

Handling Interference



DOP1

Double = 0; Pass = 1

R0P1

Redouble = 0; Pass = 1



Blackwood

Asker	Intervenor	Responder	Advancer
•••	•••	•••	•••
4NT	5♦	?	

- X** Shows 0As
- Pass Shows 1A
- 1stStep Shows 2As
- 2ndStep Shows 3As

Asker	Intervenor	Responder	Advancer
•••	•••	•••	•••
4NT	X	?	

- XX** Shows 0As
- Pass Shows 1A
- 1stStep Shows 2As
- 2ndStep Shows 3As

Gerber

Asker	Intervenor	Responder	Advancer
•••	•••	•••	•••
4♣	4♦	?	

X Shows 0A_s

Pass Shows 1A

1stStep Shows 2A_s

2ndStep Shows 3A_s

Asker	Intervenor	Responder	Advancer
•••	•••	•••	•••
4♣	X	?	

XX Shows 0A_s

Pass Shows 1A

1stStep Shows 2A_s

2ndStep Shows 3A_s

Strong 2♣

Asker	Intervenor	Responder	Advancer
•••	•••	•••	•••
2♣	2♠	?	

X Shows 1^{orMore}T_{rix}

Pass Shows 0T_{rix}

NewSuit Shows (5^{orMore}Suit 2^{top}3

D1P2

Double = 1stStep; Pass = 2ndStep

R1P2

Redouble = 1stStep; Pass = 2ndStep

KeyCardBlackwood

Asker	Intervenor	Responder	Advancer
...
4NT	5♦	?	

- X Shows 1stStep
- Pass Shows 2ndStep
- 1stStep Shows 3rdStep
- ...

Asker	Intervenor	Responder	Advancer
...
4NT	X	?	

- XX Shows 1stStep
- Pass Shows 2ndStep
- 1stStep Shows 3rdStep
- ...

KickBackBlackwood

Asker	Intervenor	Responder	Advancer
...
4♠	5♦	?	

X Shows 1stStep

Pass Shows 2ndStep

1stStep Shows 3rdStep

...

Asker	Intervenor	Responder	Advancer
...
4♠	X	?	

XX Shows 1stStep

Pass Shows 2ndStep

1stStep Shows 3rdStep

...

DEPO *interference above 5Trump*

Double = **E**ven number of KeyCards ; **P**ass = **O**dd number of KeyCards

Asker	Intervenor	Responder	Advancer
...
4♠ (KeyCards Ask in ♥)	5♠	?	

X Shows 0 or 2 or 4 KeyCards

Pass Shows 1 or 3 or 5 KeyCards