Note:..1: 2 WAY CHECKBACK

After 1♣/1♦ opening and 1NT rebid 2♣ & 2♦ by responder are artificial.

1♣/1♦ 1♥/1♠

1NT 2♣ puppets to 2♦

20 further bids by responder are natural with invitational values

1♣/1♦ 1♥/1♠

1NT 2\$\psi\$ is artificial and game forcing. All further bidding is natural

Note:..2: TRANSFERS after 1NT Opening

1NT 2♦ TFR to 2♥

2♥ TFR to 2♠

2♠ TFR to 3♣ (weak in either minor). 2NT by opener super-accepts for ♣'s with high honour to 3+ cards

Super-accepts are not systemic after TFRs to majors

Note:..3: MICHAELS CUE BID

Cue bid of NAT minor shows both majors 5-5+

Cue bid of major shows other major & undisclosed minor 5-5+. 2NT enquires

Strength is wide-ranging but distribution never compromised. Expect to have:

5 losers at adverse vulnerability

6 losers at equal vulnerability

7 losers at favourable vulnerability

Responder bids to a level appropriate to the fit, cover cards held and vulnerability

Note:..4: KOKISH after 2♣ 2♦

2♣ 2♦

2♥ KOKISH. puppets to 2♠

2♠

2NT 24+ bal. Same bidding as over 2NT opening

3♣/3♦/3♠ long strong ♥'s with 4 cards in the denomination named (or weak 5 card suit)

3♥ ♥ single suiter

4♣/4♦/4♠ V's and a chunky 5card suit in denomination named. 4NT is RKC for V's

3/29/2010 Page 1 of 4

Note:..5: ROMAN KEY CARD (RKC)

1430. 4NT is RKC after major suit agreement or when last bid was a jump rebid by opener or jump shift by responder.

Key cards are 4 Aces & trump King. Steps: 1 or 4, 0 or 3, 2 without trump Queen, 2 with trump Q Subsequent 5NT asks specific Kings and guarantees all 5 key cards and trump Queen held. After a step 1 or 2 response next suit up (excluding 5 of trump suit) asks for trump Q. Without it sign off in suit at lowest level. With Q and outside K's run on with specific Kings or accept slam invitation with Q alone.

4♣/4♦ are always RKC in uncontested auctions after suit agreement.

After response to RKC ask for Q with next suit (excluding 5 of minor). Lacking Q but with 2 outside K's bid 4NT if possible. Without Q bid 5 of minor, with Q alone bid 6 of minor. With Q run on with specific Kings.

If Q known or irrelevant ask for specific Kings with 4NT or lowest suit bid (not 5 of trump suit)

Note:..6: Bidding Structure after Opening 2NT or stronger equivalents

2NT = 20-21 bal. 2♣ 2♦, 2NT = 22-23 bal. 2♣ 2♦, 2♥ 2♠, 2NT = 24+ bal. 2NT

3♣ = PUPPET STAYMAN

3♦ = TFR to 3♥

3♥ = TFR to 3♠

 $3 \spadesuit = 5 \spadesuit$'s & $4 \heartsuit$'s

3NT = to play

4♣ = GERBER

4◊ = RKC in ◊'s

4♥ = mild slam try ♥'s

4**♠** = RKC in **♣**'s

4NT = both minors, weak

With a stronger hand, (26+) opener raises the contract 1 or more levels or bids a 5 card suit at the next level. Without support responder counter tries with long suit or bids NT at the appropriate level.

3/29/2010 Page 2 of 4

Note:..7: Bidding Structure after 2♣ Opening

= 22+ bal or 9+ playing tricks

2.

other bids

 $2 \diamondsuit = 4 + hcp$, neutral 2♥ = 0-3 hcp, any dist. Natural continuations. Not all inferred 2 suiters with ♥'s shown. 2NT = 8-10 bal, not 3 controls. 3♣ by opener is STAYMAN 3NT = 11-12 bal, no more than 3 controls. 4♣ by opener is GERBER 20 24 2♥ 2♠ KOKISH 2♥ puppets to 2♠ 2NT = 24+ bal. Subsequent bidding as for 2NT opening. See Note6 3♣/3♦/3♠ = Long ♥'s with 4 card suit in denomination named. 3♥ = ♥ single suiter 4♣/4♦/4♠ = long ♥'s and chunky 5 card suits in denomination named. 4NT is RKC for ♥'s 2♣ 20 2♠ = NAT, fast arrival with support = 22-23 bal. Same bidding as for 2NT opening 2NT **3** = ♣ single or 2-suiter. Responder may bid waiting 3♦ with 4 card major 3◊ = unbalanced ♦ hand, no 4-card major = long ◊'s and 4♥/4♠ 3♥/3♠ 4♣/4♦ = RKC in ♣'s/◊'s

Note:..8: SPLINTERS after 1♥/1♠ Opening

not systemic

SPLINTERS show 9-12 hcp, shortness in bid suit and 4+ card support. Cue bids and RKC

3/29/2010 Page 3 of 4

Note:..9: SEMI- FORCING 1NT after opening 1♥/1♠

The SEMI- FORCING 1NT shows 6-11 points and one of 3 hand types:

An invitational raise of the major with 3 card support and no singleton

An invitational hand in NT (good 10-11) or in support of better minor (with 5-card support)

A hand of 6-9 points with no 3 card support for the major.

With a balanced 11-12 and no weak doubleton opener passes 1NT. Otherwise NAT bids or better minor.

With 4♠/5♥/2♦/2♣ bid 2♣.

A raise to 2NT will show 16-17, to 3NT 18+ bal

```
1♥
                                          1NT (Semi-F)
2♣/2♦
                                                            = better minor
          then
                                           P = best spot opposite 3 ♣'s
                                  2♦ = long suit, 6-10 hcp
                                  2\nabla = 6-10, doubleton support
                                  2NT = 10-11 hcp, other suits stopped, inv
                                   3 - 10 - 11 \text{ hcp}, 5 + - 3 = 10 - 11 \text{ hcp}, 5 + - 3 = 10 - 11 \text{ hcp}, 5 = 10 - 11 \text{ h
                                    3♥ = inv. raise, 3 card support, no singleton
                                                     = NAT, 6 cards
28
2♠
                                                     = NAT, forcing. ♥'s longer than ♠'s
                                                        = 16-17 bal
2NT
3♣/3♦
                                                           = NAT, game forcing
3♥
                                                    = NAT, long strong suit, inv.
                                          1NT
1
2♣/2♦
                                                            = better minor
                                              P = best spot opposite 5♣'s, 3+ ♣'s
          then
                                  2\lozenge/2\heartsuit = 6 -card suit, 6-10 hcp
                                  2♠ = 6-10, doubleton support
                                  2NT = 10-11, stoppers, inv
                                   3 4/3 \Leftrightarrow = 10-11 hcp, 5 card support
                                    3♠ = inv. raise, 3 card support, no singleton
                                                     = NAT, 4+ ♥'s
2♥
2♠
                                                    = 6 ♠'s
2NT
                                                        = 16=17 bal
3♣/3♦/3♥
                                                                   = NAT, game forcing
3♠
                                                     = NAT. long strong suit, inv
```

3/29/2010 Page 4 of 4