Precision **1**♦

the only convenient minor

1♦ = **11**to**16 H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore♦

11-16, could be short

1st, 2nd & 3rd seat

Open Weak 1NT 11-13 High Card Points

11to**15 H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore♦, un**b**alanced

*could Pass 11 HighCardPoints **V**ulnerable*

14to**16 H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, **b**alanced

Open **1**♦ *then rebid* **1NT**

4th seat

12to**13 H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore♦, **b**alanced

Open Strong 1NT 14-16 High Card Points (no one to preempt =

12to**15 H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore♦, un**b**alanced

Light Initial Action not relevant

Opener	Intervenor	Responder	Advancer
1♦	**P**ass	**?**	**P**ass

opener

1♦ = **11**to**16** **H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore♦

responder

1♥ = **6**orMore **H**igh**C**ard**P**oints, ④orMore♥ *Forcing* *could be Light(4HCP = with shortness in ♦*

1♠ = **6**orMore **H**igh**C**ard**P**oints, ④orMore♠ *Forcing* *could be Light(4HCP = with shortness in ♦*

1NT- **6**to**10** **H**igh**C**ard**P**oints, **No**④**C**ard**M**ajor, **b**alanced

2♣ = **10**orMore **H**igh**C**ard**P**oints, **No**④**C**ard**M**ajor, ⑤orMore♣ *Forcing* *Inverted minor*
Five & Dime

2♦ = **10**orMore **H**igh**C**ard**P**oints, **No**④**C**ard**M**ajor, ⑤orMore♦ *Forcing*
Five & Dime

2♥ = **3**to**9** **H**igh**C**ard**P**oints, ⑤orMore♠, ④orMore♥ *Constructive* *Caspar Jump Shift*
Five Spades, Four Hearts NOT Forcing

2♠ = **10**to**12** **H**igh**C**ard**P**oints, ⑤orMore♠, ④orMore♥ *Invitational* *Caspar Jump Shift*
Five Spades, Four Hearts, invitational

2NT = **11**to**12** **H**igh**C**ard**P**oints, **No**④**C**ard**M**ajor

3♣ = **9**orFewer **H**igh**C**ard**P**oints, **No**④**C**ard**M**ajor, ⑤orMore♣, un**b**alanced *ToPlay* *Inverted minor*
Preemptive

3♦ = **9**orFewer **H**igh**C**ard**P**oints, **No**④**C**ard**M**ajor, ⑤orMore♦, un**b**alanced *ToPlay* *Inverted minor*
Preemptive

3NT = **13**to**15** **H**igh**C**ard**P**oints, **No**④**C**ard**M**ajor

♦*KickBack/Exclusion* *SlamTry*

♣♠♥♦

Opener	Intervenor	Responder	Advancer
1♦	**P**ass	**1♥**	**P**ass
?			

opener
1♦ = **11**to**16** **H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore♦

responder
1♥ = **6**orMore **H**igh**C**ard**P**oints, ④orMore♥ *Constructive*

opener
1♠ = ④♠, ③orFewer♥

1NT = **14**to**16** **H**igh**C**ard**P**oints, ②to③♠, **b**alanced *1st, 2nd or 3rd seat*
14-16

1NT = **11**to**13** **H**igh**C**ard**P**oints, ②to③♠, **b**alanced *4th seat*

2♣ = ⑤④orBetter **m**inors

2♦ = ③orFewer♥, ⑤orMore♦

2♥ = ④♥, **b**alanced
or ③to④♥, **u**nbalanced

2NT = ②♥, ⑥orMore♦ 2top3, **b**alanced

3♣ = **MAX**imum, ⑤⑤orBetter **m**inors

3♦ = **MAX**imum, ③♥, ⑥orMore♦ 2top3 *Flowwer Bid*
Max, 3Card support, 6+Good Diamonds

3♥ = **MAX**imum, ④♥ 2top3, **u**nbalanced

Opener	Intervenor	Responder	Advancer
1♦	**P**ass	**1♥**	**P**ass
2♥	**P**ass	**?**	

opener
1♦ = **11**to**16** **H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore♦

responder
1♥ = **6**orMore **H**igh**C**ard**P**oints, ④orMore♥ *Constructive*

opener
2♥ = ④♥, **b**alanced
or ③to④♥, **u**nbalanced

responder
Pass = *ToPlay*

2♠ = *Rodwell GameTry* *Artificial*
Artificial Game Try

Opener	Intervenor	Responder	Advancer
1♦	Pass	1♥	Pass
2♥	Pass	2♠	Pass
?			

opener
1♦ = **11**to**16 H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore♦

responder
1♥ = **6**orMore **H**igh**C**ard**P**oints, ④orMore♥ *Constructive*

opener
2♥ = ④♥, **b**alanced
or ③to④♥, **u**nbalanced

responder
2♠ = ***RodwellGameTry*** *Artificial*
Artificial Game Try

opener
1ˢᵗ Step(**2Nᴛ**) = **minimum**, ③♥, **u**nbalanced *Artificial*
Artificial, minimum, 3card support

2ⁿᵈ Step(**3♣**) = **minimum**, ④♥ *Artificial*
Artificial, minimum, 4card support

3ʳᵈ Step(**3♦**) = **MAXimum**, ③♥, **u**nbalanced *Artificial*
Artificial, Maximum, 3card support

4ᵗʰ Step(**3♥**) = **MAXimum**, ④♥ *Artificial*
Artificial, Maximum, 4card support

♠♦♥♣

Opener	Intervenor	Responder	Advancer
1♦	**P**ass	1♥	**P**ass
3♦	**P**ass	?	

opener
1♦ = **11**to**16 H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore ♦

responder
1♥ = **6**orMore **H**igh**C**ard**P**oints, ④orMore♥ *Constructive*

opener
3♦ = **MAX**imum, ③♥, ⑥orMore♦ ②top**3** *Invitational*
6Good Diamonds, 3card support

responder
Pass **=** *ToPlay*

3♥ = *ToPlay*

3♠ = ♠**Control**, ⑤orMore♥ *Set♥Trump SlamTry*

3Nᴛ **=** *ToPlay*

4♣ = No♠**Control**, ⑤orMore ♥, ♣**Control** *Set♥Trump SlamTry*

4♦ = ④♥, ③orMore ♦ *Set♦Trump GameForce+*

4♥ = *ToPlay*

♥*KickBack/Exclusion*

Opener	Intervenor	Responder	Advancer
1♦	**P**ass	1♠	**P**ass
?			

opener
1♦ = **11**to**16 H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore♦

responder
1♠ = 6orMore **H**igh**C**ard**P**oints, ④orMore♠ *Constructive*

opener
1Nᴛ = **14**to**16 H**igh**C**ard**P**oints, ②to③♠, **b**alanced *1st, 2nd or 3rd seat*
14-16

1Nᴛ **= 11**to**13 H**igh**C**ard**P**oints, ②to③♠, **b**alanced *4th seat*

2♣ = ⑤④orBetter **m**inors *Waiting*

2♦ = minimum, ③orFewer ♠, ⑥orMore ♦

2♥ = minimum, ③orFewer ♠, ④♥

2♠ = ④♠, **b**alanced *Waiting*
    or ③to④♥, **u**nbalanced

2Nᴛ **= MAX**imum, ②♠, ⑥orMore♦ ②top**3**, **b**alanced *Invitational*

3♣ = MAXimum, ⑤⑤orBetter **m**inors

3♦ = **MAX**imum, ③♠, ⑥orMore♦ ②top**3** *Invitational*
Max, 3Card support, 6+Good Diamonds

3♠ = MAXimum, ④♠ ②top**3**, **u**nbalanced *Invitational*

Opener	Intervenor	Responder	Advancer
1♦	**P**ass	**1♠**	**P**ass
2♠	**P**ass	**?**	

opener
1♦ = **11**to**16 H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore♦

   responder
   1♠ = **6**orMore **H**igh**C**ard**P**oints, ④orMore♠ *Constructive*

      opener
      2♠ = ④♠, **b**alanced
        or ③to④♠, **u**nbalanced

        responder
        Pass **=** *ToPlay*

        2NT = *Rodwell **GameTry*** *Artificial*
            Artificial Game Try

Opener	Intervenor	Responder	Advancer
1♦	**P**ass	**1♠**	**P**ass
2♠	**P**ass	**2N**T	**P**ass
?			

opener
1♦ = **11**to**16 H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore♦

   responder
   1♠ = **6**orMore **H**igh**C**ard**P**oints, ④orMore♥ *Constructive*

      opener
      2♠ = ④♠, **b**alanced
        or ③to④♠, **u**nbalanced

        responder
        2NT **=** ***RodwellGameTry*** *Artificial*
          Artificial Game Try

          opener
          1st **S**tep(**3♣**) = **minimum**, ③♠, **u**nbalanced *Artificial*
              Artificial, minimum, 3card support

          2nd **S**tep(**3♦**) = **minimum**, ④♠ *Artificial*
              Artificial, minimum, 4card support

          3rd **S**tep(**3♥**) = **MAXimum**, ③♠, **u**nbalanced *Artificial*
              Artificial, Maximum, 3card support

          4th **S**tep(**3♠**) = **MAXimum**, ④♠ *Artificial*
              Artificial, Maximum, 4card support

Opener	Intervenor	Responder	Advancer
1♦	**P**ass	1♠	**P**ass
3♦		**?**	

^{opener}
1♦ = 11^{to}16 **H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②^{orMore}♦

^{responder}
1♠ = 6^{orMore} **H**igh**C**ard**P**oints, ④^{orMore}♠ *Constructive*

^{opener}
3♦ = **MAXimum**, ③♠, ⑥^{orMore}♦ **2**^{top}**3** *Invitational*

^{responder}
Pass **=** *ToPlay*

3♥ = ⑤^{orMore}♠, ♥**Control** *Set♠Trump SlamTry*

3♠ = *ToPlay*

3NT **=** *ToPlay*

4♣ = ⑤^{orMore}♠, **No♥Control**, ♣**Control** *Set♠Trump SlamTry*

4♦ = ④♥, ③^{orMore}♦ *Set♦Trump* **GameForce+**

♠*KickBack/Exclusion*

Opener	Intervenor	Responder	Advancer
1♦	**P**ass	2♣	**P**ass
?			

^{opener}
1♦ = 11^{to}16 **H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②^{orMore}♦

^{responder}
2♣ = 10^{orMore} **H**igh**C**ard**P**oints, **No**④**C**ard**M**ajor, ⑤^{orMore}♣ *Forcing* *inverted minor*

Five & Dime

^{opener}
2♦ = **minimum**, ④^{orMore}♦, ③^{orFewer}♣, **u**nbalanced

2♥ = **MAXimum**, ♥**Control**, **u**nbalanced *Forcing*

2♠ = **MAXimum**, **No♥Control**, ♠**Control**, **u**nbalanced *Forcing*

2NT = 14^{to}16 **H**igh**C**ard**P**oints, **b**alanced *GameForce* *1ˢᵗ, 2ⁿᵈ or 3ʳᵈ seat*

14-16

2NT = 11^{to}13 **H**igh**C**ard**P**oints, **b**alanced *4th seat*

3♣ = **minimum**, ②^{to}④♦, ④^{orMore}♣, **u**nbalanced

3♦ = **MAXimum**, ⑥^{orMore}♦, ②^{orFewer}♣ **u**nbalanced

Opener	Intervenor	Responder	Advancer
1♦	**P**ass	**2♣**	**P**ass
2NT	**P**ass	**?**	

opener
1♦ 🔲 = **11**to**16 H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore♦

  responder
  2♣ 🔲 = **10**orMore **H**igh**C**ard**P**oints, **No**④**C**ard**M**ajor, ⑤orMore♣ *Forcing* *inverted minor*

    opener
    2NT 🔲 = **14**to**16 H**igh**C**ard**P**oints, **b**alanced *GameForce* *1st, 2nd or 3rd seat*
    [14-16]

      responder
      3♣ = ⑥orMore♣

      3♦ = ⑤orMore♦, ⑤orMore♣*=orLonger*

      3NT = *ToPlay*

      ♣*KickBack/Exclusion*
      ♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣

Opener	Intervenor	Responder	Advancer
1♦	**P**ass	**2♦**	**P**ass
?			

opener
1♦ 🔲 = **11**to**16 H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore♦

  responder
  2♦ 🔲 = **10**orMore **H**igh**C**ard**P**oints, **No**④**C**ard**M**ajor, ⑤orMore♦ *Forcing* *inverted minor*
  [Five & Dime]

    opener
    3♦ = minimum, ④orMore♦, **u**nbalanced *Constructive*

    2♥ = MAXimum, **♥Control**, **u**nbalanced *Forcing*

    2♠ = MAXimum, **No♥Control**, **♠Control**, **u**nbalanced *Forcing*

    2NT 🔲 = **14**to**16 H**igh**C**ard**P**oints, **b**alanced *GameForce* *1st, 2nd or 3rd seat*
    [14-16]

    2NT = 11to**13 H**igh**C**ard**P**oints, **b**alanced *4th seat*
    ♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣♠♥♦♣

Opener	Intervenor	Responder	Advancer
1♦	Pass	2♦	Pass
2NT	Pass	?	

opener

1♦ = **11**to**16** **H**igh**C**ard**P**oints, **No⑤C**ard**M**ajor, ②orMore ♦

  responder

  2♦ = **10**orMore **H**igh**C**ard**P**oints, **No④C**ard**M**ajor, ⑤orMore ♦ *Forcing inverted minor*

    opener

    2NT = **14**to**16** **H**igh**C**ard**P**oints, **b**alanced *GameForce 1ˢᵗ, 2ⁿᵈ or 3ʳᵈ seat*

      14-16

    responder

    3♣ = ⑤orMore ♦=orLonger, ⑤orMore ♣

    3♦ = ⑥orMore ♦

    3NT = *ToPlay*

    5♦ = *ToPlay*

    ♦*KickBack/Exclusion*

♠♥♦♣

Opener	Intervenor	Responder	Advancer
1♦	Pass	2♥	Pass
?			

opener

1♦ = **11**to**16** **H**igh**C**ard**P**oints, **No⑤C**ard**M**ajor, ②orMore ♦

  responder

  2♥ = **3**to**9** **H**igh**C**ard**P**oints, ⑤orMore ♠, ④orMore ♥ *Caspar Jump Shift*

  Five Spades & Four Hearts, constructive

    opener

  Pass = *ToPlay*

  2♠ = *ToPlay*

  2NT = *GameTry*

    Ask for description

♠♥♦♣

Opener	Intervenor	Responder	Advancer
1♦	Pass	2♥	Pass
2NT	Pass	?	

opener
1♦ = 11to16 **H**igh**C**ard**P**oints, **No⑤CardMajor**, ②orMore♦

responder
2♥ = 3to9 **H**igh**C**ard**P**oints, ⑤orMore♠, ④orMore♥ *Caspar Jump Shift*

opener
2NT = *GameTry*

responder
1ˢᵗ Step(3♣) = **minimum, ⑤♠, ④♥** *Artificial*
Artificial, minimum, Five Spades & Four Hearts

2ⁿᵈ Step(3♦) = **MAXimum, ⑤♠, ④♥** *Artificial*
Artificial, Maximum, Five Spades & Four Hearts

3ʳᵈ Step(3♥) = **minimum, ⑤ᵒʳᴹᵒʳᵉ♠, ⑤ᵒʳᴹᵒʳᵉ♥** *Artificial*
Artificial, minimum, Five+ Spades & Five+ Hearts

4ᵗʰ Step(3♠) = **MAXimum, ⑤ᵒʳᴹᵒʳᵉ♠, ⑤ᵒʳᴹᵒʳᵉ♥** *Artificial*
Artificial, Maximum, Five+ Spades & Five+ Hearts

♠♦♥♣♠♦♥

Opener	Intervenor	Responder	Advancer
1♦	Pass	2♠	Pass
?			

opener
1♦ = 11to16 **H**igh**C**ard**P**oints, **No⑤CardMajor**, ②orMore♦

responder
2♠ = 10to12 **H**igh**C**ard**P**oints, ⑤ᵒʳᴹᵒʳᵉ♠, ④ᵒʳᴹᵒʳᵉ♥ *Invitational* *Caspar Jump Shift*
Five Spades & Four Hearts, invitational

opener
Pass = *ToPlay*

2NT = *ToPlay*

3♣ = *GameTry*
Ask for description

3♥ = *ToPlay*

3NT = *ToPlay*

4♥ = *ToPlay*

4♠ = *ToPlay*

♠♦♥♣♠♦♥

Opener	Intervenor	Responder	Advancer
1♦	**P**ass	**2♠**	**P**ass
3♣	**P**ass	**?**	

1♦ = **11**to**16 H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore♦

responder
2♠ = **10**to**12 H**igh**C**ard**P**oints, ⑤orMore♠, ④orMore♥ *Invitational* *Caspar Jump Shift*

opener
3♣ = *GameTry*

responder
1st **S**tep(**3♦**) = ⑤♠, ④♥ *Artificial*
  Artificial, Five Spades & Four Hearts

2nd **S**tep(**3♥**) = **minimum**, ⑤orMore♠, ⑤orMore♥ *Artificial*
  Artificial, minimum, Five+ Spades & Five+ Hearts

3rd **S**tep(**3♠**) = **MAXimum**, ⑤orMore♠, ⑤orMore♥ *Artificial*
  Artificial, Maximum, Five Spades & Four Hearts

♠♦♥♣♠

Defense against Precision 1♦

opener

1♦ **ALERT** **= 11**to**16 H**igh**C**ard**P**oints, **No⑤C**ard**M**ajor, ②orMore ♦

intervener

2♦ **ALERT** **= 10**orMore **HCP**, ⑤orMore ♦ *Natural*

Natural

2♥ **ALERT** **= 8**to**15 HCP**, ⑤♠, ⑤♥ *Michaels*

8-15, Five Spades & Five Hearts

3♦ **ALERT** **= 16**orMore **HCP**, ⑤♠, ⑤♥ *SuperMichaels*

16+, Five Spades & Five Hearts

Transfer Responses
Over 1♦ Doubled

Opener	Intervenor	Responder	Advancer
1♦	X	?	

opener

1♦ ALERT = **11**to**16** **H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore ♦ *the only convenient minor*

11-16, could be short

intervener

X

responder

Pass = **Less than constructive**

ALERT = **6**orMore **H**igh**C**ard**P**oints, ④orMore ♥ *Forcing*
Transfer to Hearts

1♥ ALERT = **6**orMore **H**igh**C**ard**P**oints, ④orMore ♠ *Forcing*
Transfer to Spades

1♠ ALERT = **8**to**12 OR 16**orMore **H**igh**C**ard**P**oints , **b**alanced, **No**④**C**ard**M**ajor *Forcing*
Transfer to NT

1NT ALERT = **10**orMore **H**igh**C**ard**P**oints, ⑤orMore ♣ *Forcing* *inverted minor*
Transfer to Clubs

2♣ ALERT = **10**orMore **H**igh**C** ard**P**oints, ⑤orMore ♦ *Forcing* *inverted minor*
Transfer to Diamonds

2♦ ALERT = **9**to**12 H**igh**C**ard**P**oints, ⑥orMore ♥ *Forcing*
Transfer to Hearts

2♥ STOP ALERT = **9**to**12 H**igh**C**ard**P**oints, ⑥orMore ♠ *Forcing*
Transfer to Spades

2♠ STOP ALERT = **9**orFewer **H**igh**C**ard**P**oints, ⑤⑤orBetter **m**inors, **unb**alanced *Forcing*
Pick a minor

2NT STOP ALERT = **9**orFewer **H**igh**C**ard**P**oints, ⑥orMore ♣, **unb**alanced *Forcing*
Transfer to Diamonds

3♣ STOP ALERT = **9**orFewer **H**igh**C**ard**P**oints, ⑥orMore ♦, **unb**alanced *Forcing* *inverted minor*
Transfer to Diamonds

3NT STOP = **13**to**15 H**igh**C**ard**P**oints, **b**alanced, **No**④**C**ard**M**ajor *ToPlay*

Opener	Intervenor	Responder	Advancer
1♦	**X**	**XX**	**P**ass
?			

opener
1♦ = **11**to**16 H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore♦ *the only convenient minor*

intervener

responder
= **6**orMore **H**igh**C**ard**P**oints, ④orMore ♥ *Forcing*

advancer
Pass

opener
1♥ = ③♥

2♥ = ④♥

Other = *SystemsOn* as if responder bid 1♥

Opener	Intervenor	Responder	Advancer
1♦	**X**	**XX**	**B**id
?			

opener
1♦ = **11**to**16 H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore♦ *the only convenient minor*

intervener

responder
= **6**orMore **H**igh**C**ard**P**oints, ④orMore ♥ *Forcing*

advancer
Bid

opener
= ③♥ *SupportDouble*
3card Support

2♥ = ④♥

Other = *SystemsOn* as if responder bid 1♥

Opener	Intervenor	Responder	Advancer
1♦	X	1♥	**P**ass
?			

opener

1♦ **ALERT** = **11**to**16** **H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore♦ *the only convenient minor*

intervener

X

responder

1♥ **ALERT** = **6**orMore **H**igh**C**ard**P**oints, ④orMore ♠

advancer

Pass

opener

1♠ = ③♠

2♠ = ④♠

Other = *SystemsOn* *as if responder bid 1♠*

Opener	Intervenor	Responder	Advancer
1♦	X	1♥	**B**id
?			

opener

1♦ **ALERT** = **11**to**16** **H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore♦ *the only convenient minor*

intervener

X

responder

1♥ **ALERT** = **6**orMore **H**igh**C**ard**P**oints, ④orMore ♠

advancer

Bid

opener

X **ALERT** = ③♥ *SupportDouble*
3card Support

2♠ = ④♥

Other = *SystemsOn* *as if responder bid 1♥*

Opener	Intervenor	Responder	Advancer
1♦	X	1♠	**P**ass
?			

opener
1♦ ALERT = **11**to**16** **H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore ♦ *the only convenient minor*

intervener
X

responder
1♠ ALERT = **6**to**10 OR 16**orMore **H**igh**C**ard**P**oints , **b**alanced, **No**④**C**ard**M**ajor *Forcing*

advancer
Pass

opener
SystemsOn *as if responder bid* 1**N**T

♠♦♥♣

Opener	Intervenor	Responder	Advancer
1♦	X	1♠	**P**ass
Any	**P**ass	?	

opener
1♦ ALERT = **11**to**16** **H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore ♦ *the only convenient minor*

intervener
X

responder
1♠ ALERT = **6**to**10 OR 16**orMore **H**igh**C**ard**P**oints , **b**alanced, **No**④**C**ard**M**ajor *Forcing*

advancer
Pass

opener
SystemsOn *as if responder bid* 1**N**T

intervener
Pass

responder
2NT ALERT = **16**orMore **H**igh**C**ard**P**oints , **b**alanced, **No**④**C**ard**M**ajor *Forcing*

♠♦♥♣

Opener	Intervenor	Responder	Advancer
1♦	**X**	**1N**T	**P**ass
?			

opener

1♦ = 11to16 **H**igh**C**ard**P**oints, **No**⑤**C**ard**M**ajor, ②orMore♦ *the only convenient minor*

intervener

X

responder

1NT = 10orMore **H**igh**C**ard**P**oints, ⑤orMore ♣ *Forcing inverted minor*

advancer

Pass

opener

2♣ = minimum, ②to④♦, ④orMore♣, **u**nbalanced

2♦ = minimum, ④orMore♦, ③orFewer ♣, **u**nbalanced

Suitabove **2♦ = MAXimum**, **Control**, **u**nbalanced *Forcing bypassing a suit denies control*

2NT = 14to16 **H**igh**C**ard**P**oints, **b**alanced *GameForce 1st, 2nd & 3rd seat*
14-16

2NT = 11to13 **H**igh**C**ard**P**oints, **b**alanced *4th seat*

Opener	Intervenor	Responder	Advancer
1♦	**X**	**2♣**	**P**ass
?			

opener

1♦ = **11**to**16** **H**igh**C**ard**P**oints, **No⑤C**ard**M**ajor, **②**orMore♦ *the only convenient minor*

intervener

responder

2♣ = **10**orMore **H**igh**C**ard**P**oints, **⑤**orMore ♦ *Forcing* *inverted minor*

advancer

Pass

opener

2♦ = **minimum**, **④**orMore♦, **u**nbalanced

Suitabove **2♦** = **MAXimum**, **Control**, **u**nbalanced *Forcing* *bypassing a suit denies control*

2NT = **14**to**16** **H**igh**C**ard**P**oints, **b**alanced *GameForce* *1st, 2nd & 3rd seat*

14-16

2NT = **11**to**13** **H**igh**C**ard**P**oints, **b**alanced *4th seat*