

NOTE 1: 1m-2♥ 10-11 BAL or LR

1m-2♥-2♠: Asking: Now 2NT = 10-11 BAL, any other bid shows LR

1m-2♥-3♣/3m: to play

1♦-2♥-(DBL): 2NT = NAT, F, positional ♥ stopper; RDBL = BAL, 15⁺, non-positional ♥ stopper; 3m = to play opposite 10-11 BAL; P = other hands

NOTE 2: REV DRURY FIT (off in COMP except P-1♥-(1♠)-2♣)

P-1♥-2♣-2♦ = ART, sound opening bid, not strong slam interest (RESP's new suit = SPL)

P-1♥-2♣-2♥ = Would not accept a limit raise (weakest bid).

P-1♠-2♣-2♦ = ART, some game interest, or mild S/T (2♥ = ART, sound limit raise, other new suits = short suit)

P-1♠-2♣-2♥ = ART, strong game interest, no slam interest

P-1♠-2♣-2♠ = No game interest

P-1M-2♣-3M = F, strong suit, suggests 3NT from responder's side.

P-1M-2♣-other bids above 2M are S/T. 2NT slam try or choice of game. Short suit S/T between 2M and 3M. 5-5 S/T above 3M.

NOTE 3: REV DRURY FIT (COMPETITION)

P-1♥-2♣-(DBL)-P = Minimum, 4 card suit

RDBL = good hand

2♦ = ART, strong game interest

2♥ = Minimum, 5⁺ card suit

P-1♠-2♣-(DBL)-P = Minimum, 4 card suit

2♠ = Minimum, 5⁺ card suit

If 2♣ is overcalled: Opener's P NF; rebid of M competitive; DBL = MAX if suit overcalled is directly below M, otherwise PEN; new suit – G/T (need not be NAT).

NOTE 4: Semi-Forcing 1NT RESP to 1M in 1st & 2nd positions:

NV, could respond with 0 HCP, especially at Favorable Vul or with a fit.

VUL, the range is more like 5 to a bad 12, but might still be shaded, perhaps with a long suit.

NOTE 5: Response to 2NT Opening

2NT-3♦-3♥-3♠ = 5-5 M's slam try. 4m = slam try in corresponding Major

2NT-4X = Slam try in suit 2 higher (so 4♣ = heart slam try)

NOTE 6: If DBL of our 1NT opening or overcall is PEN:

RDBL forces 2♣: 1-suiter run out.
2♣ = Stayman (can be scramble hand)
2♦,♥ = transfer, interest in competing
3X = NAT Preemptive

NOTE 7: RUBENSOHL after 1NT-(2M): Applies if 2M = 1-suited, or if it shows bid M+ unknown 2nd suit, and also after 1NT-(2m) if 2m promises a specific M with or without an unknown second suit. Also after our 1NT overcall unless 2 suits have been bid.

1NT-(2M)-2NT forces 3♣. RESP may intend to play in a lower ranking suit or rebid 3NT to show a stopper in M, or rebid 3M to show shortness in M without 4 of other M.

1NT-(2M)-3♣ = ♦s, INV⁺
1NT-(2M)-3♦ = OM, INV⁺
1NT-(2M)-3OM = Minors, GF

NOTE 8: Transfers after 2NT Rebid

1m-1M-2NT-3♣ = ♦s or to signoff in 3M.
1m-1M-2NT-3♦ = ♥'s, GF
1x-1M-2NT-3♥ = spades (4-4 if response was 1♥).
1♣-1♦-2NT-3♣ = Forces 3♦ (to play 3♦ or show a slam try with no major)

NOTE 9: 2NT RESPONSE TO OUR WEAK 2M

2M-2NT: 3♣ = Min or Max, 3♦ asks (3M=min, others = max)
3♦ = Middle, not 2/3 top honors
3M = Middle, with suit to 2 of top 3 honors
3OM = Natural 64
4X = 6-5 hand

2M-(DBL): 2NT → 3♣ (to play in lower suit or INV in M) 3 of lower- suit lead-directing (F)

NOTE 10: Responses to our 3 level PRE openings:

3♣-3♦ forces 3♥ (Now 3♠ = INV, 3NT, 4M = choice of contracts);
4♦=OPT Preempt RKC
3♦ or 3M: 4♣ asks Keycards on PRE scale (bad hand, 0, 1, 1+trump Q, 2, 2+trump Q)

NOTE 11: After our 3NT opening (=4M PRE)

3NT-4♣ asks opener to transfer to his suit.
3N-4♦-is a slam try (opener Q-s shortness with extras).

NOTE 12: OPENING LEADS

We usually lead the 2nd highest from 3 or 4 small cards.

A from AK versus suits, but lead K in many situations: 5 level or higher, in partner's suit or a raised suit, after a preempt.

Upside down count and attitude, except standard at trick one versus suit.

NOTE 13: After our PEN DBL of 1NT:

(1NT)-DBL-(2♣ NF)-2♦ = T/O of ♣s (F)

(1NT)-DBL-(2♣ NF)-P-(P)-2♦ = T/O of ♣s (NF)

(1NT)-DBL-(2M NAT)- bids as in NOTE 7 above

NOTE 14: DEFENSE VS NT

DBL = Penalty

2♣ = ♠ + ♥. Advancer's 2♦ asks for longer M (♥ with equal length)

2♦ = Natural + a major (2N asks major and range)

2M = Natural (3♣ response is a strong raise)

3M = WK NV, STR VUL

In Balancing seat vs STR NT or by PH: Same except:

DBL = majors or 1 minor;

2♣ = clubs + major

NOTE 15: After opponent's overcall showing 2 known suits, neither of which was bid, P followed by DBL suggests 3 cards in suit DBL'd; DBL followed by DBL suggests 4 cards in suit DBL'd (P is not F), **except** NEG DBL after Unusual NT overcall
