

DEFENSIVE & COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Style: 1 level OC sound, occasionally light
Responses: Jump raise PRE, Jump Q = distrib mixed raise, New suit at 2 level=NF, 1 and 3 level = F, Fit by PH
(1x) 1M (D); TRF; RD=2M, 8+; 2NT=LR; 3♦=MR; 3♣=LR, 3M
Reopening: 2x still looks like a real overcall
INT OVERCALL (2nd/4th live; Responses; Reopening)
Immediate: 15-18
Responses: responses are same as opening
Balancing: 11-16, 2♣ asks range, 2♦, 2♥, 2♠, 2NT = TRF
4th Live: NAT (system on)
JUMP OVERCALLS (Style; Responses; Unusual NT)
Style: Sound WJO except at Favorable
Responses: 2NT = Game try (asks shortness), CUE=GT, NS=F (LD possible); if doubled, RD starts TRFs but NT=NAT
Unusual NT: Lowest 2 unbid; (1♦<3)-2NT=STR with ♥+♠
Reopening: Jump overcall INTERMEDIATE, 2NT = 19-20
DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)
Style: 1m-2♦ = ♥+♠; 3♣/3♦ resp=♥/♠; 1M-2M = OM+m: Then 2NT asks m, 3♦=INV M, 4♦=M, sets up FP; 3♣ = Nat, 2NT then 3♦ = to play
1M-3M stop ask; 1♣-2♣/3♣ or 1♦(<3) - 2/3♦=NAT
1m-4m =ART long M, sound, sets up FP; 4♦/4♠ asks M
Reopening: Jump cue asks stop, cue=strong two-suiter
VS. NT (vs. Strong / Weak; Reopening; PH)
Vs WK (<16) DBL = PEN; FP thru 2♦, 1 st DBL=coop T/O
Vs STR (and BPH vs WK) DBL=5+m and 4(+)M
2♣ = M's: 2♦ INQ longer; 3M=mixed; 3♣/3♦ INV♥/♠
2♦, 2♥=TRFs, 2♠=Good 2♠; 2NT=vs WK 19-21/vs STR ♦+♣
(WK NT) -P-(2x)-DBL=Lead directing
Reopening: Same
Vs PREEMPTS
T/O DBL thru 4♥, LEB after (2M)-DBL-(P) or 2M-P-(P)-DBL
(2M)-4m = 5+m + OM, NF; (2♦)-4♣=5+♣/5+M (6RKC)
(2M)-3M stop ask; If dbler is PH, 2NT=NAT, not INV
(3x) - 3NT: 4♣=ART INQ; 4♦->4NT=TRFs (12)
VS ARTIFICIAL STRONG OPENINGS
/1♣: DBL = Majors, NT = minors
After our OC, min NT=CUE, if 3 rd hand dblr, TRF advances
Pass, then OC shows good hand
OVER OPPONENTS' TAKEOUT DOUBLE
2NT = L/R; jumps=PRE/M, Mixed/m; Pass-then-DBL = pure PEN; After 1M: 3♦=mixed, transfers starting with INT.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
Suit	Lead	In Partner's Suit	
	3 rd / Even, Low / Odd	"Hi" from "weak" if raised; else 3 rd /low	
NT	4 th	3 rd	
Subs.	Attitude		
Later honor leads include some Rusinow-like variations (13)			
LEADS			
Lead	Vs Suit	Vs NT	
Ace	AKx	Asks Attitude	
King	AKx, KQx	Asks Unblock or Count	
Q	QJx, AKQ	KQ (10)x, Asks ATT	
Jack	J10(x), KJ10	QJxx+ (Q when short)	
10	H109+, 109, 10x	HJ109+, J10++	
9	9x	H109+, 109x+	
Hi-x	Sx	Sxx, xSxx+, Sx	
Lo-x	HxxxS; HxS(x); HxSxxx	HxxS(x); HxS	
SIGNALS IN ORDER OF PRIORITY			
suit	Partner's Lead	Declarer's lead	Discarding
1 st	Hi = ENCRG	Hi=Even	Hi = ENCRG
2 nd	Hi=Even	S/P	Hi=Even
3 rd			
1 st	Hi = ENCRG	Smith	Hi = ENCRG
2 nd	Hi=Even	S/P	Hi=Even
3 rd	S/P	Hi=Even	
Signals (including trump): STD Remainder CT			
First discard: Attitude, Count, S/P.			
STD Smith Signal vs NT (hi=ENCRG), occasional Obvious Shift, Trump signal occ SP; 3-way signal in known long suit			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses; Reopening)			
Style: Support for unbid suits quite sound; or very strong			
Responses: Cue F until suit agreement			
Reopening: might be light with appropriate shape			
SPECIAL, ARTIFICIAL & COMPETITIVE (RE-)DBLS			
NEG DBL thru 4♥; Snapdragon			
RESP DBL thru 4♠, including (1x)-1y-(INT)-DBL			
Maximal Overcall DBL to 3M			
Support DBL through 2M (not over INT Overcall) Supp RD			
Most low level DBLs are T/O			
Opener's Dbl of INT(direct, BAL or as resp to Dbl) =T/O			
After our 1m: short in om; after our 1M: short ♦ or ♣)			
Dbl of fit raise = not penalty, good hand or game try			
Lead-related, SPL, Raise Dbls (11)			

WBF Convention Card



Category: Natural – GREEN

NCBO: USA I

Event: 2015 Bermuda Bowl (July 14, 2015)

Players: Nick Nickell-Ralph Katz

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5 card Majors (rarely 4 cards in 3 rd /4 th), 1M-INT=semi F
Avoid opening bad BAL hands 1st/2nd
INT Opening: 15-17 (liberties 3 rd seat NV)
2 over 1 RESP: FG
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
OPENINGS:
3NT= solid major preempt, no king outside suit
3 rd seat can be light, usually with a good suit
Weak 2♦, 2M
RESPONSES:
BUPH: INV, NAT jump shifts ex 1M-3♣=limit raise;
P-1M; 2♣ Reverse Drury, FIT
Mixed Raise (7-9 Dummy Points)
Flip-Flop (switched suits) in various auctions
COMP:
Some NF bids/raises where DBL/cue-bid available
1m-(1NT)-2m=♥+♠
Vs Multi 2♦(15)
Invitational Jump Shifts 2 and 3 level BUPH (3), Fit BPH
1M-(DBL): TRFs, 3♣=INV good suit; 3♦=MR, 2NT=LR+
/DBL, 2NT: Scramble (forced to bid), else LEB (leb /WK 2)
(1♣)-2♣/3♣=NAT; (1♦<3 cards)-2♦/3♦=NAT
SPECIAL FORCING PASS SEQUENCES
If FP applies, then Dbl = weakest, Pass = better, Bid = Strongest, Pass then pull = suggests no slam
If "ownership" unclear, no FP unless strong logic o/wise
DBL of INT creates FP thru 2♦
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
In GF, 3-level bids intended as searching for best strain
PSYCHICS: Rare, 3 rd seat fav can be very light

OPENING	TICKET IF ARTIFICIA	MIN. # OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING
1♣		3	4♥	Longest suit UNBAL 11+, BAL 12-14, 18-19	1M may bypass equal/longer ♠ 1NT=6-10; 2NT=GF, 1M possible, 12+ - 14(15-) or 18-19(4); 3NT=15+17	1NT rebid may conceal 4M with 3(4)m /1NT rebid: 2♣=PUP2♦, INV; 2♦=GF CB; 2NT=PUP3♣; 2♠/1♥=44, INV	PH: FIT jumps (3);
				1♣ with 33 minors, Judgment with 44 minors	2♣=4♣, 10+(1); 2♦ or 2M =NAT, INV (3) 3♣=Mixed; 3x=PRE	ART rebids /reverse; 4SFG ex 1♠ = <4♣, 11+ /1M rebid 4th suit jump=55 INV	4SF only if reverse COMP: 1m - (1M) - 4om = Texas in Comp
1♦		3	4♥	See 1♣	NT bids as over 1♣; 2♣=NAT, FG (2) 2♦=4+♦, 10+(1); 2M & 3♣=NAT, INV(3); 3♦=Mixed; 3M=NAT, PRE	See 1♣ for most continuations 1♦-3♣; 4♣-4♦=RKC♣ ART rebids /jump 2NT and 3NT rebid(5);	1m-2m: In COMP, (1) 1m-(3x)-4NT=NAT 1m-(P,D,OC)-INT-(2x); 2NT=LEB-like
1♥		5(4)	4♦	May be 4-card suit 3 rd /4 th	1M: 1NT=SF; 2/1M FG ex very clear misfit 2♣=NAT or various BAL (occ 2♣ & 5♦); 2NT=Jacoby; 3♣=LR; 3M = Mixed raise; 3♦ = NAT, INV; 4m=SPL 3NT=Const 4M (sets up FP); 4NT=RKC 1♥: 2♣=NAT, INV; 3♣=SPL	1M-INT-2♣=NAT or ART 16+ Gazzilli (8) 1M-INT-2NT = 5/5 or 6/4 GF, 3♣ asks(8) 1M-INT-2x-3NT= SPL M, raise, NF if x=m 1♥-INT-2♠(NAT INV), then TRF by resp 1M-2/1 RESP- 3-level Jump Shift=SPL, min poss 1♥-3♥: 3♣=Any SPL: relay; NS=NAT(3NT=♣)	PH: Reverse DRURY-2M=no interest FIT jumps except 3♣ NAT COMP: 1♥-(1♠/2x)-2NT= GF 4-trump raise Comp over Jacoby 2NT (6); Comp over 1M-(P)-INT (7)
1♠		5(4)	4♦	May be 4-card suit 3 rd /4 th	As over 1♥ 3♥ = NAT, INV; 4♥=SPL	1M-3♣: 3♦=ST w/ 2 nd suit, 3OM=some void, 3NT/4m=SPL: relay-LMH 1♠-3♣: 3NT=Any SPL: relay-LMH, NS=NAT	1M-(Dbl): 3♦=Mixed; 1NT->2M=TRFs; 2NT=LR+ Cue is LR or weak GF
1NT			3♠	15-17 (may be very good 14) May have 5M, 6m, SPL K(Q) At Fav Vul may be weaker	NF STAY, JTB, Texas, Smolen 2♠=Minor-Suit Stayman(9); 2NT=♣; 3♠=♦; 3♦=asks 5M or KQ10x(or better) 3♥/3♠ = (1-4)44, bid 4M 4♣=Gerber; 4♠=Baron	1NT-2♠-2♦: 3M = 4M, 5+OM; 2M=weak Ms After M TRF, 3m by resp = om 1NT-2♦, 2♥-2♠=PUP 2NT, INV+, 5♥ Super-accept TFR: 3M=best/2NT=3 trumps Over TRF m: NS=SPL, 4M=5M6m; 4m=KC	COMP: /2M:TRF LEB (10); COMP DBL /PEN D, RD=♦or♣; /ART D, RD=F2NT System on over dbl + thru most opp 2♣ Texas if a jump; TRF /3♠; Switch Ms /3♦; After 4 th seat COMP (10)
2♣	√	0		STR, ART, F 2NT or 3M	2♦/2♥/2♠ = Control responses; 2NT = 6x with 3 of top 4, +10; 3x = TRFs, same as 2NT but no 10; 3NT=solid suit	2♣-2♦; 2♠-3♣ = 2 nd negative 2♣-2♦; 3M = 4M, primary ♦ 2♣-2♦; 2♥=NAT or 25+ BAL, then 2♠=INQ	/Dbl: RD=0-1 Ctrl, P=2+, 2x=TRF (<2), /2x: D=0-1 ctrl, P=2+ctrl, 2M=OM<2ctrl; /3♣, TRF (3♠=♦). /x♦: ♥=♠, ♠=♥ Reopening /2x: D=T/O, CUE=2 suits
2♦		6(5)		Weak 2, Fairly Sound	2M=constructive, 3x=F, 6+; 2NT=FI, INQ	/2NT: 3♣/3♦=good/bad hand, 3M=4OM	/Dbl: RD=♥, 2♥/2♠=♠/♣, 3♠=♦; jumps=FIT
2♥		6(5)		Weak 2, Fairly Sound	3m=F4m; 2♠=NF; 2NT=INQ; 3♠=FG 4♣=Special BW (/2♠, 2♠ opening also)	/2NT: feature	TRFs after 2M-(Dbl) starting with RD: 2NT=FI, 4OM=NAT, 4NT=KC Jump NS=Fit, Lead, involves opener;
2♠		6(5)		Weak 2, Fairly Sound	3m=F4m; 3♥=FG; 2NT=INQ;	/2NT: feature	After OC: non-jump NS=NF, Fit jumps
2NT				20-22- BAL or quasi-BAL, May have 5M	STAY, JTB, Texas, Gerber, 4♠/4NT=Quant 3♠=1 or 2 minors->3NT usual by Opener, 4♣=loves hand for minors Smolen; Super-accepts; switch minor resp NEG D/Ms, TRFs /3♣, Switch Ms /3♦	HIGH LEVEL BIDDING	
3x		7(6)		NAT, may be weak Fav	NS=FI. Special BW; 3♣-3♦=3-cd Stayman (switch Ms) or big ♦ or 6M/2+♣;	4♣ Special Blackwood over PRE 2♦/2M/3♦/3M: RKC: 0, 1, 1+Q, 2, 2+Q; over 3♣, 4♦=SBW Interference with our KC ask (14); Quant 4NT (5♣=0-3, 5♦=1, 5♥=2 Aces, then 5NT=SO); Quant 4♠ (4NT=WK, 5♠->5♥=BW responses);	
3NT	√	7(8)		♥ or ♠, Solid suit with no king outside	4♣=Bid 1 under, then NS=ask, NSV, reask 4♦/4M/5♣=ask; 4NT=1 under at 5/6 level	In GF m auctions 4NT is never RKC; it is LT or ST (replacement cue); jump 4NT=good 5m	
4x				Middle of the road PRE	4M-NS=asking; COMP: NS=NAT, NF		

NOTE (1) 1m-2m (4+m, 10+) Inverted

1m	-	2m	
om			13+ - 15, or wiggle (can include BAL GF)
2♥			ART GF, 16+ with 5-4-2-2 or UnBAL, 18+ if BAL Then, Responder: 2♠=LR, (then NS by Opener is SPL; 3NS=SPL
2♠			ART, INV, Either SPL or MIN with 6+m. Then, (1) 2NT asks (not GF) (2) 3m = NF or (3) NS = SPL
2NT			NAT, NF; Then, 3m = To Play; 3om = GF, semi BAL; 3M = SPL (F 4m)
3m			NAT, NF; Then 4m = RKC, 4M/♦ = SPL
3NT			18-19 w/ 3 trumps or 4, poor for slam; Then, 4m = RKC, NS = SPL (over NS, 4NT = To Play, Lowest Step = RKC)
4m			2-Under TRF, STR; Then, 4-step system; (To BW, go thru 2♥.)
4M			6-5, weakest

Interference

After any Competition over an Inverted Raise, we play 4m+1 as KCBW

(i) After a simple overcall: D = PEN, Pass = F3m, 3m = NF, 2NT = FG, Jumps = SPL

(ii) After a jump overcall: Pass = NF, D = extras with no good bid, NS = GF

(iii) After a takeout double:

RD suggests defending, invites PEN D with Hxx.

Pass = F3m, implies BAL min (may be a good hand ready to control the auction).

Pass, then Dbl by Opener = PEN.

3m = NF

(iv) Further action by responder:

Reopening Dbl = coop PEN; NS suggest stoppers (majors) or length/values (om);

CUE= aims first for 3NT.

NO FORCING PASS if COMP beyond 3m unless in GF.

NOTE (2) 1♦ - 2♣

1♦	-	2♣	
2♦			5♦ (w/ weak 5♦ and M stops, rebid 2NT); 4-cd M poss, 4450 thru 2♦
2♥			1) 44 R, 2) 44 M(3=2), 3) 2NT anti-positional, 4) 4441 3 ranges, or 5) 1444 hands, any strength (show 44 R, then bid again).
2♠			NAT: 1) 4♦+4♠ 12-14 or 18-19, 2) 4144 any strength, or 3) 5♠/6+♦.
2NT			NAT: 12-14 or 18-19, no M or 4♣; Then, 3M = SPL, 3♦ = 2245, any strength
3♣			BAL, 4♣, may be 15-17 if 2254; Then, 3♦ = grope, 3M = SPL
3♦			NAT, good hand & suit; Then, 4♥=RKC immediately or by Opener over 4♦
3M			SPL, no 4M, unlimited
3NT			Non-slamish, 18-19, 3343: R bids NAT, 4♣ = RKC♣; 4♦ = RKC♦; 4M = SPL
4♣			5♥+6♦, WK, or very STR; Then, 4-step system; 4♥/5m = To Play
4♦			5♥+6♦, medium; Then, 4♠=RKC♦; 4NT=RKC♥
4M			Weak 5-6, very good M (w/ a weak hand and stiff m, Responder may pass).

NOTE (3) **Invitational Jump Shifts**

1m-2M, 1♦-3♣, (also 1M-3♦, 1♠-3♥) = INV JS

All non-conventional jumps BUPH = INV. Exceptions: 1M-3♣ (LR), 1♣-2♦ and 1M-(x)-3♦ (MR).

All jumps BPH are FIT showing except: 1M-(x)-3♦ (MR). Subsequent NS by FIT jumper = SPL

Opener's Rebids after 1m-2M:

2NT asks suit quality, range; Jump rebid=GF

Jump to NS by both partners at 4 level = SPL

Can stop in 4m: If Responder raises 3m to 4m or if Opener rebids 3m and then 4m

Rebids by Responder = NF

Raise by PH = NF.

NOTE (4) **1m-2NT** (12-14 or 18-19)

1m - 2NT

3♣ Stayman, many ART rebids and continuations

3♦ No M, one or both m's or SPL om; Then, 3♥=relay; 3♠=SPL om

3M SPL, no 4M

4♣ RKC-m

4♦/4♥ TRF to 4♥/4♠, 6+m + 5M, If Resp doesn't take TRF, use 4-Step Program

If Resp takes TRF or signs off, then +1 = 6KCB + Q of trump suit

4♠ 1-1(5-6), (Then, 4NT=LT, 5m=S/O, 5♥=6KC BW+1Q of 5-cd suit),

4NT Quant

1♣ - 2NT

4♥ - 4♠

4NT 6RKC + ♠Q

5♦/5♥ Voids, not Exclusion

Similarly over 1♦ Opening

NOTE (5) **Opener's Jump NT Rebid**

1m - 1M

2NT - 3♣ Puppet to 3♦

- 3♦ Over 1♥: 5+♥ (take TRF only w/ 2♥, w/ 3♥ vote re COG or ST)

- 3♦ Over 1♠: 4+♥ (take TRF only w/ 4♥, else 3♠ w/ 3♠ or 3NT)

- 3♥ Over 1♥: 4♠ + 4+♥ (Bid 3♠ w/ 3♥, 3NT w/ 2♥<4♠, see below)

- 3♥ Over 1♠: 5+♠ ((take TRF only w/ 2♠, w/ 3♠ vote re COG or ST)

- 3♠ om, only 4M; Then, 4om=NAT, not BW (then cheapest NS = BW)

- 4x Self SPL (Even if x is opener's m)

Opener takes TRF to M only w/ 2; w/ 3 Opener votes for 3NT, 4M, or shows ST

If Opener bids 3♠(2), then 4♠ = BAL ST, 4NS or 4m = NAT

Opener can take TRF w/ 3 and really poor hand.

3NT jump rebid after a 1-level response shows SPLx.

- 1m - 1x
- 3NT - 4♣ RKC-m
- 4♦ RKC-x
- 4OM Good hand
- 4NT INV, Opener shows A's to accept

NOTE (6) Interference over Jacoby 2NT

Opener: Pass = Weak or Extras, NS = SPL, CUE = SPL, NT = Good BAL or semi-BAL hand,
D = PEN, 4M = min, good trumps, decent controls

If Opener passes: Responder's CUE = Serious ST; 3NT = ST opposite real extras; D = PEN

NOTE (7) Interference over Semi-forcing 1NT

- 1M - P - 1NT - 2x
- D T/O or Strong BAL w/o stopper
- 2NT ART, Competitive or Strong BAL w/ stopper
- Non-jump 3-bid Good hands
- Jump to 3NS Good 5-5, NF (w/ force bid 2NT then 3 higher-ranking NS)

- 1M - P - 1NT - 2x
- D - P - 2NT SCRAMBLE, to locate best strain; Then, Responder's
- 3y 3NT= 1 stop, CUE= partial stop
- Jump Some Direction
- CUE Good Values
- quasi-BAL, no stopper

Over Opener's ART 2NT rebid, Responder bids 3♣ w/ better clubs than M (might be 1-2),
NS = NAT, 3M = could be 2-2 in M & ♣s.

If Opener passes the overcall, Responder's reopening double is cooperative takeout: 2M(344),
22(54) and the like. If Opener bids 2NT over D, it is NAT. Responder's 2NT = NAT, but Opener
can pull.

NOTE (8) Gazzilli

- 1M - 1NT
- 2♣ NAT, or 16+ ART
- 2♦, 2M NAT 2♦ or 2M bid, <16
- 1♥ - 1NT
- 2♣ - 2♠ 5+♣/4♦, ♥SPL
- 2NT 5+♦/4+♣, ♥SPL

SUPPLEMENTARY NOTES

USA 1 Nickell-Katz

1M	-	1NT	
2♣	-	2♦	ART, 8+
2M			Normal 2♣ bid. (others=GF)
2OM			16+, 3/4OM, 2NT Asks
2NT			16-20, all BAL hands w/ 2OM where 6NT is unlikely
3m			16+, 5+M/4m
3M			16+, 6M, 6-3-2-2, 6-3-3-1 or 7-cd holdings
3OM			16+, 6M/4OM
3NT			20+, BAL, 2OM, some chance of 6NT

1♥	-	1NT	
2♣	-	2♦	
2♥	-	2♠	4♣, BAL 2NT or Supermax w/ ♣ (bid 3♣ over 2NT w/5)

1♠	-	1NT	
2♣	-	2♦	
2♥			16+, 3(+♥): then, 2♠ = ASKs
	-	2NT	< 4♥, ♠SPL, min, 5/4 in m's
	-	3NT	5+♥, ♠SPL

1M	-	1NT	
2NT	-	3♣	ASK, then Opener: 3♦/♥/♠=5-5 M, 5+♣, 5+♦; 3NT/4♣=6M + 4♣/4♦
	-	3NS	NAT good suit
	-	3M	LR

After Opener shows 55 or 64, 4m +1 = RKC, if Responder bids 4m, then +1 = RKC,
Next unbid suit = SPL; 4NT = Replacement SPL for the BW step.

NOTE (9) Minor-Suit Stayman

1NT	-	2♠	
2NT	-	3♣	5-5, to play 3♣ or 3♦
	-	3♦	PUP to 3♥ w/ (1-3)(5-4) m; Then, exact shape/strength
	-	3M	SPL, 5-5, GF+
	-	3NT	BAL, 5-4 or 4-5, 13-15, to play
	-	4m	4m6om, Then: 4NT=to play, 4♥=KC, 4♠=cue; /4♣,4♦=♦, then, 4♥=KC
	-	4NT	BAL, 5-4, 4-5, 4-4, 16-17

1NT	-	2♠	
3m	-	3M/3♦/3NT/4NT	As over 2NT
	-	4m	Asks for Cue
	-	4m+1	KCBW
	-	4♣	Cue Bid (over 3♦)
	-	4M	If +1 = RCBW, then double jump = VOID (Then, 4NT=KC)

NOTE (10) Interference over our 1NT

Transfer lebensohl

1NT	-	2♠	-	2NT	Bid better minor; Then, P or 3R = to play, 3♠ = 1♠+3♥ (4m = NF), 3NT = ♠ stopper; 4♣=both minors, GF
			-	3♣	To Play
			-	3♦	TRF♥, INV+
			-	3♥	GF, 1 or both minors
			-	Cue	SPL♠, 4♥, (4m=NF)
					w/o stop or ♥, opener bids 4♣ with 3+ or 4♦ w/4 great or 5; not GF. If 3♠ is doubled, Opener's pass = no stopper. Then, Responder's RD = good hand, 4m = NF
			-	3NT	NO M STOP (w/no stop, opener can bid as above. 4m = NF)
			-	4x	As over 1NT, except 4♥ = desire to declare

Similarly over 2♥ overcall.

Stayman is Doubled

1NT	-	P	-	2♣	-	D	
2♦							5♦, Then, 3♦=INV, 3♣=GF, 3M=Smolen
2M							4-card M
RDBL							GOOD ♣
Pass							NO 4M or 5♦ (but may be bad 4M and good ♣)
1NT	-	P	-	2♣	-	D	
P	-	P	-	RD			Desire to play 2♣ RD

Interference after Jacoby Transfer

1NT - P - 2R - D
 Accepting TRF shows 3+ cards in M, min.
 RD by Opener is 3(+)-cd support and good hand; invites competition at 3-level.

After 2M or RD, SYSTEM ON

Opener *passes* over the D (less than 3M):

- No reTRFs after a D
- 2M To play
- 2NT To play in 3m
- 3R CUE, extreme hands
- 3m NAT, INV
- 4M To play
- RDBL All good (non-extreme) hands.
 RD, then any bid is same as if opener accepted the transfer.
 RD, then bid of suit that was doubled is COG

SUPPLEMENTARY NOTES

USA 1 Nickell-Katz

1NT	-	P	-	2♦	-	2♠	
P	-	P	-	D			Cards 7+ HCP, 2+♠
			-	2NT			COMP, 1 or 2 suits. Opener usually bids 3♣, 3♥, or rarely, passes with very good ♠; Opener's 3♦ = 5/6 good
			-	3m/3♥			INV
			-	3♠			ST, including 1- and 2-suiters
			-	4♦			ReTRF
			-	4♥			Wants to play the hand

They Balance over our 1NT

When we make a D that is not defined below as PEN, the meaning is T/O.

1NT	-	P	-	P	-	2x	
P	-	P	-	D			Takeout-oriented, 6-8 HCP, 1 or 2 trumps
			-	2NT			Then, opener's 2NT is to play
							Minors over 2M, shows 5♣ over 2♦
1NT	-	P	-	P	-	2x	
D							PEN vs ART (normally 5) D and NAT
1NT	-	P	-	P	-	D	If D= PEN, Then:
P	-	P	-	RD			Scramble
				NS			Natural
1NT	-	P	-	P	-	D	if D = Conventional, Then:
P	-	2x					if 2x=Pref or P/C, D = TO
							if 2x=ART, D = PEN; Now, Opener can make PEN
							D, 2 nd D by Responder=COMP
1NT	-	P	-	P	-	D	If D= PEN, Then:
P	-	2x	-	D			PEN
1NT	-	P	-	P	-	2♣	Both M's
P	-	2M	-	P	-	P	
D							PEN, behind the suits, therefore penalty 2♣/2♦
1NT	-	P	-	P	-	2♦	
P	-	P	-	2NT			COMP, normally 5♣

NOTE (11) Special Doubles

Bergen, Drury, Similar ART Raises

1M	-	P	-	3x (raise)	-	D
----	---	---	---	------------	---	---

When 3x is weaker than LR, D is T/O of M

When 3x is LR+, D = Save-oriented by UPH at FAV, else Lead Directing

Double of Drury = T/O of M

Doubles of Splinter Bids

At favorable vulnerability, D suggests save, BUPH; otherwise, suggests lead in lower "unbid" suit; when there is only one "unbid" suit, D says don't lead the unbid suit.

D of ART SPL bid = NAT

If we OC, and they SPL, our D shows support for the OC and invites cooperation.

Lead and Anti-lead Directing Doubles

When it is clear that his side is out of the auction (4 level or higher), D by the player who has previously introduced a 5+-cd suit (or a raised suit) asks for the lead of another suit.

D of a slam calls for the lead of either:

Dummy's first-bid suit, a suit where the doubler can ruff, or

When either of the first two options are illogical, for the lowest-ranking suit among the suits which are logical possible leads. This works best vs auctions like 2NT-P-7NT-D (♣ lead)

Out-of-the-blue doubles of 3NT suggest lead of weakest (shortest) major.

Out-of-the-blue double of 6NT asks for a ♣ lead, or a ♦ lead if clubs were bid strongly.

NOTE (12) Continuations over (3x) - 3NT

4♣ ART INQ, Then:

4♦ = Tricks (w/extras bid again over 4NT) (CUE is shortness for suit)

4♥ = 22-24 HCP, F6x; then, 4NT = BW 0 or 3, 1 or 4, 2 w/min, 2 w/MAX

4♠ = 18-21 HCP, F5NT; then, 4NT = BW 0 or 3, 1 or 4, 2 w/min, 2 w/MAX
4NT = 17 or less

After 4♥/4♠/4NT advancer uses 3-suit TRF (4NT is not a TRF step):

TRF into their suit = "good suit" Stayman. All TRFs = INV+.

After TRF "take" advancer's cheapest non-NT = RKC; 3NT bidder's cheapest non-"take" bid (not NT) = RKC.

4♦->4NT TRFs. TRF to their suit asks 4-cd suits up the line (Q10xx or better).

If Responder bids a NS it is forcing. TRF; Then 4NT is ST opposite 15-17

3♣	-	3NT	-	P	-	4♦;
P	-	4♥	-	P	-	4NT NAT

Jumps to 5 level = RKC in the bid suit

NOTE (13): Later Leads

Rusinow honor leads:

- (1) Behind declarer when dummy has no honor higher than the jack.
- (2) With the queen in dummy when the defender behind dummy shifts to the 10, it shows a higher honor; the jack denies a higher honor.

NOTE (14) Interference with our Blackwood

If 4x (BW) is doubled: RD is STEP 1; Pass is STEP 2, cheapest is STEP 3, etc

If KC is overcalled: DBL is STEP 1; Pass is STEP 2, etc THROUGH 5D; if the interference is higher, DBL = 0, 2, or 4 KC; Pass = 1 or 3

If the KC response is doubled: Pass denies control but shows sufficient KC (else sign off); RD shows control and sufficient KC for slam and asks for the TQ.

After the KC response is doubled and asker passes to deny control but shows sufficient KC: RD shows the king but denies TQ; 6T shows control + TQ; others show control +TQ + other king.

NOTE (15) Vs Multi 2♦

(2D) - ?

Pass	Neutral, OR TOD of one M, or decent but not FG 2 suiter
D	14-16+ or 20+ (bid again) BAL, or sound 18+ UNBAL
2NT	17-19 (3♣ = Stayman, 3R = TRF, 3♠ = m's)
2M	NAT (2NT F1, cheap OM=ART, jump OM=NAT); Responsive DBLs
3♣	NAT (3♦=ART, 3M NAT); Responsive Ds
3♦	NAT (3♠ NAT, 3♥ = ♥s or ♥ guard [then 3♠ = OK for ♥: Responder's 3NT= ♥ guard, other = ♥]);
3♥	Intermediate (3♠=ART)
3♠	5+m/5+S, FG (3NT=NAT; 4♣ ASKs: 4♦=♦/4♥=♣/4♠=6+♠; 4♦=S/T-m; 4♥=ST♠)
3NT	NAT, tricks (TRF advances)
4m*	5+m/5+♥, FG (over 4m: cheapest = ST♥; next non-4NT = ST-m; 4NT = 6 RKC)
4M	Strong (cheap step KC0314-M, others: controls for M/4NT over 4♥=♠ control)
4NT*	m's, sound

2♦ D 2♥* 2♠ NAT, NF: theoretically 5+♠ as D suggests 2+♠s

2♦ D 2M* Pass DBL* NF: then D of CORRECTION is for TO
 At least INV values (9+), some defensive tolerance; If < FG: no SPL or 5M. If FG: stopper only in their BID M. M/4OM possible
 2NT* PUP to 3♣: "signoff" or FG with a m OR BAL w/ a stopper only in the UNBID Major. (follow-ups below). W/ the "signoff" type advancer will have about 6-9 HCP
 3♣* "Stayman": GF opposite 14-16 type; continuations after 2NT-3♣
 3R* TRFr to 3R+1: at least INV (may be slightly lighter with ♥s)
 3♠* ART FG with SPL in their BID M
 3NT About 11-15 HCP, stoppers in both Ms.
 4m Strong INV
 4M NAT, DISTR (else 3R*)
 4NT Blackwood, aces.

2♦ D 2M* 2NT* 14-16 BAL (with "more" doubler does o/wise)
 3♣* ART, 20+ BAL GF (then: 3M= S PL, 4m = NAT/GF,
 3♦* 3NT/4NT = NAT)
 3M NAT, 18+, UNBAL, GF (then: OM is a CUE, 4m is NAT)

2♦ D 2M* 2NT* Our route to 3♣
 3♣* Pass
 3♦ Expected to be the end
 3♥* GF with ♣s (corresponding minor)
 3♠S* GF with ♦s (corresponding minor)
 3NT* BAL, GF, stopper only in M they did not bid

SUPPLEMENTARY NOTES

2♦	D	2M*	Pass	
P/2♠	D			20+, cooperative TO (LEB advances)
	SUIT			NAT, STR
2♦	D	P/RD	[where Pass or RD is neutral or shows ♦]	
	Pass		Pass	Willing to defend, may not be big ♦ stack
	2M		2M	NAT, Competitive strength
	2NT*		2NT*	♣ (PUP to 3♣ when D =14-16: then 3♦ = FG, 3M = NAT)
	3♣*		3♣*	Stayman
	3R*		3R*	TRFs to 3R+1, INV+
	3♠*		3♠*	3NT bid, but no ♦ stopper
	3NT		3NT	About 11-15 HCP, stoppers in both M's.
	4m		4m	Strong INV
	4M		4M	NAT, DISTR(else 3R*)
	4NT		4NT	Blackwood, aces
2♦	D	2♥*	D*	
P	Pass			Good defense
	2♠			4S (but not both maximum and a H stopper)
	2NT			NAT, non-MAX
	3m			NAT, non MAX
	3♥*			MAX, 4♠ + ♥ stopper (3♠ PUP 3NT; 4♥ PUP 4♠) or 20+ BAL or SEMI-BAL (bid again)
	3♠*			MAX, not 4♠, no ♥ stopper OR 20+ BAL (bid again)
	3NT			MAX, not 4♠, but has a ♥ stopper
	4m/4♠			NAT, 20+ (now 4NT is NAT)
	4♥*			Huge 3 suiter
2♦	D	2♥*	D*	
2♠	Pass			NF (reopening: D = PEN, 3♠ = FG w/ ♠SPL)
	D			PEN (TO to 3♠ = FG w/ ♠SPL)
	2NT			NAT, non-min
	3m			NAT, non-min
	3♥			NAT, non-min
	3♠			MAX, no ♠ stopper, or 20+ BAL (bid again)
	3NT			NAT, expecting a min of 9 HCP
	4m/4♥			NAT, 20+ (now 4NT = NAT)
	4♠			Huge 3 suiter
2♦	D	2♠*	D*	
P	Pass			Good Defense
	2NT			NAT, non-MAX
	3m/3♥			NAT, non-MAX
	3♠*			MAX, no ♠ stopper OR 20+ BAL (bid again)
	3NT			NAT
	4m/4♥			NAT, 20+ (now 4NT is NAT)
	4♠*			Huge 3 suiter

2♦	D	2♠*	D*	
3♥	Pass			F, either 14-16 without 4♠, OR 20+
	D			14-16, 4♠, defensively oriented
	3♠			14-16, 4♠, offensively oriented
	3NT			NAT, NF (stopper, 15-16)
	4x			NAT, 14-16, unwilling to defend 3♥ doubled
2♦	D	2♠*	D*	
3♥	Pass	P	D	Desire to defend opposite 14-16
			3♠*	FG, no ♥ stopper
			3NT*	Takeout (denies 4♠, presumably shows at least 4+♣/4+♦)
			4♥*	FG, ♥SPL
2♦	D	2♠*	D*	
3♥	D	P	Pass	Desire to defend opposite 14-16
			3♠/4♠	NAT
			3NT	. NAT (probably INV values w/ ♥ stopper and not 4♠)
			4m	. NAT, INV (w/ signoff or FG w/ a m, bid 2NT* over 2♠)
			4♥*	. GF with ♠ some SI
2♦	D	3♣	Pass	NF
			DBL*	Responsive (cooperative takeout)
			3♦*	♥ INV+ TFR (3♠*=CUE, looking for ♣ stopper)
			3♥*	♠ INV+ TFR
			3♠*	♦ INV+ TFR (FG unless doubler bids 4♦)
			3NT	NAT (♣ stopper)
			4♣	
2♦	D	3♦	Pass	NF
			D*	Responsive (Cooperative TO)
			3M	FG (perhaps a stretch)
			3NT	NAT (♦ stopper)
			4♣	INV
			4R*	TRF to 4R+1
			4♠*	TRF to ♣
2♦	D	3♥*	Pass	NF (later: D correction for TO, bid 4♥ NAT)
			DBL*	Responsive (Cooperative TO)
			3♠	FG (perhaps a stretch)
			3NT	NAT (♥ stopper)
			4m	NAT, INV
			4♥*	TRF to ♠
			4♠*	TRF to ♣
			4NT*	TRF to ♦

2♦	D	3♠*	Pass D* 3NT 4♣ 4♦* 4♥* 4♠*	NF (later: D correction for TO, bid 4♠ NAT) Responsive (Cooperative TO) NAT (♥ stopper) NAT, INV TRF to ♥ TRF to ♣ TRF to ♦ (no INV 4♦ available)
2♦	Pass	2♥*	Pass D 2NT/3NT 2♠/3m 3♥ 3♠ 4m 4M	NF (later: D ♠ = TO, 2NT=2 suiter, 3x NAT/limited) Takeout of ♥ (LEB advances) NAT (TRF as above) NAT (advance as after DIRECT OC of 2♦) NAT (full value) Intermediate 5+m/5+♠, FG NAT, strong
2♦	Pass P/2♠	2M*	Pass D 2NT CUE Suit bids	TO, could be full value (LEB advances) ♣s+♦S (but over 2♠ ♣s+♥s or ♦s+♥s possible) 2 suiter, Good Hand but not FG NAT (limited by failure to act over 2♦)
2♦	Pass	3M/4M*	Pass D 3NT Others	NF (later D = TO) TO NAT, covers a lot of ground (4♣ asks TYPE/TFR advances) NAT
2♦	Pass P	3♥/4♥*	Pass DBL 3♠/4♠* 3NT/4NT* 4♥* Others	Takeout ♠s+m ♣s+♦s Stronger than 3♠ (♠s+m) Less than immediate suit bids (not very likely)
2♦	Pass P	3♠*	Pass D 3NT* 4♥* Others 4NT	TO 2 suiter (PC technique when advancing) ♥s+♣s or ♥s+♦s (stronger than 3NT*) < immediate suit bids (not very likely) ♣s+♦s (stronger than 3NT*)

SUPPLEMENTARY NOTES

2♦ Pass 4m* D Like a sound OC in that suit (where 4m is ART)

2♦ Pass 4m* Pass
4M D TO

2♦ Pass 2NT_(INQ) D STR at least 4/3 Ms
3x NAT
3NT Tricks
4M STR
4m 5+m/5+M, FG

2♦ Pass Pass* ? [where Pass is random or shows ♦]
D TO of ♦ or very strong
2M NAT
2NT About 15-18 (2NT structure to advance)
3♣ NAT (3♦ = ART, 3M = NAT)
3♦* Some solid suit, no ♦ guard
3M STR
3NT Tricks
4♣* 5+♣/5+M, FG
4♦* 5+♦/5+M, FG (PEN vs 2♦ inadequate)