

## New Age Precision - Bruce Watson

System Overview		
O1	R1	Description
1♣		Artificial and forcing. 16+ HCP unbalanced or 17+ balanced. Alert.
	1♦	Any 0-5 HCP or 6-8 HCP without a 4+ card major. Alert.
	1♥/1♠	4+ cards in the other major oM, 6+ HCP. Like a transfer but called a <b>flip</b> . Alert.
	1NT/2♣	1NT shows 5+ clubs and 2♣ shows 5+ diamonds. 9+ HCP. Game Force. Alert.
	2♦	Reverse Flannery, exactly 5 spades and 4 hearts, 6+ HCP, forcing. Alert.
	2♥	5-5 or 6-5 in the minors, 6-8 HCP. Alert.
	2♠	4-4-4-1, any singleton, 9+ HCP, Game Force. Alert.
	2NT	9+ HCP, balanced, no 4-card major or 5-card minor, Game Force.
1♦		11-15 HCP unbalanced or 11-13 balanced. No 5-card major. Announce "Could be short, 2+."
	1♥/1♠	Natural, 4+ card suit (standard).
	1NT	6-10 HCP, not forcing, denies a 4-card major.
	2♣/2♦	Game forcing except in these two situations: responder immediately rebids 3 of the same minor or responder follows 2♦ with 3♣. Each of these two situations shows 11-12 HCP with appropriate suit lengths.
	2♥/2♠	Reverse Flannery. 5 spades, 4+ hearts. 2♥ shows 6-9 HCP; 2♠ is 10-12. Alert.
	2NT	11-12 HCP. Invitational, no 4-card major.
	3♣	Shows 5-4 either way in the minors with 6-10 HCP. Not forcing. Alert.
	3♦	6+ diamonds with 6-10 HCP. Not forcing. Alert.
	3M	Weak pre-empts. 7-card suit with 6-10 HCP. Not forcing. Alert.
	3NT	13-15 HCP. No major.
	4♣	Shows 5-5 in the minors with 6-10 HCP. Not forcing. Alert.
1♥		5+ hearts, 10-15 HCP.
	1♠	4+ spades, 8-14 HCP. One round force.
	1NT	6-11 HCP. Not forcing.
	2♣	Artificial game force, 15+ HCP, at most 3 hearts. Alert.
	2♦	3+ diamonds, 12-14 HCP, one round force. May have 3 hearts or longer clubs with, for example, 3=2=3=5 or 2=2=4=5. Alert.
	2♥	8-11 support points, 3-card support exactly. 3=4=3=3 counts as 3-card support.
	2♠	" <b>3M-2</b> ". <b>Constructive</b> raise. 9-11 support points, 4+ card support. Alert.
	2NT	Jacoby. 4+ card support. Either a 12-14 point limit raise, a 15-17 forcing raise or 18+ with slam interest. Alert.
	3♣	6+ clubs, 12-14 HCP, one round force. May have 3 hearts. Alert.
	3♦	" <b>3M-1</b> " raise. 6-8 support points and 4+ card heart support. Alert.
	3♥	Weak raise. 3-5 support points with 4+ card support.
	3♠/4♠/4♦	Splinter raise. 15-17 support points. Alert.
	3NT	15-17 HCP, balanced.
	4♥	To play. Strong, weak or tactical.
1♠		5+ spades, 10-15 HCP. Responses: 2♥ shows 12-14 HCP, 5+ hearts and is a one round force; 3♦ is the <b>3M-2 constructive</b> 4-card raise and 3♥ is <b>3M-1</b> . Otherwise as in the 1♥ opening adjusted for spades. 4♥/4m are splinters over 1♠.
	1NT	14-16 HCP, balanced. May have any 5-3-3-2 or any 2-2-5-4 except 5-4 majors. TAPS.
	2♣	10+-15 HCP with 6+ clubs. 10+ means a "good" 10 HCP. Alert.
	2♦	10+-15 HCP. Short in diamonds. 4=4=1=5 minus a card. Alert.

O1	R1	Description
2♥/2♠		Weak: 6-9 HCP, usually a 6-card suit, 2NT asks for a feature.
2NT		20-21 balanced. Includes 5-3-3-2 with any 5-card suit or any 2-2-5-4 except 5-4 majors. TAPS.
3m/3M		Normal pre-empt. Light but not wild. 7-card suit expected in 1 <sup>st</sup> or 2 <sup>nd</sup> seat.
3NT		Pre-emptive with an unspecified 8-card minor. Not forcing. Club responses are pass-or-correct. Alert.
4♣/4♦		Namyats. A strong pre-empt to 4♥/4♠ respectively. Alert.
4♥/4♠		8-card suit expected. Weaker than Namyats.

One Club Opening and Responses						
O1	R1	O2	R2	O3	R3	Description
1♣		Artificial and forcing. 16+ HCP if unbalanced or 17+ if balanced.				
	1♦	Any 0-5 HCP or 6-8 HCP without a 4+ card major. Alert.				
		1♥	Birthright. Natural (16-21) or balanced 22-23. Responder bids 1♠.			
			1♠	Forced relay. Alert.		
				1NT	16-18 HCP. 5 hearts and 4 spades. Alert.	
				2♣/2♦	5+ hearts, 4+ of the minor. 16-18 HCP. Not forcing.	
				2♥	6+ hearts. 16-18 HCP. Not forcing.	
				2♠	5-4 either way in the majors and 19-21 HCP. Forcing. 2NT now is asking. Then 3♣ is 4=5 min, 3♦ is 5=4 min, 3♥ is 4=5 max, 3♠ is 5=4 max.	
				2NT	22-23 balanced. TAPS	
				3♣/3♦	5+ hearts, 4+ of the minor. 19-21 HCP.	
				3♥/3♠	19-21 HCP. Game force, 6 cards in the bid major and 4 cards in oM.	
		1♠	Birthright. Natural (16-21) or 4-4-4-1. Responder bids 1NT. Alert.			
			1NT	Forced relay. Alert.		
				2m/2♥	5+ spades, 4+ of the bid suit. 16-18 HCP. Not forcing.	
				2♠	6+ spades. 16-18 HCP. Not forcing.	
				2NT	4-4-4-1, 16+. Forcing. 3♣ asks for shortness.	
				3♣/3♦	5+ spades, 4+ of the minor. 19-21 HCP.	
				3♥	19-21 HCP. 5+ spades, 5+ hearts. Game force.	
		1NT	17-19 HCP. May include any 5-3-3-2 or any 2-2-5-4 except 5-4 majors. TAPS now.			
		2♣/2♦	16-21 HCP, 5+ card suit. May have a 4-card major.			
		2♥/2♠	Natural, 22+, Game Force.			
		2NT	24-25 HCP. TAPS.			
		3♣/3♦	Natural, 22+, Game Force.			
		3NT	26+ HCP. Baron now. Responder's 4NT is to play.			

O1	R1	O2	R2	O3	R3	Description		
1♣	1♥	Flip. 4+ card spade suit and 6+ HCP. Alert.						
		1♠	Guarantees 4+ spades. 16-18 HCP. Not forcing.					
		1NT	17-19 HCP, balanced. Responder's 2♣ is Relay Checkback, 2♦ and 2♥ are transfers.					
		2♣	<b>Relay Checkback.</b> Invitational or better unless responder rebids 3m (weak 6-4).					
			2♦	Forced. Responder shows shape. Opener places the contract.				
				2♥	4=3 major distribution.			
				2♠	4=4 major distribution.			
				2NT/3NT	5=3 major distribution.			
		2m	Natural, 16-18 HCP, forcing to 2NT. 2♦ is a 5+ card suit. 2♣ could be 1=4=4=4. (Optionally, 2♣ could be Scudzilli.)					
		2♥	Natural, 5+cards, 16-18 HCP, forcing to 3♥.					
		2♠	19-21 HCP, 4+ spades, game force. May also have 22+.					
		2NT	22-23 balanced. Relay Checkback now.					
		3m	16-21 HCP. 6+ card suit. No 4-card major. Quasi Game Force (QGF). Forcing to 3NT or 4m.					
		3♥	19-21 HCP, 6+ hearts, game force. May also have 22+.					
	1♠	Flip. 4+ hearts and 6+ HCP. Alert.						
		1NT	17-19 HCP, balanced. Responder's 2♣ is Relay Checkback, 2♦ is a transfer.					
		2♣	<b>Relay Checkback.</b> Invitational or better unless responder rebids 3m (weak 6-4).					
			2♦	Forced. Responder shows shape. Opener places the contract.				
				2♥	3=4 major distribution.			
				2♠	3=5 major distribution.			
				2♦	Transfer. Shows 5+ hearts.			
		2m	Natural, 16-18 HCP, forcing to 2NT. 2♦ is a 5+ card suit. 2♣ could be 4=1=4=4. (Optionally, 2♣ could be Scudzilli.)					
		2♥	Guarantees 4+ hearts. 16-18 HCP. Not forcing.					
		2♠	Natural, 5+cards, 16-18 HCP, forcing to 3♠.					
		2NT	22-23 balanced. Relay Checkback now.					
		3m	16-21 HCP. 6+ card suit. No 4-card major. QGF.					
		3♥	19-21 HCP, 4+ hearts, game force. May also have 22+.					
		3♠	19-21 HCP, 6+ spades, game force. May also have 22+.					
		1NT	5+ clubs and 9+ HCP. Game Force. Alert.					
		2♣	5+ diamonds and 9+ HCP. Game Force. Alert.					
2♦		Reverse Flannery, exactly 5 spades and 4 hearts, 6+ HCP, forcing. Alert.						
2♥		5-5 or 6-5 in the minors, 6-8 HCP. Alert.						
2♠		4-4-4-1, any singleton, 9+ HCP, Game Force. Alert. 2NT asks.						
2NT		9+ HCP, balanced, no 4-card major or 5-card minor, Game Force.						

One Diamond Opening and Responses						
O1	R1	O2	R2	O3	R3	Description
1♦	11-15 HCP if unbalanced or 11-13 if balanced. No 5-card major. "2+"					
	1♥/1♠	Natural, 4+ card suit (standard).				
		1♠	[over 1♥] natural, 4+ spades, 11-15 HCP.			
			2♣	Asks opener to bid 2♦. DMZ (XYZ beginning from 1♦).		
			2♦	QGF. Forcing to 3NT or 4m. DMZ.		
		1NT	11-13 HCP. DMZ now by responder.			
			2♣	Asks opener to bid 2♦. DMZ.		
			2♦	QGF. Forcing to 3NT or 4m. DMZ.		
		2♣	Natural. Shows 1-3=5-4 or a weak 5-5 in the minors. Could also be 1=4=4=4 after 1♠ by responder. Alert.			
		2♦	6+ diamonds.			
		2♥	[over 1♠] Reverse shows 1=4=5=3 and a 14-15 maximum.			
		2♥/2♠	[raise] 4-card support for responder's major.			
		2NT	6+ diamonds. Solid suit or at most one hole. 14-15 HCP.			
		3♣	6=5 or 5=5 in the minors. Maximum. Freakish hand.			
		3♦	6+ diamonds and a maximum.			
		3♥/3♠	[raise] 4-card support for responder's major with a maximum.			
		3NT	To play. Solid 7-card diamond suit, not a minimum.			
	1NT	6-10 HCP, denies a 4-card major				
		Pass	Game unlikely, no reason to disturb 1NT.			
		2♣	Natural. Shows 1-3=5-4 or a weak 5-5 in the minors. Could also be 1=4=4=4 after 1♠ by responder. Alert.			
		2♦	Natural, 6+ card suit.			
		2♥	Shows 0=4=5-4 and a maximum.			
		2♠	Shows 4=4 or 4=5 (with longer clubs) in the minors.			
		3♣	6=5 or 5=5 in the minors. Maximum.			
		3♦	6+ diamonds and a maximum.			
		3NT	To play. Solid 7-card minor, not a minimum.			
	2♣/2♦	Game forcing except in these two situations: responder rebids 3 of the same minor or responder follows 2♦ with 3♣. Each of these two situations shows 11-12 HCP with appropriate suit lengths.				
	2♥/2♠	Reverse Flannery. 5 spades, 4+ hearts. 2♥ shows 6-9 HCP; 2♠ is 10-12. Alert.				
	2NT	11-12 HCP. Invitational, no 4-card major.				
	3♣	Shows 5-4 either way in the minors with 6-10 HCP. Not forcing. Alert.				
	3♦	6+ diamonds with 6-9 HCP. Not forcing. Alert.				
	3M	Weak pre-empts. 7-card suit with 6-9 HCP. Not forcing. Alert.				
	3NT	13-15 HCP. No major.				
	4♣	Shows 5-5 in the minors with 6-10 HCP. Not forcing. Alert.				

One of a Major Opening and Responses						
O1	R1	O2	R2	O3	R3	Description
1♥/1♠	10-15 HCP, 5+ card suit. May have a longer minor and be quite powerful. If 14-15 HCP will not be 5-3-3-2.					
	1♠	4+ spades, 8-14 HCP. One round force. 3m now by opener shows a longer minor. Canapé.				
	1NT	6-11 HCP. Not forcing. May include exactly 3-card support for M with 6-7 HCP.				
		2m	4+ card suit. Not forcing.			
		2♥	If 1♠ was opened then a 4+ card suit. Not forcing.			
		2M	A repeat bid of 2M shows 6+ cards in M.			
		3m	Longer minor. Canapé.			
	2♣	Artificial game force, 15+ HCP. Shows a good suit (which may or may not be clubs), slam interest with a big balanced hand or a 3-card fit for M. Alert.				
		2♦	Catch-all, nothing else to say.			
		2♥	[new suit] natural, 4+ card suit.			
		2♥/2♠	[repeat of suit opened] 6+ cards. 1 <sup>st</sup> priority.			
		2♠	[new suit] natural, 4+ cards, does not promise extra values.			
		2NT	Natural, non-minimum, stoppers.			
		3♣/3♦	Decent 4+ card suit.			
	2♦	12-14 HCP, 3+ diamonds, one round force. May have longer clubs (2=2=4=5, 3=2=3=5 over 1♥ or 2=4=3=4, 2=3=3=5 over 1♠). Alert.				
		2♥/2♠	[repeat of major opened] Exactly a 5-card suit and a 10-12 min.			
		2NT	6+ card suit in opener's major. Forcing.			
		3m	Natural. 4+ cards in suit.			
		3NT	13-15 HCP. To play.			
	2♥	[Over 1♠] 12-14 HCP, 5+ hearts, 1 round force				
		2♠	Exactly a 5-card suit and a 10-12 min.			
		2NT	6+ spades. Forcing.			
		3NT	12-15 HCP and likely 5=2=3=3.			
	2♥/2♠	[raise] 8-11 support points with exactly 3-card support. Lead directing if minimum.				
	2♠	[over 1♥] <b>Constructive</b> raise. 4-card heart support and 9-11 support points.				
	2NT	<b>Jacoby 2NT</b> . 4+ card support. Either a 12-14 point limit raise, a 15-17 forcing raise or 18+ with slam interest.				
		3♣	Opener would accept a limit raise.			
		3♦	Asks opener for shortness. Then opener's 3NT/4♣/4♦ show shortness in ♣/♦/oM respectively. With no shortness: 3M shows 5-3-3-2, 3oM shows 5-4-2-2, 4M shows 6-3-2-2 or 7-2-2-2. 3NT over 3oM asks for the 4-card suit.			
		3NT/4m	Shows shortness in next suit.			
		4M	[raise] To play.			
		3♦	Opener would not accept a limit raise.			
		3oM	Asks for shortness. Opener's 3NT/4♣/4♦ show shortness in ♣/♦/oM respectively. Bid 3M or 4M with no shortness.			
		3M	To play with the limit raise.			
		3NT/4m	Shows shortness in next suit.			
		4M	[raise] To play.			
		3oM/4m	Opener has 10+ cards in the two suits. Needs fillers. Denies two small in either side suit.			

O1	R1	O2	R2	O3	R3	Description
1♥/1♠	3♣	6+ clubs or 5+ clubs with 3-card support for M (with one exception), 12-14 HCP, one round force. The exception is 2=4=2=5 when the opening was 1♠.				
	3♦	[Over 1♠]: <b>Constructive</b> raise. 9-11 support points, 4-card support for spades.				
	3♦	[Over 1♥]: <b>3M-1</b> raise. 6-8 support points, 4+ card support for hearts.				
	3♥	[Over 1♠]: <b>3M-1</b> raise. 6-8 support points, 4+ card support for spades.				
	3♥	[Over 1♥]: Weak raise. 3-5 support points, 4+ card support for hearts.				
	3♠	[Over 1♠]: Weak raise. 3-5 support points, 4+ card support for spades. [Over 1♥]: splinter, 15-17.				
	4m	Splinter, 15-17 support points.				
4M	[raise]: To play. Weak, strong or tactical. But 4♥ over 1♠ is a splinter.					

One Notrump Opening and Responses						
O1	R1	O2	R2	O3	R3	Description
1NT	14-16 HCP and relatively balanced. May have any 5-3-3-2 or 2-2-5-4 (but not 5-4 majors). For Stayman and follow ups, see TAPS below. Or, use your favourite structure.					

Two Club Opening and Responses							
O1	R1	O2	R2	O3	R3	Description	
2♣	10+-15 HCP with 6+ clubs. Alert.						
	2♦	Artificial ask. Game interest but not game forcing. Alert.					
		2♥	Shows a 4-card major (hearts or spades).				
		2♠	2♠	Asks for the major and range.			
			2NT	10-13 HCP with four hearts.			
			Pass/3♣	To play. Wrong major.			
			3♦	Slam try in clubs.			
			3♥	Invitational in hearts.			
			3♠	Slam try in hearts.			
			3♣	10-13 HCP with four spades.			
			Pass	To play. Wrong major.			
			3♦	Slam try in clubs.			
			3♥	Slam try in spades.			
			3♠	Invitational in spades.			
			3♦	14-15 HCP with four hearts. GF.			
			3♥	Slam try in hearts.			
			3♥	14-15 HCP with four spades. GF.			
		3♠	Slam try in spades.				
		2NT/3♣	Invitational. No major suit interest.				
		3♦	Slam try in clubs.				
		2♠	No 4-card major but not a minimum.				
		2NT	Asks if medium or maximum. Opener rebids 3♣ with a medium. Otherwise, suit bids show shortness and 3NT no shortness.				
		3♣	To play.				
		3♦	Slam try in clubs.				
3M	Game force with a 5-card suit exactly.						

O1	R1	O2	R2	O3	R3	Description
2♣	2♦	2NT	No 4-card major but stoppers in both. Maximum. GF.			
			3♦	Slam try in clubs.		
			3M	Game force with a 5-card suit exactly.		
		3♣	Minimum, poor club suit, no 4-card major.			
			3♦	Slam try in clubs.		
			3M	Game force with a 5-card suit exactly.		
		3♦	Shows an unexpected 5-card suit on the side.			
	2♥/2♠	To play. 5+ card suit. 8-11 HCP.				
	2NT	Asks opener to bid 3♣.				
		3♣	Puppet.			
			Pass	Pre-emptive raise. To play.		
			3♦	5-5 in the majors. Game force. Alert.		
			3♥	5-5 in hearts and diamonds. Game force. Alert.		
			3♠	5-5 in spades and diamonds. Game force. Alert.		
	3♣/3♦/3♥	Transfer. 6+ card suit. Invitational +. Alert.				
	3♠	Shows 6 spades and 4 hearts. Game force. Alert.				
	4♣	Pre-emptive.				

Two Diamond Opening and Responses						
O1	R1	O2	R2	O3	R3	Description
2♦	10+-15 HCP. Short in diamonds. 4=4=1=5 minus a card. Alert.					
	2♥	Sign off. Opener passes unless he is 4=3=1=5. He bids 2♠ in that case.				
	2♠/3♣	Sign off.				
	2NT	Asking for info. Invitational or better.				
		3♣	Minimum in 10-13 range.			
			3♦	Asks for a 3-card major. Anything else is a sign off.		
				3♥/3♠	4=3=1=5 or 3=4=1=5 respectively.	
				3NT	4=4 majors.	
					4♣	Forces 4♦. Then responder makes a natural slam try.
					4♦	Forces 4♥. Then responder passes or signs off.
					4♥	RKB for clubs.
					4♠	RKB for hearts.
					4NT	RKB for spades.
		3♦	Maximum, 4=4 majors, GF. Then 4♣/4♦/4♥/4♠/4NT/RKB as above.			
		3♥/3♠	Maximum. 4=3=1=5 or 3=4=1=5 respectively. GF. Then 4♣/4♦/4♥/4♠/4NT/RKB as above.			
	3♦	Invitational with long diamonds.				
	3M	5+ card suit, constructive with 9-11 HCP.				

Transfers and Puppet Stayman (TAPS)						
O1	R1	O2	R2	O3	R3	Description
... 1NT						
	2♣	Puppet Stayman. Promises invitational strength or better.				
		2♦	Shows a 4-card major or 3 spades (3=2 or 3=3, majors).			
			2♥	Responder has 4 spades (without 4 hearts) or a balanced raise to 2NT or 3NT. Opener bids 2♣ with four or 2NT/3NT otherwise.		
			2♠	Shows 4 hearts but not 4 spades.		
			2NT	4=4 majors. Invitational.		
			3♦	5=4 or 5=5 in the majors. Opener picks a contract.		
			3NT	4=4 majors. Game force.		
			4NT	4=4 majors. Invites slam.		
			5NT	4=4 majors. Opener picks a slam.		
		2♥	Shows 2=2 or 2=3 in the majors.			
			2♠	Shows 5=5 majors, forcing to 2NT.		
			2NT/3NT	Invitational/To play.		
		2♠	Shows 5 spades. Responder invites with 2NT, 3♣ or bids game with 3NT, 4♠.			
		2NT	Shows 5 hearts. Now, 3♦ is an invitational or better transfer to hearts.			
	2♦	Transfer to hearts. 5+ card suit. Any strength.				
		2♥				
			Pass	Weak hand with 5+ hearts.		
			2♠	Shows 5 hearts and fewer than 4 spades. Forcing to 2NT.		
			2NT	4=5 majors. Invitational.		
			3NT	4=5 majors. Game force.		
	2♥	Transfer to spades. 5+ card suit. Any strength.				
		2♠				
			Pass	Weak hand with 5+ spades.		
			2NT	Invitational.		
			3m/4m	Natural. Game force.		
			Games	To play.		
	2♠	Either a transfer to clubs (any strength) or an invitational hand with diamonds.				
		2NT	Opener would not accept an invite in clubs.			
			3♣	To play. Weak.		
			3♦	Invitational with diamonds.		
			3M	Shortness in M, confirms clubs, game forcing.		
			3NT	To play. Confirms clubs.		
		3♣	Opener would accept an invite in clubs.			
			Pass	Weak with clubs.		
			3♦	Invitational with diamonds.		
			3M	Shortness in M, confirms clubs, game forcing.		
			3NT	To play. Confirms clubs.		



O1	R1	O2	R2	O3	R3	Description
... 1NT	2NT	Standard invitational raise.				
	3♣	Weak or game forcing transfer to diamonds. Opener accepts transfer. Then, responder's Pass, 3M and 3NT as above but confirming diamonds.				
	3♦	5=5 minors. Game force.				
	3M	3♥ is 3=1=5=4 or 3=1=4=5. 3♠ shows 1=3=5=4 or 1=3=4=5. Game force.				
	3NT	To play.				
	4♣	Regular Gerber.				

O1	R1	O2	R2	O3	R3	Description	
... 2NT							
	3♣	Puppet Stayman. Game forcing.					
	3♦	3♦	Shows a 4-card major or 3 spades (3=2 or 3=3, majors).				
		3♥	3♥	Responder has 4 spades or a balanced raise to 3NT. Opener bids 3♣ with four or 3NT otherwise.			
			3♠	Shows 4 hearts but not 4 spades.			
			3NT	4=4 majors.			
		4♣	Regular Gerber.				
		4♦	5=4 or 5=5 in the majors. Opener picks a contract.				
		4NT	4=4 majors. Invites slam.				
	5NT	4=4 majors. Opener picks a slam.					
	3♥	3♥	Shows 2=2 or 2=3 in the majors.				
		3♠	3♠	Shows 5=5 majors. Opener picks a contract.			
			3NT	To play.			
	3♣	Shows 5 spades. Responder bids 3NT or 4♠.					
	3NT	Shows 5 hearts. Now, responder's 4♦ is a transfer to hearts.					
	3♦	Transfer to hearts. 5+ card suit. Any strength.					
	3♥	3♥	Opener normally accepts the transfer. But, with a doubleton heart and 5 spades, opener can bid 3♠ here in case responder is 3=5 in the majors. 4m is a superaccept of hearts.				
		3♠	Pass	Very weak.			
			3♠	Shows 5 hearts and fewer than 4 spades. Forcing to 3NT.			
			3NT	4=5 majors. Opener places the contract.			
			4m	Natural. Game force.			
	4♥	To play.					
	3♥	Transfer to spades. 5+ card suit. Any strength.					
	3♠	3♠	Opener accepts or superaccepts the transfer.				
		Pass	Very weak.				
		4m	Natural. Game force.				
		Games	To play.				

O1	R1	O2	R2	O3	R3	Description
... 2NT	3♣	Relay to 3NT. Shows 5-4 either way in the minors or a 6+ card minor. Slam try.				
		3NT	Forced relay.			
		4♣	5=4 minors.			
			4♦	RKB for diamonds		
		4NT	To play.			
		4♦	4=5 in minors. Then, opener's 4♥ is RKB for clubs and 4NT is to play.			
		4♥	6+ card club suit. Then, 4♠ is RKB for clubs and 4NT is to play.			
		4♠	6+ card diamond suit. Then, 5♣ is RKB for diamonds and 4NT is to play.			
	3NT	To play.				
	4♣	Regular Gerber.				
4♦	5=5 minors. Game force. Then, opener's 4♥ is RKB for clubs, 4♠ is RKB for diamonds and 4NT is to play.					
5m	Hope we can make this!					

Ripcord and Interference after a One Notrump Opening								
O1	I1	R1	A1	O2	I2	R2	A2	Description
1NT	X	Could be a penalty double or conventional. Same responses. <b>Ripcord</b> kicks in now.						
		Pass	If Advancer passes then opener must keep the auction alive unless he is 4-3-3-3.					
			Pass	Advancer passes.				
			Pass	Any 4-3-3-3.				
			XX	Two places to play.				
			2m	5-card minor.				
		XX	Transfer to clubs.					
		2♣	Transfer to diamonds.					
		2♦	Transfer to hearts.					
2♥	Transfer to spades.							
1NT	Pass	Pass	X	Pass	Pass			
						XX	Exactly 3 clubs. Otherwise, bid 4-card suits up the line.	
1NT	2m/2M	Natural Overcall.						
		2♦/2M	To play.					
		2NT	lebensohl (except over 2♣). Opener relays to 3♣. Cue and 3NT follow ups show stoppers. 2NT invitational over 2♣.					
		3m/3M	Transfer lebensohl.					
		Cue	Stayman. No stopper. Game force.					
		3NT	To play. No stopper.					
1NT	Pass	Pass	2m/2M	Pass	Pass			
						2♦/2M	To play.	
						2NT	lebensohl. Opener bids 3♣.	
1NT	2m/2M	X	Penalty.					
1NT	2m/2M	Pass	Pass	X	Takeout. But opener is not forced to reopen.			

Interference after a One Club Opening									
O1	I1	R1	A1	O2	I2	R2	A2	Description	
1♣	X	X can be takeout, conventional or penalty. Same responses.							
		Pass	0-5 HCP.						
			1M	Advancer's response to the takeout double.					
			?	Opener bids as if RHO had opened. X is takeout and a new suit is natural with 5+. 1NT is 18-19.					
		1♦	6-8 HCP with no major.						
		XX	Shows 9+ HCP. Game force. Denies a 4+ card major.						
		1M	4+ cards in oM and 6+ HCP.						
		1NT/2♣	Just as if intervenor had passed. Transfer to clubs/diamonds. 5+ cards, 9+ HCP. Game Force.						
		2♦	Reverse Flannery: exactly 5 spades and 4 hearts, 6+ HCP, forcing.						
		2♥	5-5 or 6-5 in the minors, 6-8 HCP.						
		2♠	4-4-4-1, any singleton, 9+ HCP, Game Force.						
1♣	1♦	Natural overcall.							
		Pass	0-5 HCP (or a trap pass).						
		X	6-8 HCP (or, rarely, 9+ without a stopper). Denies a 4+ card major. (If the 9+ option, responder will cue-bid at his next turn.)						
		1M	4+ cards in oM, 6+ HCP.						
		1NT	Not a transfer. 9+ HCP, Game Force with a stopper. Denies a major.						
		2♣	5+ card suit, 9+ HCP, GF.						
		2♦	9+ HCP, takeout. Like a negative double. Diamond shortness.						
		2M	Weak flip. 6+ card suit, 0-5 HCP with most of the HCP in the suit.						
		3♣	6+ card suit and 6-8 HCP.						
1♣	1M	Natural overcall.							
		Pass	0-5 HCP (or a trap pass).						
		X	6-8 HCP or, rarely, 9+ without a stopper. If the 9+ option, responder will cue-bid at his next turn.						
		1♠	[over 1♥] 5+ card suit, 9+ HCP, Game force.						
		1NT	9+ HCP, Game Force with a stopper. Responder may have four spades.						
		2♣/2♦	5+ card suit, 9+ HCP, GF.						
		2♥	[over 1♠] 5+ card suit, 8+ HCP.						
		2♠	[over 1♥] 6+ card suit, 4-7 HCP with most of the HCP in the suit.						
		2M	[cue-bid] 9+ HCP, takeout. Shortness in M.						
		3m	6+ card suit, 5-8 HCP with most of the HCP in the suit.						
1♣	2m	Natural overcall.							
		Pass	0-8 HCP (or a trap pass).						
		X	9+ HCP, no major.						
		2M	Flip, 4+ card suit, 6+ HCP.						
		2NT	9+ HCP, Game Force with a stopper.						
		3m	[cue-bid] Kantar style cue-bid, short in m, 9+ HCP. Game Force.						

O1	I1	R1	A1	O2	I2	R2	A2	Description
1♣	2M	Natural overcall.						
		Pass	0-8 HCP (or a trap pass).					
		X	9+ HCP, no flips. Says nothing about shape.					
		2♠	[over 2♥] 5+ card suit, 9+ HCP, GF.					
		2NT	9+ HCP, Game Force with a stopper.					
		3♣ /3♦	5+ card suit, 9+ HCP, GF.					
		3M	[cue-bid] Kantar style cue-bid, short in M, Game Force.					
1♣	3m	Natural overcall.						
		Pass	0-8 HCP.					
		X	9+ HCP. Says nothing about shape.					
		3♦	[over 3♣] 5+ card suit, 9+ HCP, GF.					
		3M	Natural. Not a flip. 5+ card suit, 9+ HCP, GF.					
1♣	3M	Natural overcall.						
		Pass	0-8 HCP.					
		X	Negative. 9+ HCP. GF.					
		3NT	To play.					
		3♠/4m	5+ card suit, 9+ HCP, GF.					
1♣	4m or 4M	Natural overcall.						
		Pass	0-8 HCP.					
		X	Card showing. Transferable values.					
		4♦	5+ card suit, 9+ HCP, GF.					
		4M	To play.					

Interference after a One Diamond Opening								
O1	I1	R1	A1	O2	I2	R2	A2	Description
1♦	X	X can be takeout, conventional or penalty. Same responses.						
		Pass	Weak or no good bid. Some tolerance for diamonds in either case.					
		XX	Shows 4+ hearts. May be weak with short diamonds.					
		1♥	Shows 4+ spades. May be weak with short diamonds.					
		1♠	Catchall. Denies four spades. Invites opener to rebid 1NT with a stopper.					
		1NT	9-11 HCP. Not forcing.					
		2m	2♣ shows 5+ clubs and 9+ HCP. 2♦ shows 5+ diamonds, 6-9 HCP.					
		2♥/2♠	Reverse Flannery. 5 spades, 4+ hearts. 2♥ shows 6-9 HCP; 2♠ is 10-12. Alert.					
		2NT	12-15 HCP. Game force.					
1♦	1♥	Natural overcall.						
		Pass	Weak or no good bid.					
		X	Negative. Shows 6+ HCP and 4 or 5 spades.					
		1♠	5+ card suit. One round force.					
		1NT	9-11 HCP with a stopper.					
		2♣	Shows a 5+ card suit. One round force.					
		2♦	5+ diamonds, 6-9 HCP.					
		2♥	Shows 6+ HCP and 6 or 7 spades. Forcing.					
		2NT	12-15 HCP. Game force.					
1♦	1♠	Natural overcall.						
		Pass	Weak or no good bid.					
		X	Negative. Shows 6+ HCP and 4 or 5 hearts.					
		1NT	9-11 HCP with a stopper.					
		2♣	Shows a 5+ card suit. One round force.					
		2♦	5+ diamonds, 6-9 HCP.					
		2♥	Limit raise or better in diamonds or a game force.					
		2♠	Shows a 6- or 7-card heart suit. Forcing.					
		2NT	12-15 HCP. Game force.					
1♦	2m/2M/3m	Normal overcall.						
		Pass	Weak or no good bid.					
		X	Negative doubles through 3♦. Low Power (7-11 HCP) or High Power (12+).					
		2♦	If available, 2♦ is to play.					
		2M	Negative free bid (not forcing). 5+ card suit.					
		2NT	9-11 HCP with stopper(s).					
		3♣	5+ card suit. One round force.					
		3♦	To play.					
		3M	Forcing if not a jump. 6+ card suit.					
1♦	Pass	1M	O'call/X					
			X/XX	Support doubles and redoubles through 2♥.				
			2M	Raise guarantees 4-card support.				
1♦	Pass	1♥	2♠					
			X	Takeout double. Both minors. Auction is above 2♥.				
			2NT	Also takeout and 5=5 or better in the minors.				

## Some Extras

### DMZ

<p>1♦ - 1M  1♠/1NT - 2♣  2♦ - ?</p>	<p>There are only three possible auctions that start with 1♦ and are still at the one-level after three bids by us. The fourth bid here, 2♣, requires an alert. Explain “Artificial and forcing. Asks opener to bid 2♦ which can be passed. But if responder bids again it usually shows <b>invitational</b> values.” The forced 2♦ rebid is also alertable. Responder’s 3<sup>rd</sup> bid:</p> <p>If responder now rebids two of his major it shows 11-12 HCP and 5+ cards in the major. Not forcing.</p> <p>If responder rebids two of the other major it shows 11-12 HCP with a 4-card suit.</p> <p>Responder’s 2NT rebid is the “<b>double relay</b>.” it asks opener to rebid 3♣ which can be passed.</p> <p>If responder rebids 3m it shows invitational values with 5+ cards in the minor and only 4 cards in his major.</p> <p>If responder rebids three of his major it shows 11-12 HCP and a very good 6-card suit. Not forcing.</p>
<p>1♦ - 1M  1♠/1NT - 2♦  ?</p>	<p>The 2♦ bid requires an alert. Explain “Artificial Game Force.” Opener’s first priority is to show 3-card support for responder’s major. Second priority is to show a 4-card major that he could not bid. Third priority for opener is to rebid his minor if he has a good 5-card suit. If unable to do any of the above he rebids 2NT.</p>
<p>1♦ - 1♠  1NT - 2♥</p>	<p>A game force. Reverse Flannery handles weaker hands that are 5=4+ in the majors.</p>
<p>1♦ - 1M  1♠/1NT - 2♦  2M/2NT - 3m</p>	<p>A game force. 5=5 in M and m.</p>
<p>1♦ - 1♠  1NT - 2♠</p>	<p>To play. 5+ card suit.</p>
<p>1♦ - 1M  1♠/1NT - 3m</p>	<p>Invitational. Responder is 5-5 in the two suits.</p>
<p>1♦ - 1♠  1NT - 3♠</p>	<p>When responder jump rebids his major or opener’s major it is a <b>game force</b>. Not invitational like the jumps above. The direct jumps show better suit quality than showing the same hand via 2♦ would.</p>
<p>1♦ - 1♥  1♠ - 3♠</p>	
<p>1♦ - 1♠  1NT - 2♣  2♦ - 2♠</p>	<p>Invitational with 5 spades. 3♠ would show an invitational hand with a 6-card suit.</p>
<p>1♦ - 1♠  1NT - 2♣  2♦ - 2♥</p>	<p>11-12 HCP with a heart stopper for notrump but an unstopped minor.</p>

1♦ - 1♥ 1NT - 2♣ 2♦ - <u>2♥</u>	Shows 11-12 HCP and 5+ hearts. Not forcing. But responder could still have 4 spades in a 4=5 hand. Opener can bid <b>2♠</b> with a stopper on his way to <b>2NT</b> or <b>3NT</b> . With 6 hearts, responder can still retreat to hearts.
1♦ - 1♥ 1NT - 2♣ 2♦ - <u>Pass</u>	Weak with diamonds.
1♦ - 1♥ 1NT - 2♣ 2♦ - <u>2♠</u>	This shows 11-12 HCP, a spade stopper and an unstopped minor. Opener bids <b>2NT/3NT</b> or <b>3m</b> . Responder does not have 5 hearts.
1♦ - 1♥ 1NT - 2♣ 2♦ - <u>2NT</u>	This is the <b>double relay</b> . Opener rebids <b>3♣</b> which responder may <b>Pass</b> with a weak hand and a suitable club suit. This is the only way responder has to stop in clubs.
1♦ - 1♥ 1NT - 2♣ 2♦ - <u>3m</u>	This shows invitational values with 5+ cards in the minor and only 4 cards in his major. Compare with the direct <b>3m</b> .
<b>Pass</b> - 1♦ <b>1M</b> - 1♠/1NT <b>?</b>	<b>2♣</b> is still the relay to <b>2♦</b> . But there is no need for the game forcing <b>2♦</b> rebid by a passed hand. In this case <b>2♦</b> is to play.
1♦ - 1♥ 1NT - 2♣ 2♦ - 2NT 3♣ - <u>3♥</u>	When responder uses the double relay but then pulls <b>3♣</b> to his own suit, it shows an invitational hand with a nearly solid 6+ card suit (which will be a source of tricks). The suit is a card or two better than it would be if responder had rebid it after opener's <b>2♦</b> .

### When the Opponents Interfere over our 2♣ Opening

If the opponents double, we play "systems on" as if there was no interference. This includes the **2♦** ask, the **2NT** puppet and the 3-level transfers. A **XX** by responder indicates a defensive hand of 10+ HCP and alerts opener that we may be able to extract a penalty. Subsequent doubles are penalty.

If they overcall we compete as follows. Double is negative, a new suit at the 2-level is a one round force, a new suit at the 3-level is a game force and club raises are to play. A cue-bid is a strong club raise.

### When the Opponents Interfere over our 2♦ Opening

If the opponents double, **Pass** says responder has a long diamond suit and is willing to play **2♦** doubled. A **XX** by responder asks opener to bid his better major. Other bids are as if there was no interference.

If they overcall then **X** by responder is penalty and invites further penalty doubles if they run. **2NT** is the ask, non-jump suit bids are to play and jump suit bids are invitational.

## When the Opponents Interfere over our 1M Opening

Over a double, play Systems On. The constructive raise structure is retained except for the strength showing bids of **2♣**, **2♦**, **2♥** and **3♣**. **XX** replaces those bids. After a suit overcall we use a transfer structure.

### Partner opens 1M; they double

<p><b>1M - (X) - ?</b></p>	<p>[Raises] <b>2M</b> is 6-11 with exactly 3-card support. The two auctions <b>1♠ - (X) - 3♦</b> and <b>1♥ - (X) - 2♠</b> show 9-11 dummy points with 4-card support. <b>2NT</b> is Jacoby with the same continuations. <b>3M-1</b> is a 6-8 point 4+ card raise. <b>3M</b> is pre-emptive with 4+ card support. <b>4M</b> is 3-way. Splinters apply.</p>
<p><b>1M - (X) - ?</b></p>	<p>[Non-raises] <b>XX</b> shows 12+ HCP. <b>1NT</b> shows 9-11. Non-jump new suit bids are <b>negative free bids</b> showing up to 11 HCP. They are non-forcing.</p>

### Partner opens 1M; they overcall in a suit below 3M

With our **1M** opening limited to 15 HCP, responder will rarely want to make a negative double. We put the double to better use as part of the raise structure. Our first priority is to let opener know whether the fit in the major is 8- or 9-cards. After that we want to be able to show a new suit and/or invite game.

Suppose the auction has started **1M - (2s)** with the **2s** overcall below **2M**. We use **X** as a transfer to the next suit above **2s**. Bids between **2s** and **2M** are transfers also. But, if there is no bid between **2s** and **2M** then **X** is a 4-card constructive raise of **M**. In any case the call just below **2M**, whether **X** or **2M-1**, is always the constructive 4-card raise. And, **2M** is always the courtesy 3-card raise.

<p><b>1♠ - (2♣) - ?</b></p>	<p><b>X</b>, <b>2♦</b>, <b>2♥</b> are the possible calls to be used as “transfers.” All are forcing and require an alert.</p> <p><b>X</b>: transfer to diamonds showing a real suit.  <b>2♦</b>: transfer to hearts again showing a real suit.  <b>2♥</b>: constructive 4-card raise (<b>2M-1</b>) of spades.  <b>2♣</b>: 3-card spade raise showing up to 11 support points.  <b>3♣</b>: Cue-bid showing 12-14 support points and 4-card support for spades. May also have any 15+ Game Force.  <b>Jump Raises</b> are pre-emptive.</p> <p>With 12-14 points and 3-card spade support, transfer to an unbid suit or bid a new suit. Then raise as appropriate. A cue-bid is always an option.</p>
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1♥ - (2♦) - ?	Only call available is <b>X</b> . No bids between <b>2♦</b> , <b>2♥</b> .  <b>X</b> : constructive 4-card raise of hearts. <b>2♥</b> : 3-card heart raise.  <b>2♣</b> : Above <b>2M</b> so a one round force. Invitational+ raises (12+ support points) go through new suit bids, transfers, the cue-bid or leap to game.
1♥ - (3♣) - ?	<b>X</b> : transfer to diamonds. <b>3♦</b> : 4-card constructive heart raise with values to compete to the 3-level. <b>3♥</b> : 3-card competitive heart raise. <b>4♣</b> : Cue-bid.
1M - (1NT) - <u>X</u>	<b>Penalty</b> . No transfers here. New suit bids are to play over standard notrump bids by opponents.
1M - (2s) - <u>3M</u>	[Jump raise] Pre-emptive. 6-8 dummy points with 4+ card support.
1M - (2s) - <u>4M</u>	3-way. To make, pre-emptive, or tactical.
1M - (2s) - <u>3NT</u>	To play. Balanced 15-17 or a source of tricks.
1♥ - (X/2s) - { <u>3♣</u> or <u>4m</u> }	Splinter when a jump. Even jump cue-bids are splinters. Should have 4+ card support.
1♠ - (X/2s) - { <u>4♥</u> or <u>4m</u> }	
1♥ - (1♠) - ?	<b>X</b> and <b>2♣</b> are transfers to clubs and diamonds respectively. <b>2♦</b> is the constructive heart raise.
1♥ - (1♠) - <u>1NT</u>	Minimum notrump bids are standard and show 9-11 HCP. A jump to <b>2NT</b> is 12-14, invitational but not forcing. Shows a doubleton heart.
1M - (2♣) - 2M - (3♣) <u>X</u>	Card-showing doubles through <b>3♦</b> . These doubles apply when our side has opened <b>1M</b> and the opponents have found a fit (bid and supported). <b>X</b> says opener is maximum for his bidding so far and willing to compete or defend.
1♠ - (2♣) - 2♥ - (3♣) <u>X</u>	
1♥ - (Pass) - 1♠ - (2m/X) ?	Support doubles and redoubles through <b>2♥</b> .
1M - (Pass) - 2NT - (X or O'call) ?	Systems off. Bidding reverts to natural. <b>3M</b> by opener replaces the <b>3♣</b> response. <b>Pass</b> by opener replaces <b>3♦</b> . A new suit is natural. A subsequent <b>3M</b> by responder shows a limit raise.