

## 1st, 2nd & 3rd seat

Open Weak 1NT 11-13 High Card Points

11to15 HighCardPoints, No⑤CardMajor, ②orMore♠, unbalanced could Pass 11 HighCardPoints Vulnerable
14to16 HighCardPoints, No⑤CardMajor, balanced

Open 1♠ then rebid 1NT

### 4th seat

12to13 High Card Points, No 5 Card Major, 2 orMore ♦, balanced

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

12to15 High Card Points, No ⑤ Card Major, ② or More ◆, unbalanced

Light Initial Action not relevant

March 22, 2017 outline by Don Malone

Opener	Intervenor	Responder	Advancer
1♦	Pass	?	Pass

opener

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

1♠ = 6 or More High Card Points, 4 or More ♠ Forcing could be Light (4HCP = with shortness in ♦

1NT- 6to 10 High Card Points, No 4 Card Major, balanced

- 2♠ = 10to12 HighCardPoints, ⑤orMore♠, ④orMore♥ Invitational Caspar Jump Shift
  Five Spades, Four Hearts, invitational
- 2NT = 11to12 HighCardPoints, No4 CardMajor
- 3. I = 9orFewer High Card Points, No (Card Major, SorMore, unbalanced To Play Inverted minor Preemptive
- 3♦ **I** = 9<sub>orFewer</sub> **H**igh**C**ard**P**oints, **No4 C**ard**M**ajor, **5** orMore♦, unbalanced **ToPlay Inverted minor Preemptive**

3NT = 13to15 HighCardPoints, No@CardMajor

**♦** *KickBack/Exclusion SlamTry* 

Opener	Intervenor	Responder	Advancer
1♦	$\mathbf{P}_{\mathrm{ass}}$	1♥	Pass
?			

```
opener

1 → [ = 11 to 16 High Card Points, No 5 Card Major, 2 or More →
```

responder

1♥ = 6 or More High Card Points, ④ or More ♥ Constructive

**1**♠ **= ④**♠, **③**<sub>orFewer</sub>♥

1NT = 14to16 High Card Points, 2to3♠, balanced 1st, 2nd or 3rd seat 14-16

1NT = 11to13 HighCardPoints, ②to③♠, balanced 4<sup>th</sup> seat

**2** = **5 4** or Better **11** inors

 $2 \blacklozenge = 3_{\text{orFewer}} \lor, 5_{\text{orMore}} \blacklozenge$ 

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

2NT = ②♥, ⑥orMore ♦ 2top3, balanced

3♣ = MAXimum, ⑤⑤orBetter minors

**3♥ = MAXimum**, **④♥ 2**<sup>top</sup>**3**, **u**nbalanced

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

1♥ = 6 or More High Card Points, ④ or More ♥ Constructive opener

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

responder

Pass = ToPlay

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

```
opener
      = 11to16 High Card Points, No 5 Card Major, 2 or More
   responder
   1♥ = 6 or More High Card Points, ④ or More ♥ Constructive
       opener
       2♥ = ④♥, balanced
          or 3to4♥, unbalanced
           responder
           24 = RodwellGameTry Artificial
               Artificial Game Try
               opener
              1<sup>st</sup> Step(2NT) = minimum, ③♥, unbalanced Artificial
                             Artificial, minimum, 3card support
              2<sup>nd</sup> Step(3♣)
                              = minimum, 4♥ Artificial
                            Artificial, minimum, 4card support
              3<sup>rd</sup> Step(3♦)
                                = MAXimum, ③♥, unbalanced Artificial
                            Artificial, Maximum, 3card support
               4<sup>th</sup> Step(3♥)
                               = MAXimum, ④♥ Artificial
                            Artificial, Maximum, 4card support
```

Opener	Intervenor	Responder	Advancer
1♦	Pass	1♥	Pass
3♦	Pass	?	

```
opener

1 ◆ ■ = 11 to 16 High Card Points, No ⑤ Card Major, ② or More ◆
responder

1 ♥ = 6 or More High Card Points, ④ or More ♥ Constructive

opener
3 ◆ ■ = MAXimum, ③ ♥, ⑥ or More ♦ 2 top 3 Invitational

6 Good Diamonds, 3 card support

responder
Pass = ToPlay

3 ♥ = ToPlay

3 ♦ = ♦ Control, ⑤ or More ♥ Set ♥ Trump Slam Try

3NT = ToPlay

4♣ = No ♠ Control, ⑤ or More ♥, ♣ Control Set ♥ Trump Slam Try

4 ◆ = ④ ♥, ③ or More ♦ Set ♦ Trump Game Force +

4 ♥ = ToPlay
```

KickBack/Exclusion

Opener	Intervenor	Responder	Advancer
1♦	Pass	1♠	Pass
?			

```
opener
      = 11to16 HighCardPoints, No⑤CardMajor, ②orMore♦
   1♠ = 6<sup>orMore</sup> High Card Points, ④orMore ♠ Constructive
       1NT = 14to16 High Card Points, 2to3 A, balanced 1st, 2nd or 3rd seat
             14-16
       1NT = 11to13 HighCardPoints, 2to3 , balanced 4th seat
       24 = (5)4) or Better minors Waiting
       2 \bullet = minimum, \mathfrak{J}_{\text{orFewer}} \spadesuit, \mathfrak{G}^{\text{orMore}} \bullet
       2 \lor = minimum, @_{orFewer} \land, @ \lor
       2 \triangleq 4 \implies, balanced Waiting
          or 3to4♥, unbalanced
       2NT = MAXimum, ②♠, ⑥orMore ♦ 2<sup>top</sup>3, balanced Invitational
       34 = MAXimum, (5)(5) or Better Minors
       Max, 3Card support, 6+Good Diamonds
       3♠ = MAXimum, 4♠ 2<sup>top</sup>3, unbalanced Invitational
```

Opener	Intervenor	Responder	Advancer
1♦	Pass	14	Pass
2♠	Pass	?	

```
opener

1 → □ = 11 to 16 High Card Points, No ⑤ Card Major, ②or More →

responder

1 → = 6 or More High Card Points, ④or More → Constructive

opener

2 → = ④ → , balanced

or ③ to ④ → , unbalanced

responder

Pass = To Play

2NT □ = Rodwell Game Try Artificial

Artificial Game Try
```

Opener	Intervenor	Responder	Advancer
1♦	Pass	1♠	Pass
2♠	<b>P</b> ass	<b>2N</b> т	Pass
?			



Opener	Intervenor	Responder	Advancer
1♦	Pass	14	Pass
3♦		?	

1♠ = 6<sup>orMore</sup> High Card Points, ④orMore ♠ Constructive

responder

Pass = ToPlay

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

 $3 \spadesuit = ToPlay$ 

3NT = ToPlay

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

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

♠KickBack/Exclusion

 Opener
 Intervenor
 Responder
 Advancer

 1♦
 Pass
 2♣
 Pass

?
= 11<sup>to</sup>16 HighCardPoints, No⑤CardMajor, ②orMore♦

Five & Dime

2♦ = minimum,  $\textcircled{4}^{\text{orMore}}$ ♦,  $\textcircled{3}_{\text{orFewer}}$ ♣, unbalanced

2♥ = MAXimum, ♥Control, unbalanced Forcing

**2♠** = MAXimum, No♥Control, ♠Control, unbalanced Forcing

2NT = 14to16 HighCardPoints, balanced GameForce 1st, 2nd or 3rd seat

2NT = 11to13 HighCardPoints, balanced 4th seat

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

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

Opener	Intervenor	Responder	Advancer
1♦	Pass	<b>2</b> ♣	Pass
2 <b>N</b> T	Pass	?	

opener

1 ◆ ■ = 11to16 HighCardPoints, No⑤CardMajor, ②orMore ◆
responder

2 ♣ ■ = 10<sup>orMore</sup> HighCardPoints, No④CardMajor, ⑤orMore ♣ Forcing inverted minor
opener

2NT ■ = 14to16 HighCardPoints, balanced GameForce 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> seat

14-16
responder
3 ♣ = ⑥orMore ♣

3♦ = ⑤orMore♦, ⑥orMore♣=orLonger

3NT = ToPlay

#### **♣KickBack/Exclusion**

Opener	Intervenor	Responder	Advancer
1♦	Pass	2♦	Pass
?			

opener

1 → = 11to16 HighCardPoints, No⑤CardMajor, ②orMore →
responder

2 → = 10orMore HighCardPoints, No⑥CardMajor, ⑤orMore → Forcing inverted minor
Five & Dime
opener
3 → = minimum, ④orMore →, unbalanced Constructive

5 - minimum, 4 of the construction

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

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

2NT = 14to16 High Card Points, balanced GameForce 1st, 2nd or 3rd seat 14-16

2NT = 11to13 HighCardPoints, balanced 4th seat

Opener	Intervenor	Responder	Advancer
1+	Pass	2♦	Pass
2 <b>N</b> T	Pass	?	

opener

1 ◆ ■ = 11to16 HighCardPoints, No⑤CardMajor, ②orMore ◆

responder

2 ◆ ■ = 10orMore HighCardPoints, No⑥CardMajor, ⑤orMore ◆ Forcing inverted minor

opener

2NT ■ = 14to16 HighCardPoints, balanced GameForce 1st, 2nd or 3rd seat

14-16

responder

3 ♣ = ⑤orMore ◆ = orLonger, ⑤orMore ♣

3 ♦ = ⑥orMore ◆

3NT = ToPlay

 $5 \blacklozenge = ToPlay$ 

#### **♦** KickBack/Exclusion

Ask for description

Opener	Intervenor	Responder	Advancer
1♦	Pass	2♥	Pass
?			



Opener	Intervenor	Responder	Advancer
1♦	Pass	2♥	Pass
2 <b>N</b> T	Pass	?	

 Opener
 Intervenor
 Responder
 Advancer

 1 ♦
 Pass
 2 ♠
 Pass

 ?
 Image: Pass of the pass

```
= 11to16 HighCardPoints, No⑤CardMajor, ②orMore↓
responder

2♠ = 10to12 HighCardPoints, ⑤orMore♠, ④orMore♥ Invitational Caspar Jump Shift
Five Spades & Four Hearts, invitational

opener
Pass = ToPlay

2NT = ToPlay

Ask for description

3♥ = ToPlay

3NT = ToPlay

4♥ = ToPlay

4♠ = ToPlay
```

	Opener	Intervenor	Responder	Advancer	
	1♦	Pass	2♠	Pass	
	3♣	$\mathbf{P}_{\mathrm{ass}}$	?		
1♦					
responder  2♠					
opener <b>3♣ = GameTry</b>					
responder $1^{st} \operatorname{Step}(3 \spadesuit) = 5 \spadesuit, 4$ Artificial, Fi		& Four Hear	:s		
2 <sup>nd</sup> Step(3♥) = minimum, ⑤orMore♠, ⑤orMore♥ Artificial					
Artificial, minimum, Five+ Spades & Five+ Hearts					

Artificial, Maximum, Five Spades & Four Hearts

```
opener

1 ◆ ■ = 11to16 High Card Points, No ⑤ Card Major, ②or More ◆
intervener

2 ◆ ■ = 10or More HCP, ⑤ or More ◆ Natural
Natural

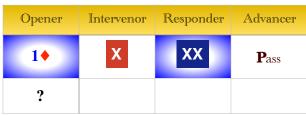
2 ◆ ■ = 8to15 HCP, ⑤ ♠, ⑥ ♥ Michaels
8-15, Five Spades & Five Hearts

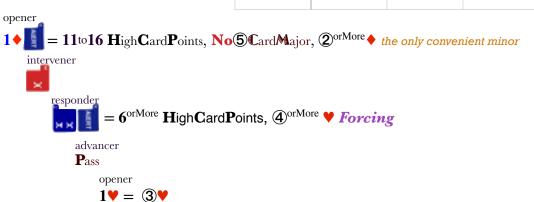
3 ◆ ■ = 16or More HCP, ⑤ ♠, ⑤ ♥ Super Michaels
16+, Five Spades & Five Hearts
```

# Transfer Responses Over 1 Doubled

Opener	Intervenor	Responder	Advancer
1♦	X	?	

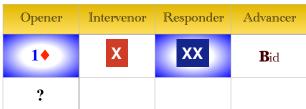
```
=11to16~{
m High Card Points}, No\circCardMajor, \circOrMore\diamond the only convenient minor
11-16, could be short
intervener
    responder
    P_{ass} = Less than constructive
           = 6^{\text{orMore}} \text{ High } \mathbf{C} ard \mathbf{P} oints, (4)^{\text{orMore}} \mathbf{\forall} \mathbf{Forcing}
           = 6 orMore High Card Points, 4 orMore A Forcing
        Transfer to Spades
            = 8to 12 OR 16 or More High Card Points, balanced, No 4 Card Major Forcing
        Transfer to NT
             = 10 orMore High Card Points, 5 orMore & Forcing inverted minor
    1NT
           = 10<sup>orMore</sup> HighC ardPoints, (5)<sup>orMore</sup> Forcing inverted minor
         Transfer to Diamonds
         = 9to12 HighCardPoints, 6 orMore ♥ Forcing
        Transfer to Hearts
            = 9to12 HighCardPoints, 6orMore ♠ Forcing
            Transfer to Spades
               = 9<sub>orFewer</sub> HighCardPoints, (5)(5) orBetter minors, unbalanced Forcing
              I = 9<sub>orFewer</sub> HighCardPoints, 6 orMore ♣, unbalanced Forcing
              Transfer to Diamonds
                = 9<sub>orFewer</sub> HighCardPoints, 6orMore ♦, unbalanced Forcing inverted minor
             Transfer to Diamonds
             = 13to15 HighCardPoints, balanced, No4)CardMajor ToPlay
```





Other = SystemsOn as if responder bid 1 $\forall$ 

**2♥** = **④♥** 





Other = SystemsOn as if responder bid 1♥





advancer

**P**ass

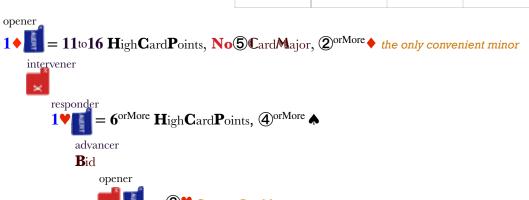
opener

1♠ = ③♠

 $2 \spadesuit = 4 \spadesuit$ 

Other = Systems On as if responder bid 1♠





= ③♥ SupportDouble

3card Support

2♠ = ④♥

Other = SystemsOn as if responder bid 1♥





Opener	Intervenor	Responder	Advancer
1♦	X	1♠	Pass
Any	Pass	?	



Opener	Intervenor	Responder	Advancer
1♦	X	<b>1N</b> т	Pass
?			





