 5+♠ or 6+♦ and 5+♥. The RH should make a preference bid with his lowest 3+m. If he knows there is a fit somewhere, he should increase the bidding level by one step for each extra trick he can see in his hand. If he isn't sure that a short suit would be of any use for the OH, the RH can CUE his short suit.

A superstrong two-suiter with at least 6-5 in the m should never be opened with 2♣. 2NT is the opening bid, and after a preference bid from the RH, the OH will CUE a M (1RF), and his next CUE will be GF.

9.6.6 Continuation After 2♣-2♠-3♥

Pass	The tempo force has been reached. The absolute worthless RH. Max ♥xx.
3♠	CUE in ♠. ♥Hz/xxx. GF with 3-4 HCP.
4♣	CUE in ♣. Showing (not inviting) with ♥Hz/xxx. Not slam try.
4♦	CUE in ♦. Visende with ♥Hz/xxx. not SlamInv.
4♥	Has something that could give an extra trick with ♥ as trumps.

If the OH bids 3♠ over 2♠(Neg), he shows 5+♠ and 9 tricks (NF). The RH bids according to the principles laid down after 2♣ - 2♠ - 3♥.

9.6.7 Continuation After 2♣-2NT-3♣

3♣ shows GAMMA asking bid with ♣ as trumps.

3♦		♣KQxxxx or ♣AQxxxx (or lenger)
	3♥	?
	3♠	♣KQxxxx.
	3NT	To play.
	4♣	♣AQxxxx.
	4♦	♣KQxxxxx.
	4♥	♣AQxxxxx. (osv).
3♥		♣AKxxxx or longer.
	3♠	?
	3NT	To play. ♣AKxxxx.
	4♣	♣AKxxxxx.
	4♦	♣AKxxxxxx. (osv).
3♠		♣AKQxxx or longer.
3NT		To play. (♣AKQxxx).
4♣		♣AKQxxxx.
4♦		♣AKQxxxxx. (osv).

After the reply to GAMMA the OH can apply 4NT as RKCB or any new suit as EPSILON.

For 2♣-3♣-3♦ see development above with replies one step higher.

If the OH does not bid 3♣/♦ after 2♣-2NT(♣)/3♣(♦) (= HHxxxx in ♣/♦), any suit bid is natural, just like in real life, with natural replies from the RH. If the OH bids 3NT over 2♣-2NT/3♣, he normally shows 22-23 HCP, no m fit and has no slam ambitions. With 26+ HCP the OH should therefore jump to 4NT, which shows the same thing, but now with Slam ambitions. The RH can pass with a MIN, but with additional values he should reply as to a RKCB.

9.6.8 Other Continuations After 2♣-3♣?

3♥	5+♥. RH bids 3NT without ♥xxx and CUEs with ♥xxx.
3♠	5+♠, GF. RH bids 3NT without ♠xxx and CUEs with ♠xxx.
3NT	22-23 HCP, Bal, NF. The RH bids a new suit at the four level as a natural slam try. If he bids 4m, he will have 4 in the shown suit 3-3-3. If he bids 4M, he has 3 cards in teh bid M, 2 in the other M and 4-4 in m.
4♣	5+♣, GF. The RH CUEs with a fit and bids 4NT/5♣ as a rejection.

4♦	5+♦, GF. The RH CUEs with a fit and bids 4NT/5♦ as a rejection
4♥	NF, to play.
4♠	NF, to play.
4NT	26-29 HCP, Bal, slam try with ♣. The RH replies to RKCB.
5♣	NF, to play.
5♦	NF, to play.

9.6.9 Other Continuations After 2♣-3♦

3♥	5+♥. RH bids 3NT without ♥xxx and CUEs with ♥xxx.
3♠	5+♠, GF. RH bids 3NT without ♠xxx and CUEs with ♠xxx.
3NT	22-23 HCP, Bal, NF. The RH bids a new suit at the four level as a natural slam try. If he bids 4m, he will have 4 in the shown suit 3-3-3. If he bids 4M, he has 3 cards in the bid M, 2 in the other M and 4-4 in m.
4♣	5+♣, GF. The RH CUEs with a fit and bids 4NT/5♣ as a rejection.
4♦	5+♦, GF. The RH CUEs with a fit and bids 4NT/5♦ as a rejection
4♥	NF, to play.
4♠	NF, to play.
4NT	26-29 HCP, Bal, slam try with ♣ The RH replies to RKCB.
5♣	NF, to play.
5♦	NF, to play.

9.6.10 Other Continuations After 2♣

3♥		6♥ with max one loser against void (at least KQJ10xx or better). GF. The relay suit asks about the quality of the suit:
	3♠	What does the suit look like?
	3NT	♥KQJ10xx or ♥AQJ10xx.
	4♣	♥AKJ10xx.
	4♦	♥AKQ10xx.
3♠		6♠ with max one loser against void (at least KQJ10xx or better). GF. The relay suit asks about the quality of the suit:
	3NT	What does the suit look like?
	4♣	♠KQJ10xx or ♠AQJ10xx.
	4♦	♠AKJ10xx.

	4♥	♠AKQ10xx.
3NT		If the RH jumps to 3NT, he shows a running, at least 6 card suit anywhere with not side strength (AKQJxx or AKQxxxx). GF. There will be not problems for the 2♣ opener to see which suit it is. 4♣ asks how long the suit is. 4♦ then shows a 6 card suit, 4♥ 7 cards, etc.
	4♣	How long is the suit?
	4♦	6 cards.
	4♥	7 cards, a.s.o.
	4♦	CUE with the runing suit as trumps.
	4♥	Your own good 6+♥ with no fit in the running suit. The RH should not pass unless there are strong reasons for passing.
	4♠	Your own good 6+♠ with no fit in the running suit. The RH should not pass unless there are strong reasons for passing.
	4NT	RKCB with the running suit as trumps.
4♣		SAT (South-African Texas): Shows 7+ cards in ♥ with max a Q in the top and not side strength.
4♦		SAT (South-African Texas): Shows 7+ cards in ♠ with max a Q in the top and not side strength.

9.7 Continuation After 2♦ opening

2♥	Bad in ♥, maybe better in ♠. Asks you to pass with a weak 2♥, to bid 2♠ with a weak 2♠ and to bid 2NT with a 20-21NT (3NT with 24-25NT). A direct jump to 4M is for play with long ♥/♠ not matter if an opponent has bid or not. NB! 4♣/♦ is not SAT, but a natural slam try after NT openings from 20 HCP and up.
2♠	To play in ♠. Forces to at least 3♥ if ♥ is the Weak 2 suit.
3♣	Natural, 1RF, 5+♣. Bad in the M.
3♦	Natural, 1RF, 5+♦. Bad in the M.
3♥	Pre if the OH has ♥ (forcing if the OH has ♠).
3♠	Pre if the OH has ♠ (GF if the OH has ♥).
3NT	NF, to play.
4♣	A fit in both M. The RH should bid the suit below his M suit, so that the contract will be played by the stronger hand. A mild slam try.

	4♦, Weak 2♥.
	4♥, Weak 2♠.
	4♠, 20-21 NT.
	4NT, 24-25 NT.
4♦	A fit in both M, no Slam ambitions. The OH should bid his M at the fou-level.
4♥	7+♥ and to play. It does not matter what suit the OH has.
4♠	7+♠ and to play. It does not matter what suit the OH has.

9.7.1 Continuation After 2♦-2♥

Pass	To play. Weak 2♥.
2♠	Weak 2♠. The RH can now find out more about the OH. 2NT is an Inv in NT and 3♣ is a conventional question.
2NT	20-21 NT. (Puppet Stayman, Transfers and Minor Stayman).
3NT	24-25 NT. (Puppet Stayman, Transfers and Minor Stayman).

9.7.2 Continuation After 2♦-2♥-2♠

Pass		To play.
2NT		Inv in NT with Max a singleton ♠.
3♣		Describe your hand! (Max suit HHzxxx. MAX strength 9-10 HCP).
	3♦	MIN strength + min suit.
	3♥	MIN strength + max suit.
	3♠	MAX strength + min suit.
	3NT	MAX strength + max suit.
3♦		CUE with ♠.
3♥		CUE with ♠.
3♠		Pre, NF.
4♣		Shortage in ♣ with ♠. GF.
4♦		Shortage in ♦ with ♠. GF.
4♥		Shortage in ♥ with ♠. GF.
4♠		To play, NF.

9.7.3 Continuation After 2♦-2♠

Pass	To play. Weak 2♠.
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2NT	20-21 NT. (Puppet Stayman and transfers at the three level).
3♣	CUE with weak 2♥. MAX HCP.
3♦	CUE with weak 2♥. Denies CUE in ♣. MAX HCP.
3♥	MIN (max 8 HCP and not more than max HJxxxx).
3♠	CUE with weak 2♥. Denies CUE in ♣/♦. MAX HCP.
3NT	24-25 NT. Puppet Stayman and transfers at the four level).

9.7.4 Continuation After 2♦-2NT

3♣			Strong weak 2♥/♠ (MAX HCP and suit).
	3♦		What is the suit?
		3♥	♠. Switch.
		3♠	♥. Switch.
	3♥		Inv in ♥, but GF in ♠.
		Pass	Have weak 2♥ but reject an Inv.
		3NT	Have weak 2♠.
	3♠	I	Inv in ♠, but GF in ♥.
		Pass	Have weak 2♠ but reject an Inv.
		3NT	Have weak 2♥.
3♦			Transfer: Weak weak 2♥ (MIN HCP and/or suit).
3♥			Transfer: Weak weak 2♠ (MIN HCP and/or suit).
3NT			20-21 NT.
	4♣		Puppet Stayman.
		4♦	At least 4 card M.
		4♥	♠ Switch
		4♠	♥ Switch
		4♥	5♥
		4♠	5♠
	4♦		Transfer to 4♥.
	4♥		Transfer to 4♠.
	4NT		Quantitative raise.
4♣			slam try with HHxxxx in ♣. Asks for a CUE with a fit. 4NT Negative.
4♦			slam try with HHxxxx in ♦. Asks for a CUE with a fit. 4NT Negative.
4NT			24-25 NT (NF but partner replies as to RKCB with Slam ambitions).

9.8 Continuation After 2♥

2♠			5+♠ and 1RF.
2NT			Ber om visning av sidefargen.
	3♣		Side suit.
		3♥	Inv to 4♥.
		3♠	Inv to 4♠. (♠Hz/♠xxx is good enough for 4♠)
		3NT	To play.
		4♣	Pre Inv in ♣. At least 5♥+5♣.
		4♦	CUE with ♣ as trumps. slam try.
		4♥	To play.
		4♠	To play.
	3♦		Side suit.
		3♥	Inv to 4♥.
		3♠	Inv to 4♠. (♠Hz/♠xxx is good enough for 4♠)
		3NT	To play.
		4♣	CUE with ♦ as trumps. slam try.
		4♦	Pre Inv in ♦.
		4♥	To play.
		4♠	To play.
3♣			Natural, 1RF.
3♦			Natural, 1RF.
3♥			Pre.
3♠			Shortage in ♠, slam try with ♥ as trumps. Asks for a CUE.
3NT			To play.
4♣			Shortage in ♣, slam try with ♥ as trumps. Asks for a CUE.
4♦			Shortage in ♦, slam try with ♥ as trumps. Asks for a CUE.
4♥			To play.
4♠			Void ♠. ExRKCB for ♥.
4NT			RKCB for.
5♣			Void ♣. ExRKCB for ♥.
5♦			Void ♦. ExRKCB for ♥.

9.9 Continuation After 2♠

2NT			Asks for the side suit.
	3♣		Side suit.

	3♥	Inv to 4♥.
	3♠	Inv to 4♠. (♠Hz/♠xxx is good enough for 4♠)
	3NT	To play.
	4♣	Pre Inv in ♣. At least 5♠+5♣.
	4♦	CUE with ♣ as trumps. slam try.
	4♥	To play.
	4♠	To play.
3♦		Side suit.
	3♥	Inv to 4♥.
	3♠	Inv to 4♠. (♠Hz/♠xxx is good enough for 4♠)
	3NT	To play.
	4♣	CUE with ♦ as trumps. slam try.
	4♦	Pre Inv in ♦.
	4♥	To play.
	4♠	To play.
3♣		Natural, 1RF.
3♦		Natural, 1RF.
3♥		5+♥, 1RF.
3♠		Pre.
3NT		To play.
4♣		Shortage in ♣, slam try with ♠ as trumps. Asks for a CUE.
4♦		Shortage in ♦, slam try with ♠ as trumps. Asks for a CUE.
4♥		To play.
4♠		To play.
4NT		RKCB with ♠ as trumps.
5♣		Void in ♣. E- RKCB with ♠ as trumps.
5♦		Void in ♦. E- RKCB with ♠ as trumps.

9.10 Continuation After 2NT opening

3♣	Preference.
3♦	Preference.
3♥	six cards good ♥, 1RF (H/XX is enough for a support).
3♠	six cards good ♠, 1RF (H/XX is enough for a support).
3NT	To play.
4♣	Pre, Inv. The OH raises with far better values than shown.
4♦	Pre, Inv. The OH raises with far better values than shown.
4♥	To play.

4♠	To play.
4NT	RKCB for ♣.
5♣	To play.
5♦	To play.

If an opponent interferes, the RH should still **Pre** as high as he dares. All **M** bids will show 5+ in the suit and are **1RF**.

NB! Normally the **OH** has below opening strength, but he can also have at least 15 **HCP**. In that case he will show this through another bid (often a **M CUE**) after partner's initial preference bid.

After 2NT-3♣/♦, a raise to 4♣/♦ will be a **Pre Inv**.

9.10.1 Continuation After 2NT-3♣-3♦

3♦ shows 15+ **HCP**.

3♥		5+♥, and the suit is so good that the RH wants to play at least 4♥ if the OH has ♥Hz/xxx (1-2-5-5/0-3-5-5)
	3♠	Not ♥Hz/xxx and no ♠ stopper.
	3NT	Not ♥Hz/xxx but a ♠ stopper.
	4♣	Not ♥Hz/xxx. To play with 15-16 HCP .
	4♦	♥Hz/xxx. CUE with 17+ HDP .
	4♥	♥Hz/xxx. To play with 15-16 HCP .
3♠		5+♠, and the suit is so good that the RH wants to play at least 4♥ if the OH has ♠Hz/xxx (2-1-5-5/3-0-5-5)
	3NT	Not ♠Hz/xxx but a ♥ stopper.
	4♣	Not ♠Hz/xxx. To play with 15-16 HCP .
	4♦	♠Hz/xxx. CUE with 17+ HDP .
	4♥	♠Hz/xxx. Shortage CUE with 17+ HDP .
	4♠	♠Hz/xxx. To play with 15-16 HCP .

9.10.2 Other Continuations After 2NT-3♣/♦

3♥			15+ HCP . ♥Hz/xxx (1-2-5-5/0-3-5-5).
	3♠		Stopper in ♠, not in ♥.
		3NT	A ♥ stopper.
		4♣	CUE with ♥ as trumps.
		4♦	Sign-off.

	4♥	To play.
	4♠	Void ♠. ExRKCB.
	4NT	RKCB for ♥.
3NT		To play with stoppers in both M.
	4♣	slam try in ♦. Rejection: 4/5♦.
	4♥/♠	CUE
	4NT	RKCB.
4♣		CUE with ♥ as trumps.
4♦		Sign-off.
4♥		To play.
4♠		Void ♠. ExRKCB for ♥.
4NT		RKCB for ♦.
5♣		Void ♣. ExRKCB for ♥.
5♦		To play.
3♠		15+ HCP. ♠Hz/xxx (2-1-5-5/3-0-5-5).
3NT		To play with stoppers in both M.
	4♣	slam try in ♦. Rejection: 4/5♦.
	4♥/♠	CUE
	4NT	RKCB.
4♣		To play.
4♦		Sign-off.
4♥		CUE with ♠ as trumps.
4♠		To play.
4NT		RKCB for ♦.
5♣		Void ♣, ExRKCB for ♥.
5♦		To play.

9.11 Continuation After 3♣/♦ opening

3♦ (over 3♣)	Natural 1RF.
3♥/♠ (over 3m)	Constructive Inv, but NF. The OH can pass with a MIN and max a singleton in the suit, and should push to game with 9-10 HCP and a doubleton. When Vulnerable against not vulnerable, the OH should only pass with a void in the RH's M.
3NT	To play.
4 in the same m	Pre, Inv.
4 in the opposite m	CUE with the opening suit as trumps. A slam try.

4♥/♠	Natural and to play, own suit, NF.
4NT	RKCB.

9.12 Continuation After 3♥/♠

3♠	Natural 1RF (over 3♥).
3NT	NF.
4♣	CUE with the opening suit.
4♦	CUE with the opening suit. Denies ♣ CUE.
4♥	To play after 3♠, as well as 3♥.
4♠	To play after 3♠, as well as 3♥.
4NT	RKCB for the opening suit.

9.13 Continuation After 3NT

4♣		Pull-out. Partner should adjust the suit if the running suit is ♦.
4♦		Asks for shortage.
4♥		Singleton or void in ♥ (Natural).
4♠		Singleton or void in ♠ (Natural).
4NT		No shortage.
5♣		Singleton or void in ♣ (Natural). (♦ is the suit).
5♦		Singleton or void in ♦ (Natural). (♣ is the suit).
4♥		To play. Good, long suit. NF.
4♠		To play. Good, long suit. NF.
4NT		Asks for the length of the running suit.
	5♣	7 cards.
	5♦	8 cards a.s.o.
5♣		To play in the running suit.
	Pass	Running ♣.
	5♦	Running ♦.

9.14 Continuation After 4♣ (7+running ♥)

4♦			(Relay:) How many?
	4♥		7 cards.
	4♠		8 cards etc.
		4NT	RKCB for ♥.

		Suit	asks for further info.
		Suit	K (Natural) or shortage (singleton/void).
		5♥	No more than 2-7-2-2.
4♥			To play.
4♠			To play. Good, long own suit.
4NT			RKCB for ♥.
5♣			Asks for shortage. Going for at least 6♥.
	Suit		Shortage (Natural). Singleton/void in the suit.
	5♥		No shortage (2-7-2-2).

9.15 Continuation After 4♦ (7+running ♠)

4♥			(Relay:) How many?
	4♠		7 cards.
	4NT		8 cards etc.
		4NT	RKCB for ♠.
		Suit	asks for further info.
		Suit	K (Natural) or shortage (singleton/void).
		5♠	No more than 7-2-2-2.
4♠			To play.
4NT			RKCB for ♠.
5♣			Asks for shortage. Forcing to at least 6♠.
	Suit		Shortage (Natural).
	5♠		No shortage (7-2-2-2). Singleton/void in the suit.

9.16 Continuation After 4♥ & 4♠ (Not running suit)

4♠		NF.
New suit		CUE with the opening suit. Asks for a CUE.
4NT		RKCB for the opening suit.

