

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style / Responses / Reopening)
Style: Natural, at one-level can be light & may be only 4 cards; @ 2-level usually sound if vulnerable, BUT (1♦) 2♣ less stringent
Responses: Jump Raise = "Mixed-down-to-Preemptive"; Cue=F1, New suit is F1 by unpassed hand
Reopening: 1NT = 11-16 HCP; One of a suit is natural & limited, Jump in new suit = Intermediate, Q=Michaels; Jump Q= asks stopper
1NT OVERCALL (2nd/4th Live / Responses / Reopening)
2nd: 15-18 valuation points & stopper (if OP suit is 3+), Live: same
Responses: System on; Transfer to opened M shows 4-4-4-1, INV+
4th position: 11-16 HCP, stopper is not necessary if hand awkward
Responses: System on, <i>but</i> over 2C: Nat 2X w/ min, 2N+ if stronger
JUMP OVERCALLS (Style / Responses / Reopening / Unusual)
Style: 1-suiter, NV = Obstructive / VUL = Intermediate (aims at 3N)
Responses: Raise is obstructive; Cue is F1, New suit is constructive
Reopening: Intermediate (but wider hand-type spectrum than direct)
Unusual NT: 2 lowest unbid suits
DIRECT & JUMP CUE BIDS (Style / Responses / Reopening-)
Style: Direct Q = 2-suiter if OP's length is 3+; IF 1m=<3, 2H=MM
Jump Q: Asks stopper in Opener's suit (to play 3NT)
Responses: Natural Reopening: Usually stronger than direct
Vs. NT (X vs. Strong~Weak / Reopening / 2-suited bids vs. WK)
X vs. Strong: Opps. NV=strong, 3+/3+ MM; Opps VUL= To play
2♣= MM, Now 2♦ = No preference (over P), BUT IF next player X: XX = no pref., P=like Clubs, 2♦ = NAT/LEAD, 2M= To play
2♦ = Major 1-suiter; normally 6-LTC or better; typically 6+ cards
2M= 5+cards, competitive; 2NT= minors; 3♣/♦ / ♥ / ♠ = natural,
Reopening.: X=4-card ♠ + longer minor; Others same as above
Vs. WK: All bids 2-suited from 2N through 3-level (-> <i>Suppl. p. 1</i>)
Vs. 2-level PRE-EMPTS (Doubles / Cue-bids / Jumps / NT Bids)
Double: Takeout Advances: Lebensohl after direct seat DBL only
Cue-bid: Asks stopper Leaping Michaels: (2M) 4m=NAT + oM; (2♦) 4m = Clubs + "linked" Major (4♣ = ♣+♥, 4♦ = ♣+♠)
Jumps: Natural, strong 1-suiter inappropriate for X (except 4m=LM)
NT bids: At cheapest level = Natural; Jump to 4NT shows 2- suiter
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=MM; any NT=mm; All others transfer to x+1 suit (pre-emptively at higher levels) -- DIRECT seat only
OVER OPPONENTS' TAKEOUT DOUBLE
1m-X-1N = NAT; All other bids below 2 of OP's suit are Transfers (XX also) <i>about Lead</i> (length is optional); We can also TR=>1N 1z -(X)--2z is weaker than 1z -(X) - [2z-1]
1M-X-3M = < INV; 1M-X-2N = INV+ raise (reverse for 1m opener)
Jump-Shift: NAT pre-empt after 1m opening; Fit-showing after 1M

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead (general)	Partner's Suit (unsupported.)		
Suit	3 rd / 5 th	3 rd / 5 th		
NT	Attitude (Lower = Better)	(usually) 3 rd / 5 th		
Subsequent	3 rd / 5 th (Low = Pos. Att.)	same		
(1) vs. NT, K asks for Unblock/Count & A/Q asks for Attitude (UDCA)				
(2) vs. Suit, K asks for Count & A/Q asks for Attitude (UDCA)				
LEADS				
Lead	Vs. Suit	Vs. NT		
Ace*(see above)	AKQ(+);AKJ(+); AKx(+);A(x)	AKx(+);A(x)		
King*	AK; KQJ(+); KQ(+); K(x)	AKQ(x); AKJ(x); KQ10(x); Kx		
Queen	QJx(+); Qx ; AKQ(+), KQ(+)	AQJ(x); KQ(x); QJ10(x); QJ9(x)		
Jack	J10(+); Jx; KJ10(+); AJ10(+)	H-J10(+); J10(+); Jx,		
10	109x; 10x; K109(+); Q109(+)	H-109(+);109(x), 10x		
9	9(x); H-J9x	H-J9(+); 98+; 9x		
Hi-X	XXXx; Xx; HxXx	XXx(+)		
Lo-X	xxxxX; xxX; HxX; HxxxX	HxxX(+), HxX		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	1 st Discard	
Suit	1	LOW is ENC	LOW is EVEN	LOW is ENC
	2	LOW is EVEN	SP	SP (seldom)
	3	SP		
NT	1	LOW is ENC	LOW is EVEN	LOW is ENC
	2	LOW is EVEN	SP	SP (seldom)
	3	SP		
Signals (incl. Trumps): Trump Echo: if ruff irrelevant, suggests alter course				
Signals in NT: Echo in enemy suit, when count/SP not an issue, can mean: "I have something special, e.g. to cash or extra!"; Occasional surrogate count				
DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)				
Style: 10+ HCP, typically with support for unbid suits (especially Majors)				
18+ HCP: Much more flexible regarding shape				
Equal-Level Conversion (X-then-Diamonds need not be strong)				
Responses: 1-level: roughly 0-8; jumps INV (except over XX); Cue= INV+				
Reopening: Can be lighter than in direct position				
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDBLS				
Negative, Support, Responsive, Maximal (after overcall also), Competitive, Lead directing, Lightner. RARELY PENALTY BELOW GAME				
Double over 2-suited overcall = penalty interest for at least one of their suits				
At high levels, DBL shows minimum and/or defensively-oriented hand				
DOPI, ROPI				

WBF CONVENTION CARD
EUROPEAN OPEN TEAMS – OSTEND 2018
CATEGORY: Green
NCBO: CROATIA
PLAYERS:
Renata Müller & Marshall Lewis
(CRO11110 / HBS: 12099) (CRO&500106 / HBS: 12100)
06/2018
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 (modified), LIGHT INITIAL ACTION, Aggressive Style
Flexible approach, allowing +/- one card; +/- 1-2 HCP
VALUATION: Heavy reliance on Losing Trick Count (LTC), with HCP often only a secondary criterion
Lead-value/Positionality are also frequently prioritized
1NT = 14+ to 17; 5-card Majors (in principle) w/ 1N response NF
1C/1D = Natural, 3+ (Minor of "perceived maximum utility")
1D response to 1C opening may be <4 cards (but very rarely <3)
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
2♣ = Strong ART, initially forcing only to 3M/4m (=> <i>Suppl. p.1</i>)
2♦ = Weak in one Major: roughly (4) 5 – 9 (10); can be 5 cards
2M = NAT ("exactly" 5 cards) PLUS 4-5 ♣ ; 10 - 15 (16) HCP
3NT = Broken minor 4-level pre-empt (in first two seats)
1M (p) 2♣ = 2-way: (a)* GF, 2+♣; OR (b) INV w/ 3 card support
(a)* = Any direct GF w/o 4+ support or 5+ in new red suit
1m (1NT): Responses as over our own 1N opener (=> <i>Suppl. p. 4</i>)
1M (1NT): 2♣ = 5+ ♦ & oM; 2♦ = 2-card support & 5 cards oM
1S-3m & 1H-3C: ARTIFICIAL and (2-way) ambiguous:
EITHER (a) Mini-Splinter short in the suit named
OR (b) INV one-suiter in the next-higher suit
In contrast, 1H-3D and 1S-3H have only the (a) meaning.
1H-2S: triply ambiguous, always INV: (a) OR (b) OR (c) 55mm
Whenever our 1st entry into auction is 1-of-suit & next hand Xs:
All bids below raise= Lead-Dir. Transfers, <i>except</i> 1m-(X)-1N
Special 2-suited methods vs. 3-level pre-empts (=> <i>Suppl. p. 4</i>)
SPECIAL FORCING PASS SEQUENCES
X/CUE often only way(s) to create 5-level FP (-> e.g. <i>Suppl. p. 4</i>)
Pass-&-Pull > Bid > X
IMPORTANT NOTES
1M-(1/2-level overcall)-CUE = INV+, 3-card support <i>OR</i> any GF
When our initial entry is 1M, 2NT = 4+ cards support, INV+
PSYCHICS
Occasional (Renata more rarely)

OPENING	TICKET IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DB L THRU	Renata Müller & Marshall Lewis CROATIA OPEN TEAM			Last change: 06/2018
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	
1♣		3(2)	4♥	10-21 HCP; "Better" minor	1♦ = may be < 4 cards; 1♥/1♠/1NT = natural; 3♦/3♥/3♠ = Splinter; 2NT = 10-12 HCP (semi-) balanced; 3NT = 13-15 HCP (semi-) bal. 2♣ = 4+ cards, INV+; 3♣ = Preempt/Mixed; 2♦ = 5-5 M's < INV; 2M = fit-showing, INV+ (2 or 3 top honors)	2-way CheckBack 1m - 1♥ - 1NT = does not deny 4♠; 1m - 1♥ - 1♠ = guarantees 4+ in minor opened; 1♣-2♣-2♦ denies 4 cards ♣, other rebids guarantee 4+ ♣; After 1♣-2♣-2♦: 2M=feature, 2N/3♣ = NAT, NF, 3♣=Stayman after 1m-2m (inverted raise does not deny M) 2NT or 3 of agreed minor is (almost) always NF	SAME (but all "GF" bids now become INV)
1♦		3(2)	4♥	10-21 HCP "Better" minor	1♥/1♠/1NT/2NT/3NT/2M/3M = same as over 1♣ (see above); 2♣=GF; 3♣ = 6+ cds, INV; 2♦ = 4+ cds, INV+; 3♦ = Preempt/Mixed		
1♥		5(4)	4♦	10- 21 HCP	1NT= NF; 2♣ = EITHER: (a) 3-card LR; OR (b) 2/1 GF w/ 2+♣ 2♦ = 5+ cards, GF; 2♥ = 6-9 HCP, 9 LTC, 3+♥; 2♠=(a) ♠ mini-Spl; OR (b) 6+cards ♣ INV; OR (c) 55/mm INV 2NT = 4+ trumps, INV+; 3♥ = mixed raise, 4-5 trumps 3♣=(a) ♣ mini-Spl, OR (b) 6+cards ♦ INV; 3♦=mini-Spl ♦; 3♠/4♣/4♦ = Splinter in ♠/♣/♦; 3NT = Good raise to 4♥; 4♠/5♣/♦ = Exclusion RKCB, 4NT= 4-Ace Blackwood	After 1♥-1♠-1N: 2♣/2♦ = special 2-way Checkback After 1M-1N / 1♥-1♠: 2♣=Strong ART (-> See Suppl. p.3) After 1♠-2♣ {2C = (a) 3-card LR; (b) 2/1 GF with 2+♣}; 2♦ = 4♥ GT+; 2♥ = <4♥, GT+; 2♠ =NF (facing 3-card LR) After 1M-2N (INV+ raise, 4+ cards): 3♣ =any minimum, 3♦=Extras w/o shortage; 3♥/♠/NT=Extras, short in ♣/♦/M; 4♣/♦/♥ = Extras, Natural; 2 nd suit (♣/♦/M) with 1.5 "holes"	1M - 2♣=Reverse Drury ->2♦ = Game possible -> 2M = Not interested ->3M= Balanced, C-o-G Other->As after 1M-2M After 1M-2C-2D: 2N=Max, 3 trumps 3N _{ew} =Max, 4+, Feature 1M-2N = 4+, best INV
1♠		5(4)	4♥	10 -21 HCP	1NT/2♣/2♦ / 2NT/3♣/4♣/4♦/4NT/5♣/5♦ = same as after 1♥ 2♥ = 5+ GF; 2♠=6-9 HCP, 9 LTC, 3+♠'s; 3♥ = ♥ mini-Spl; 3♠ = mixed raise; 3♦ = (a) mini-Spl, ♦ OR (b) 6+cards ♥ INV; 3NT =Good raise to 4♠; 4♣/♦/♥ =Spl.	1♥-2♥-2♠ =Relay->2N, then short-suit GT 1♠-2♠-2N = Relay->3C, then short-suit GT New suit directly over 2M is help-suit GT	
INT				14+ to 17 balanced HCP, can have a 5-card Major or a 6-card Minor, can include stiff A/K/Q	2♣ = Garbage Stayman; 2♣ does not promise Major; 2♦/♥/♠/NT, 4♦/♥ = Transfers; 4♣ = 55 MM pick a game; 3♣ = 55mm INV; 3♦=55 MM, INV to game OR to slam; 3♥/♠ = short in ♥/♠, Hxx in OM, with 54~45~55 in m's; 3NT = to play; 4♠/NT= QNT w ~ w/o 44/(45) mm	1NT-2♣-2M/2♦ -3m = 5 cards in other/this Minor (& 4 in unbid M), GF 1NT-2♣-2M-3OM = Fit M (4+), balanced; Choice-of-Games OR slam try Smolen (extended) 1NT-2♦/♥: 3♥/♠= Maximum & primary support (4+); only super-accept 1NT-2♠/2N-2N/3♣ =At least Hxx in transfer suit, good hand	SAME
2♣	X			GF, or 15+ HCP w/ 9 tricks but typically 21+ HCP	2♦=relay; 2♥/♠ = 5+cards in OM with 2/3 Tops; 2NT = 8+HCP < 2 controls, balanced; 3♣= 6+cards in one minor with 2/3 Tops ; 3♦/♥ = weak, 6+ cards in ♥/♠ 1-dimensional hand; 3♠ = 5+-5+ m's w/ 7- LTC & at least 1 control & reasonable suits	2♣-2♦-2N=22-23 HCP (semi-)balanced; shape profile like 1N/2N opener 2♣-2♦-2♥ = Relay to 2♠ (modified Kokish) with 3 types of hand: a) 5+♥ b) Balanced 24+HCP c) Will ask for specific Aces via 3NT at next turn	SAME
2♦	X			Weak in 1 Major ("5"- "9"), 5/6 cards; 4 th seat 10-13	P=weak 6+cards ♦; 2♥/2♠/3♥/3♠ =P/C; 3♣/3♦ =F1, 5+cards; 2NT=Relay; 4♣/♦=ask for M in transfer/direct; 3NT/4♥/4♠=to play	After 2NT: 3♣ = Any max with >1 hole in suit; 3♦/3♥ =♥/♠ & minimum; 3♠/ 3NT = Maximum w/ 1 loser in ♥/♠ suit	SAME
2♥/2♠	X	5		NATURAL 5 cards, PLUS 4-5 cards in ♣; 10-15 HCP	2NT= Relay ; 3♦/ 3♥/3♠ = INV; 3♣, 3NT, 4M = to play; 4♣= any Splinter in support of ♣; 4♦= RKCB for one of the suits	After 2NT: 3♣ = Any minimum; 3♦ = 5-5; 3♥ = Non-minimum (52)24; 3♠/NT=Non-minimum & short in OM/♦. Same menu after 2N - 3♣ - 3♦	SAME
2NT				20-21 HCP, balanced or semi-balanced, can have 5-card Major/6-card Minor, can include stiff A/K/Q	3♣ = modified Puppet Stayman; 3♦/3♥/4♣/4♦/4♥ = xfer; 3NT = 55/mm game choice only; 3♠ = TR => 3N (either to play, or ST w/ 55mm, or ST w/ ♣) 4♠/ 4NT = quantitative with/without 44/(45) mm	After 3♣: 3♦ = At least one 4-card Major, 3♥=Denies 4-card (+) Major; 3♠ = 5-card ♠; 3NT= 5-card ♥ -> See Supplement p. 2 After 3♠-3NT: 4♣ = 55 minors ST; 4♦ = 6+♣, ST with some shortage; 4♥ = RKCB for ♣; 4♠ = 6+♣ without shortage; 4NT = QNT w/ 5♣ 's	SAME
3♣3♦		(6)7		"4-11" HCP, (6) 7 cards 4 th seat (about) 10-13 HCP	4om=Try (♣=maybe NAT, ♦ = ART); 4NT=quality ask	HIGH LEVEL BIDDING	
3♥3♠		(6)7	-	"4-11" HCP, (6) 7 cards 4 th seat (about) 10-13 HCP	game bid =to play; 4NT = RKCB; 5M = pree; 5NT=SOS	CONTROL-BIDS: 1 st /2 nd round equally; First control-bid in partner's suit = A or K; SPLINTERS: generally guarantee control in any "occluded" side- suit;	
3NT	X		-	Broken minor Pre-empt	4♦ = asking for shortage	1430 RKCB (=> Suppl. p. 4) ; Exclusion RKCB (0314).	
4♣4♦	X	(6)7/8	-	Modified NAMYATS: Long ♥/♠; No positionality	1 st step = positive bid, slam try 4NT = RKCB	After minor(fit) if 4m is Forcing it is KC, if not 4om is KC DOPI & ROPI; Quantitative 4♠/4NT/5NT (though 5NT is very often 'pick a slam')	
4♥4♠		(6)7/8	-	To play (desire to declare)	4NT = RKCB	CAB (1 st step = no control, 2 nd step=2 nd round control, 3 rd step= 1 st round control;	
4NT	X		-	6-6 in minors		'First free step' after CAB reply asks for 3 rd control or distributional/honor control	

2♣ opening

"PR" = positive response; "TH" = top honor(s): A/K/Q

"@" = relay; "RP" = responder

2♣			
2♦	Default response, denies "picture bid" hand-type	2♥	Kokish: NATURAL <i>Or</i> 24+ (semi-)BAL
		2♠	Natural
		2NT	22-23 HCP (semi-) Balanced
		3♣	Natural
		3♦	Natural, denies a 4-card Major
		3M	Natural 4 cards & longer diamonds
2♥	PR in ♠: (a) 5 with 2+ TH (b) 6+ with A and/or K		
2♠	PR in ♥: Same criteria as just above		
2NT	PR, Balanced NATURAL, 8+HCP <i>but</i> <2 controls		
3♣	PR, either minor: 6+cards with 2+ TH	3♦@	3♥=♣, 3♠=♦
3♦/♥	Negative TRANSFER -- weak ♥/♠, 6-7 cards lacking A & K, one-dimensional bad hand	<i>RP doesn't promise another bid, so if OP doesn't want to play in RP suit at the 3-level he must break the Transfer</i>	
3♠	PR -- 5+/5+ mm, "mild-plus" slam interest, 1+ control card in each minor	3NT to play 4♣ = RKCB for ♣ 4♦ = RKCB for ♦ 4M = Natural	

2♣-2♦			
2♥-2♠			
2NT	24+HCP natural (semi-) Balanced	Same as after 2NT opening	
3any	Natural: Hearts plus that suit		
3NT	Specific-Ace asking	4♣	no Ace
		4♦/♥/♠/NT	♦/♥/♠/♣ Ace
		5♣/♦/♥	2 aces: Co/Ra/Mx
		5♠	3 aces
4any	Control-asking	1 st step	No control
		2 nd step	2 nd round control
		3 rd step	Ace
		4 th step	Void

2♣-2♦	
3♣	
3♦	CheckBack, no 5-card Major, <i>unless</i> (5/4) MM a) Very weak hand without 4-card M b) Looking for 4-4 major suit fit Suitable for 3NT, though maybe OK for clubs
3♥	5-card <u>Spades</u> without 2 TH
3♠	5-card <u>Hearts</u> without 2 TH
3NT	5-card Diamonds , no 4-card M, no 3-card ♣, POSITIVE hand
4♣	♣ Support, serious slam interest, no void
4♦	♣ Support, weak slam interest
4♥/♠/NT	♣ Support, serious slam interest, void in ♥/♠/♦
5♣	♣ Support, good 5-card D suit, no shortage

DEFENCE vs. WEAK NT

(including mini-/micro-, e.g. 8-11)

	DIRECT POSITION	REOPENING
X	(semi-) balanced with at least top of their range	Same
2C	MM, usually 5/4+	a) MM b) minor 1-suiter
2D	Major 1-suiter, good hand	Same
2M	Natural, just competitive	Same
2NT	a) D & C, 5/5 good hand b) D & H, 5/5 good hand	Same
3C	C & S, 5/5 good hand	Same
3D	D & S, 5/5 good hand	Same
3H	H & C, 5/5 good hand	Same
3S	mm, 5/5, 4LTC (or better)	Same
4C	Pick a Major	Same
4D/4H	Transfers => H/S	Same

(1NT) - P - (P) - 2C		
2D= INQUIRY		
2M= Better Major; < INV		
2NT= POSITIVE hand, F1		
3C= POS for MM; NEG for C	3D	Nat, NF
	3H	MM, S not longer
	3S	MM, S longer
	3NT	D, good hand
	4m	Natural, GF
	4H	p/c

After opponents DBL our 1NT opening

1NT - (X)	XX	1-suiter
	2C	Clubs & another
	2D	Diamonds & M
	2H	Hearts & Spades
	other	system on

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2NT opening

2NT = (19)20-21 HCP, (semi-) balanced, can contain: (a) 5-card Major; (b) 6-card minor; (c) stiff A/K/Q (seldom)	
3C	Muppet Stayman
3D	Transfer => H
3H	Transfer => S
3S	Relay => 3N: a) To play; b) mm, Try+; c) C, Try+
3NT	5-5 minors, Choice-of-Games, NF
4C/D/H	Transfer=>D/H/S (4R usually -> signoff, <i>but</i> also <i>ONLY path to any KC-ask in absence of known fit.</i>)
4S	Quantitative, normally (23) 44
4NT	Quantitative, normally 33 (34)

3 C = Muppet Stayman (modified)

3D = 1 or 2 4-card Majors (not 5)	3H	4-card S, <4 H		
	3S	4-card H, <4 S		
	3N	To play		
	4C	At least 4/4 MM, Try+		
	4D	At least 4/4 MM, C-of-G		
3H = Denies Major longer than 3 cards	3S	Transfer to 3NT	3NT	obligatory
	→	4C/D shows Try+ with 5+ cards in the other minor (and at least one Major of 3+ cards)		
	3NT	5 Spades + 4 Hearts		
	4C	31(54), Try+	4D	RKCB for C
			4H	RKCB for D
			4NT	To play
	4D	13(54), Try+	4H	RKCB for C
			4S	RKCB for D
			4NT	To play
	4H	5+/5+ Majors, p/c		
5m	5+/5+ Majors, Splinter			
3S = 5-card Spades	3NT	To play		
	4C	5+ D (& 3~4 H), Try+		
	4D	5+ C (& 3~4 H), Try+		
	4H	Fit (4~3 cards), Try+		
	4S	To play		
4NT	RKCB for Spades			
3NT = 5-card Hearts	4C	5+ D (& 3~4 S), Try+	4D/H/S	Cue (4D = C)
	4D	Transfer => 4H	4NT	To play
	4H	5+ C (& 3~4 S), Try+	4S	LT for Clubs
		4NT/5C	To play	

3D = Transfer => H

3H = Doubleton H, <5 Spades	3S	Transfer => 3NT
	3NT	4 Spades & 5 Hearts
	4C	4+ Diamonds, Try+
	4D	4+ Clubs, Try+
	4H	Mild Try (1-suiter)
3S = Doubleton H & 5 Spades	3NT	To play
	4C	(a) D, Try+ (b) H, mild Try
	4D	(a) C, Try+ (b) H =>signoff
	4H	3+ Spades, Try+
	4S	To play
4NT	Quantitative	
3NT = 3 cards in H	4C	Artificial Slam Try (+)
	4D	Re-transfer => 4H
4C = Fit 4+, Slam Try, positional hand	4D	Re-transfer => 4H
4D = Fit 4+, Slam Try, non-positional hand		
4H = 4+ H, non-maxi		

3H = Transfer => S

3S Doubleton S	3NT	To play
	4C	4+ D, C-of-G (+)
	4D	4+ C, C-of-G (+)
	4H	Serious Try
	4S	Mild Try (1-suiter)
4NT	Quantitative	
3NT 3 cards in S	4C	(a) For 4S signoff (b) Short C, Try+
	4D	Short D, Try+
	4H	Short H, Try+
4C = Fit 4+, Try+, positional hand		
4D = Fit 4+, Try+ non-positional hand		
4H = Fit, non-positional		
4S = Fit 4+, non-maxi		

3S	Transfer to 3NT	3NT	Obligatory	
	4C	5+/5+ mm, Try+	4D	RKCB for D
			4H	RKCB for C
			4S	Asks shortage (4N=H, 5C=S)
			4NT	To play
4D	6+ C, some shortage	4H	Asks (4S=D, 4N=H, 5C=S)	
4H	RKCB for Clubs	4S	1~4 out of 5 (etc.)	
4S	6+ C, Quantitative	4NT	To play	
4NT	22(45), Quantitative	5m	To play	

4C	Transfer to 4D	4D	Obligatory	
	4H	6+, some shortage	4S	Asks (4N=C, 5C=H, 5D=S)
			4S	RKCB for Diamonds
			4NT	1~4 out of 5 (etc.)
			4NT	5+ D, Quantitative
		5C	Last Train (for D)	
		5D	To play	

4D/H	Transfer to 4H/S	4H/S	obligatory
4NT	RKCB for transferred suit		
new suit	Exclusion RKCB (0314)		

2NT overall after opposing pre-empt

A. Versus Weak 2M: (2M) - 2NT - (P)		
	vs. 2H	vs. 2S
3m	To play	
3H	Transfer: 5(+) S	Transfer to 3NT
3S	Transfer to 3NT	5(+) H, C-of-G
3NT	4-card S, C-of-G	4-card H, C-of-G
B. Versus Weak 2D: (2D) - 2NT - (P)		
3C	Muppet Stayman	
3D / 3H	Transfers => H / S	
3S	5+ Clubs, C-of-G	
3NT	To play	
C. Versus 2D weak in a Major: (2D) - 2NT - (P)		
3C	Muppet Stayman	
3D / 3H	Transfers => H / S	
3S	Both minors	
3NT	To play	

“Zagilli”: Strong-only variant of Gazilli 2C rebid @OP2

(1a) After: 1H – 1N	
2C	Zagilli: (Always) Strong artificial rebid -- Roughly equivalent to Forcing-Club values or better, <i>although</i> certain hand-types falling in this strength-range are ruled out (i.e. all hands that qualify for any of the OP2 picture-type rebids, which start at 2S and continue on upwards)
2D	Natural, NF
2H	Natural, NF
2S	Natural, 4/5+ MM, intended as F1 (<i>However</i> RP is allowed to pass, e.g. on weak 3055 or the like)
2NT	ARTIFICIAL: 6+/4 Mm, INV
3C	NATURAL 4+; p/c (<i>but</i> may act again over 3D); Short H; usually mm, but can be weak C 1-suiter
3D	NATURAL, 1-suiter, Short H, <4 C, NEGATIVE
3H	(a) 2 Hearts, NEGATIVE (b) 3+ Hearts, 10 LTC
3S	<2 Hearts, mm, POSITIVE
3NT	2 Hearts, mm, POSITIVE, typically Balanced
4C	5 Clubs, 4-5 Diamonds, 2 Hearts, POSITIVE
4D	5/4 Diamonds/Clubs, 2 Hearts, POSITIVE
4H	To Play
3C/D/H	NATURAL, INV, 5+/5+/6+ cards
3S	NATURAL, GF, 5/6+ MM – <i>see entry for 4m below</i>
3NT	NATURAL
4m	NATURAL, GF: Huge 2-suiter, too much of a picture-bid to go through 2C – approaches the offensive strength to open 2C, but rejected that option because hand is 2-suited (plus, Major is H)
4H	To play

(1b) After: 1H – 1N – 2C	
2D	TRANSFER: Doubleton H, <u>any</u> strength (However, <i>NOT</i> a minor 1-suiter in a POSITIVE hand)
2H	ARTIFICIAL: Short H, NEGATIVE: Minor-oriented Now 2S asks, & then: 2N = mm <u>or</u> D only, 3C = Clubs (Minor one-suiters generally lack 2/3 TH in suit)
2S	“TRANSFER” (= > 2N): Short H, POSITIVE (a) Both Minors (b) One Minor, lacking 2/3 TH
2NT	3m = NATURAL, 1-suiter (lacking 2/3 TH) 3H = Both Minors, singleton H honor (A/K/Q) 3S = Both Minors, small singleton H (< Q) 3N = 3055
2N	TRANSFER: 6+ C, less than original INV, with: (a) 2/3 TH <u>OR</u> (b) POSITIVE hand, 2 Hearts
3C	TRANSFER: <i>Same as 2N, but with Diamonds</i>
3D	TRANSFER: 3 Hearts, 10 LTC (not GF)
3H	3244, Doubleton Heart Honor (Qx or better), GF
3S	3244, Doubleton Heart (< Qx), Spade concern, GF
3NT	3244, Doubleton Heart (< Qx), Spades covered, GF

(2a) After: 1S – 1N	
2C	Zagilli: Artificial strong rebid – see (1a)
2D/H/S	Natural, NF
2N	ARTIFICIAL: 6+/4 Mm, INV :> same as 1H-1N-2N
3C/D/H	NATURAL, INV, 5+ cards
3S	NATURAL, INV, 6+ cards
3N	NATURAL
4C/D/H	NATURAL, GF, 5+ cards: <i>see 4m entry in (1a) above</i>
4S	To play

(2b) After: 1S – 1N – 2C	
2D	(a) 4+ Hearts, variable strength – <i>However</i> , certain hands with H make other rebids instead (3D/3S/3N) (b) Short in S, <4 Hearts, BOTH Minors, POSITIVE
2H	3~4 Hearts, F1
2S	<i>Relay -> 2N: RP wants to TELL, Exactly 4 Hearts</i>
2N	INQUIRY: RP wants to ASK, usually (b) type (<4 H)
3C	NATURAL, 4/6 H/C (occasionally 1435); NEGATIVE
3D	NATURAL, 4/6 H/D (occasionally 1453); NEGATIVE
3H	5 Hearts, NEGATIVE
3S	5 Hearts, Unbalanced (usually short S), POSITIVE
3N	5 Hearts, Balanced, POSITIVE
4m	NATURAL (5 cards), 5 Hearts, Void in S, POSITIVE
4H	0544, POSITIVE
2S	<3 Hearts, <5m Quasi-F1; maybe only 5 Spades
2N	NATURAL, NF
3C	NATURAL, 6 (5) cards, NEGATIVE
3D	NATURAL, 6 (5) cards, NEGATIVE
3H	ART. POSITIVE: 4+ Clubs, maybe Diamonds also
3S	ART. POSITIVE: 5+ Diamonds, <4 Clubs
3N	NATURAL, To Play
2N	Artificial INQUIRY about minors: GF, <3 Hearts
3C	
3D	
3H	
3S	
3N	
3D	
3H	
3S	
3N	
3H	3S =
3S	
3N	
3C/D/H	NAT (5 cards), GF (3m denies H interest)
3S	NAT, GF, 1-suiter, unbalanced, usually short H
3N	NAT, typically balanced, <3 Hearts
2H	Doubleton S, <4 Hearts, <u>any</u> strength
2S	Short in S, <4 Hearts, Minor-oriented, NEGATIVE
2NT	TRANSFER: 6+ C, less than original GF, with: (a) 2/3 TH <u>OR</u> (b) Otherwise POSITIVE hand
3C	TRANSFER: 6+ D, less than original INV, with: (a) 2/3 TH <u>OR</u> (b) Otherwise POSITIVE hand
3D	6+ Hearts, POSITIVE (but < original INV)
3H	3+ Spades, 10 LTC (not GF)
3S	2533, POSITIVE, 3 control-cards, good H (>= KJTxx)
3NT	1444, POSITIVE, 3 control-cards: 1 in each 4-card suit

RKCB

With agreed M, 4N asks KCs (4 Aces + trump K) & trump Q When fit is believed to be 10+ cards, Q is shown regardless	
5C	1/4 → 1 st free step (not trump suit) asks Q (& Ks)
5D	0/3 → 1 st free step (not trump suit) asks Q (& Ks)
5H	2 KCs, NO trump Q
5S	2 KCs, WITH trump Q
5NT	2 KCs & useful Void
6L	(lower-ranking suit than trump): 1 KC & Void in L
6H*	(*when H is trump): 1 KC & void in Spades

When **H** is trump, then: 4NT - 5C - 5D (Q ask) - 5H denies Q

KF = (side-suit) "King Focus": the only king I *have*, or only one I *lack*

After 4NT - 5D (= 0/3) when trump is H:	
5H	To play
5S	Q ask, does NOT promise all KCs
→	5NT Denies trump Q (all 6-level replies show Q)
	6C (a) no K; <i>OR</i> (b) Club KF → 6D @ → 6H = no K
	6D Diamond KF
	6H Spade KF
5NT	K ask, promises all KCs
→	6C/D/H same as above

1M - 2NT		
3C = <15 HCP, and/or worse than 6LTC (Still may continue to 4M even if RP shows only INV strength)	3D= INQUIRY GF -- & likely slam interest -- IF facing a proper opener	3H=Double Negative 3S=Normal opener, with some shortage (3NT now asks where) 3N=Normal opener, Bal 4C/4D/4H=5-card suit C/D/oM, with 1.5 holes
3D=15+ bal	3H= single C 3S= singl D 3NT=singl OM	
3H=shortage in C, 6-LTC (or better)		
3S=shortage in D, 6-LTC (or better)		
3N=short in oM, 6-LTC (or better)		
4C/4D/4H=5-card suit (C/D/OM) with 1.5 holes		
THIS SYSTEM IS «ON» IN ANY SITUATION WHEN WE OPEN 1M and the 2N bidder is an unpassed hand		
(a) When our 1M is an overcall; <i>OR</i> (b) When 2N is bid by PH		
3C	(a) Minimum <i>OR</i> (b) NATURAL (3D asks)	
3D	NATURAL	
3H	NAT: 6+ (after 1H) <i>OR</i> 2nd suit (after 1S)	
3S	NAT: 6+ cards (after 1S)	
All Other (below game): NATURAL		

After opponents 3m preempt

After they open (3m) or (weak 2D) or Precision (2C)	
2M / 3 new	NATURAL – If a jump, shows good hand & good suit
4C	(a) H + om <i>OR</i> (b) H one-suiter: strong (~4 LTC)
4D	<i>Relay</i> (most often shows interest in the minor)
4H	1- suiter in H
4S	Minimum, 2-suiter → 4N = Last Train
4N	2-suiter, shortage in om, 3LTC
5C	2-suiter, shortage in oM, 3LTC
4D	S + om
(a) Passed Hand	
4H	Last Train for Spades
4N	Last Train for om
4S/5om	To play
(b) Unpassed Hand	
4H	NATURAL, To play
4S/5om	To play
4N	Last Train → 5om = minimum; other = monster
4H	Both Majors
4S	NATURAL (one-suiter): strong

After they jump-overcall our 1M opener in Other Major

1H – (2S)	
X	(a) T/O (b) competitive with H fit (typically 3 cards)
2N	INV+, Support (4+ cards) -- does NOT establish FP
3m	NATURAL, GF
3H	Serious game INV with 3-card support
3S	m's, 5+/5+, offensive hand, 5LTC
3NT	NATURAL, to play
4C	(a) Splinter in C, with control in the two off-suits (b) 4H (+) bid, establishes FP
4D	Splinter in D, with control in the two off-suits
4H	Splinter in S, with control in the two off- suits

1S – (3H)	
X	(a) T/O with both minors, GF (b) Serious INV, Support
3S	Competitive raise
3N	NATURAL, to play
4m	GF, NATURAL
4H	S fit, too good to bid 4S, establishes FP
4S	To play -- does NOT establish FP5
4N	RKCB (for Spades)
5C/D/H	Exclusion RKCB (for Spades)

After 1m (1N): same structure as after our 1N opening

After 1M* (1N): 2C = D & oM

2D = 5-card oM & Doubleton M*

After 1-any (any): New-suit jumps are fit-showing