

# 2♣

one below game

| Opener | Intervenor | Responder | Advancer |
|--------|------------|-----------|----------|
| 2♣     |            |           |          |

opener

2♣ = 22 or More HighCardPoints, balanced then Rebid NT

OR 4 or Fewer Losers then Rebid a Major

OR 3 or Fewer Losers then Rebid a minor

## 2♦ waiting

| Opener | Intervenor | Responder | Advancer |
|--------|------------|-----------|----------|
| 2♣     | Pass       | ?         |          |

opener

2♣ = Strong Forcing Artificial

Responder

2♦ = Waiting Artificial

2♥ = 8 or More HighCardPoints, 5 or More ♥ 2top3 GameForce+

2♠ = 8 or More HighCardPoints, 5 or More ♠ 2top3 GameForce+

3♣ = 8 or More HighCardPoints, 5 or More ♣ 2top3 GameForce+

3♦ = 8 or More HighCardPoints, 5 or More ♦ 2top3 GameForce+

| Opener | Intervenor | Responder | Advancer |
|--------|------------|-----------|----------|
| 2♣     | Pass       | 2♦        | Pass     |
| ?      |            |           |          |

opener

2♣ = Strong Forcing Artificial

Responder

2♦ = Waiting Artificial

opener

2♥ = 4 or Fewer Losers, 5 or More ♥ Forcing

2♠ = 4 or Fewer Losers, 5 or More ♠ Forcing

2NT = 22 to 24 HighCardPoints, balanced Systems On

3♣ = 3 or Fewer Losers, 5 or More ♣ Forcing

3♦ = 3 or Fewer Losers, 5 or More ♦ Forcing

3NT = 25 or More HighCardPoints, balanced Systems On

| Opener | Intervenor | Responder | Advancer |
|--------|------------|-----------|----------|
| 2♣     | Pass       | 2♦        | Pass     |
| 2Major | Pass       | ?         |          |

opener

2♣ = Strong *Forcing Artificial*

Responder

2♦ = *Waiting Artificial*

opener

2Major = 4 or Fewer Losers, 5 or More Major *Forcing*

Responder

3♣ = NoA, NoK, 0 to 4 High Card Points *Bust Second Negative*

Raise = 3 or More Support *Slam Try Ask for Cue Bid*

Game Raise = 3 or More Support *To Play*

Other = *Game Force*

| Opener | Intervenor | Responder | Advancer |
|--------|------------|-----------|----------|
| 2♣     | Pass       | 2♦        | Pass     |
| 3minor | Pass       | ?         |          |

opener

2♣ = Strong *Forcing Artificial*

Responder

2♦ = *Waiting Artificial*

opener

3minor = 3 or Fewer Losers, 5 or More minor *Forcing*

Responder

3♦ over 3♣ = 0 to 4 High Card Points *Bust Second Negative*

3NT over 3♦ = 0 to 4 High Card Points *Bust Second Negative*

Raise = 3 or More Support *Slam Try Ask for Cue Bid*

Double Raise = 3 or More Support *To Play*

Other = *Game Force*

## Optional 2♦ waiting w/KokishRelay

| Opener | Intervenor | Responder | Advancer |
|--------|------------|-----------|----------|
| 2♣     | Pass       | 2♦        | Pass     |
| ?      |            |           |          |

opener

2♣ = Strong Forcing Artificial

Responder

2♦ = Waiting Artificial

opener

2♥ = 4 or Fewer Losers, 5 or More ♥ OR 24 to 25 High Card Points, balanced Relay to 2♠

2♠ = 4 or Fewer Losers, 5 or More ♠ Forcing

2NT = 22 to 23 High Card Points, balanced Systems On

3♣ = 3 or Fewer Losers, 5 or More ♣ Forcing

3♦ = 3 or Fewer Losers, 5 or More ♦ Forcing

3NT = 26 to 27 High Card Points, balanced Systems On

opener

2♣ = Strong Forcing Artificial

responder

2♦ = Waiting

opener

2♥ = 4 or Fewer Losers, 5 or More ♥ OR 24 to 25 High Card Points, balanced Relay to 2♠ KokishRelay

responder

2♠ = Waiting

opener

2NT = 24 to 25 High Card Points, balanced Systems On

3♣ = 5 ♥, 4 or More ♣ Forcing

3♦ = 5 ♥, 4 or More ♦ Forcing

3♥ = 6 or More ♥ Forcing

3♠ = 5 ♥, 4 ♠ Forcing

3NT = 28 or More High Card Points, balanced Systems On

## 2♥ negative

| Opener | Intervenor | Responder | Advancer |
|--------|------------|-----------|----------|
| 2♣     | Pass       | ?         |          |

opener

2♣ = **Strong Forcing Artificial**

Responder

2♦ = **GameForce+ Artificial**

2♥ = **NoA, NoK, Bust Double Negative**

2♠ = 8orMore HighCardPoints, 5orMore ♠ 2top3 **GameForce+**

3♣ = 8orMore HighCardPoints, 5orMore ♣ 2top3 **GameForce+**

3♦ = 8orMore HighCardPoints, 5orMore ♦ 2top3 **GameForce+**

3♥ = 8orMore HighCardPoints, 5orMore ♥ 2top3 **GameForce+**

⇒ **Optional** ⇒ 2NT = 8orMore HighCardPoints, 5orMore ♥ 2top3 **GameForce+** *Not recommended*

## Controls

| Opener | Intervenor | Responder | Advancer |
|--------|------------|-----------|----------|
| 2♣     | Pass       | ?         |          |


opener


2♣ = **Strong Ask for the number of Controls A=2, K=1 Forcing Artificial**

responder


2♦ = 1orFewer Controls: @most aK **Forcing Artificial**

2♥  = 2 Controls: KKorA, any distribution **Forcing Artificial**

2♠  = 3 Controls: AK, minimum, any distribution **Forcing Artificial**

2NT  = 3 Controls: KKK, any distribution **Forcing Artificial**

3♣  = 4 Controls: AAorAKKorKKKK, any distribution **GameForce Artificial**

3♦  = 5 Controls: AAKorAKKK, any distribution **GameForce Artificial**

3♥  = 6 Controls: AAAorAAKKorAKKKK, any distribution **GameForce Artificial**

3♠  = 7 Controls: AAAKorAAKKK, any distribution **GameForce Artificial**