

Opponents interfere over our 1NT opening

After a Penalty DBL

- ❑ RDBL: 5+ in a minor, weak. Partner must bid 2C.
- ❑ 2C (Stayman): Maybe 4+4+ in majors in a weak hand. Partner has only 3 possible responses.
- ❑ 2D/H: Transfers
- ❑ Pass: Weak, no 5+ suit, no 4-4 in majors. Partner may RDBL to initiate a scramble or bid a suit with 5+ cards.
- ❑ All other bids are un-changed

After a Non-penalty DBL the system stays unchanged. RDBL is for business (usually less than game values).

After a level-2 overcall showing explicitly only 1 suit (either a 1-suiter or a 2-suiter with an un-known second suit)

- ❑ New suit at level 2: competitive, non forcing
- ❑ DBL of a natural overcall: Business
- ❑ Pass over an artificial overcall followed by DBL: Business
- ❑ DBL of an artificial overcall: Negative
- ❑ Cue-bid at level 2 (If possible, i.e. after a transfer intervention): Take-out, no indication about stoppers. May hide a limit club 1-suiter, but typically has values for 2NT.
- ❑ 3C/D/H/S: Transfers
 - The impossible transfer (in the opponent's suit): Take-out with stopper
 - New suit lower than opponent's bid: limit+
 - New suit higher than opponent's bid: limit OR game without stopper
- ❑ 2NT: relay to 3C. After the relay:
 - Pass: competitive
 - New suit lower than opponent's bid: competitive
 - New suit higher than opponent's bid: game+ with stopper
 - Cue-bid: Take-out without stopper
 - 3NT: stopper
- ❑ 3NT: no stopper
- ❑ 4C: Gerber
- ❑ 4D/H: Texas (the impossible Texas shows a huge minor 2-suiter)
- ❑ 4S/NT: QST with respectively 6+ or 5- controls

After a 2-suited overcall showing explicitly both suits

- ❑ New suit: Competitive
- ❑ DBL: Business if overcall is natural (Negative otherwise)
- ❑ 2NT: Invitational
- ❑ Lower cue-bid: Shows the lower of the other 2 suits
- ❑ Higher cue-bid: Shows the higher of the other 2 suits

After 2NT with a 2-suiter (usually the minors)

- ❑ Pass: The equivalent of a Negative DBL or a Competitive bid or a Pass
- ❑ DBL: business interest and also initiates stopper investigation
- ❑ All other bids are as above

After a Natural Overcall at level 3

- ❑ DBL: Negative
- ❑ New suit: game forcing
- ❑ 3NT: sign off
- ❑ Any jump at level 4 retains its original meaning (4D/H Texas or 4S/NT QST)

After a DBL of our Stayman 2C

- ❑ 2NT: 4-4 in the majors, club stopper, no indication for min/max
- ❑ 3C: 4-4 in the majors, no club stopper. Responder usually bids his major suit, but can bid 3D to still make opener play the hand!
- ❑ 2D/H/S: Unchanged, but with club stopper
- ❑ Pass: Any other hand without club stopper. If next opponent passes, responder bids RDBL. Opener's responses:
 - 2D: No 4-card major suit
 - 2H: 4+ spades. Responder can bid 3H to still make opener play the hand.
 - 2S: 4+ hearts. Responder can bid 3S to still make opener play the hand.
- ❑ RDBL: Let's play 2 clubs!

After an overcall of our Stayman 2C

- ❑ DBL: Business
- ❑ 2H/S: 4 cards
- ❑ Cue-bid 3D: 4+ cards in both majors
- ❑ 3C/D: Good 5+ suit
- ❑ Pass: Otherwise. If next opponent passes, responder bids:

- DBL: Business
- 2H/S: Competitive
- 3H/S over 2D: Smolen
- Cue-bid: Asks for stopper
- 3C/D: Natural, forcing
- 2/3NT: Limit

After a DBL of our 2D transfer bid (showing diamonds)

- Pass: Only 2 cards in hearts
 - 2H: Sign-off, prefers to play the hand
 - 2S:Coded Hands
 - 2NT: Limit, without stopper
 - 3C: Competitive
 - 3D: Short in the suit, limit or more
 - 3H: Limit, prefers to play the hand
 - 4D: Void, slam invitation
 - RDBL: Relay – opener must bid 2H. Follows:
 - 2NT: Limit, with stopper
 - 3D: Semi-stopper, looking to play 3NT
 - 4D: Singleton, slam invitation
 - 3H: Limit, shows at least 2 quick losers in diamonds!
 - 3C: Forcing

- RDBL: 3+ fit, no stopper
 - 2H: To play
 - 2S: Coded Hands
 - Others: Natural game tries

- 2H: 3+ fit and stopper. Continuation as without intervention except that we can stop at 3H.
- 2S: 4+ fit, max
 - 2NT: 2D was a real heart transfer
 - All other bids: Coded Hands

After a DBL of our 2H transfer bid (showing hearts)

- Pass: Only 2 cards in spades

- 2S: Sign-off, prefers to play the hand
- 2NT: Limit, without stopper
- 3C/D: Competitive
- 3H: Short in the suit, limit or more
- 3S: Limit, prefers to play the hand
- 4H: Void, slam invitation
- RDBL: Relay – opener must accept the transfer. Follows:
 - 2NT: Limit, with stopper
 - 3H: Semi-stopper, looking to play 3NT
 - 4H: Singleton, slam invitation
 - 3S: Limit, shows at least 2 quick losers in hearts!
 - 3C/D: Forcing
- RDBL: 3+ fit without heart stopper
 - 2S: To play
 - Others: Natural game tries
- 2S: 3+ fit with heart stopper. Continuation as without intervention except that we can stop at 3S.
- Other: 4+ fit, max

After a DBL of our 2S transfer bid (showing spades)

- Pass: Only 2 cards in clubs
 - 2NT: Prefers that opener plays 3C
 - 3C: Prefers to play 3C
 - RDBL: Trying for 3NT
 - RDBL: 3+ fit without spade stopper
 - 3C: 3+ fit with spade stopper
 - Other: 4+ fit, max

After an overcall of our transfer bid

- Pass: The usual bid. After opponent's pass follows:
 - DBL: Negative
 - New suit: Competitive
 - Accept own transfer: Competitive
 - NT: Limit
 - Cue-bid: Take-out
 - Jump shift: 5+5+, game values
- DBL: Negative
- Other: Fit