

## Four Ways 3♣ Forces to Game

Auction	Meaning	How to respond
1M-3♣	4+M; 16+ HCP	Bid shortness; no shortness ⇒ show min/max
1♦-1M-3♣	4+M; 19+ PP	Same as above; 3M = max, 3NT = min
1♦-1M-2M-3♣	Shape Ask	4-card support ⇒ 3M; else bid shape
1M-2♦*-3♣	Shape Ask	Bid shortness; no shortness ⇒ bid 4M

\*Two-way Reverse Drury = 4+M; 12-14 PP

## Responding to Interference over 1♠/1♥

	Suit Overcall		Takeout Db1	
	Unpassed	Passed	Unpassed	Passed
Cue	Game Force	3-card invitational		
Jump Cue	Control Ask		Game Force	
Delayed Cue	Western			
Jump Raise	4-card invitational			
New suit	Forcing, may have 3+ card support			
Rdbl			10+ HCP, may have support	

## Responding to a 2♣ Opening

- 2♦: Artificial; asks for 4-card side suit  
 2M<sub>1</sub>: 4+M<sub>1</sub>  
 2NT: Artificial; relay to 3♣  
 3♣: Forced  
 3♦: Artificial; asks for shortness  
 3M<sub>1</sub>: 1-♦  
 3M<sub>2</sub>: 1-M<sub>2</sub>  
 3NT: 5♣, 4M<sub>1</sub>, 2♦, 2M<sub>2</sub>  
 3♦: 6+♦; weak  
 3M<sub>2</sub>: Slam interest in M<sub>1</sub>  
 4♣: 1430 (♣)  
 2NT: no 4-card side suit, maximum  
 3♣: no 4-card side suit, minimum  
 2M: 5+M; 10-11 HCP  
 2NT: 12+ HCP; game-forcing, likely 5-card major  
 3♣: Extra length, 4+♠, or no suitable call  
 3♦: 4+♦  
 3♥: 4+♥  
 3♣: **No interference** ⇒ Invitational to 3NT or 5♣  
 3M: 6+M; game-forcing  
 4♣/5♣: Preemptive

## Advancing

Cue	1-round Force
Jump Cue	Invitational, 3+ card support
New suit	Non-forcing, constructive
Jump Shift	Highly invitational
Jump Raise	Preemptive

## Control-asking Bids

Bidding a suit 1 level higher than necessary to be forcing  
 Respond in steps: *cheapest bid = neither 1<sup>st</sup>- nor 2<sup>nd</sup>-round control*

## Transfers after 1♦-Db1

Rdbl	4+♥; 8+ HCP	2♣	5+♦; 11+ HCP
1♥	4+♠; 8+ HCP	2♦*	6+♥; 4+ HCP
1♠	8-10 HCP; balanced	2♥*	6+♠; 4+ HCP
1NT	5+♣; 10+ HCP	3♦	5+♦; 7-10 HCP

\*Transferring then rebidding the suit transferred into shows 7-8 HCP; transferring then rebidding 3♣ shows 9+ HCP (*Ben's 3♣*)

## Minwood

2♣-2♦-♠-4♣      1♦-2♦-♠-4♦  
 2NT-{4♣|4♦}      1♠-{2|3}NT-4{♣|♦|♥|♠}\*

\*1♣-2NT ⇒ all 4-level bids = 1430 for that suit;  
 1♣-3NT ⇒ 4♣ = Stayman & 5♣ = 1430 (♣)

Queen Ask applies

5 of higher-ranking suit asks for *specific* Kings

## Poor Man's Keycard

Over partner's preempt, 4♣ asks for key cards  
 Respond in steps to show 0,1,1,2,2 (minding Queen of trumps)  
 ALWAYS SKIP 4NT; i.e. ...4♠ = 1 w/ Q, 5♣ = 2 w/o Q, 5♦ = 2 w/ Q

## Exclusion (aka Roman Takeout Double)

12-16 HCP, balanced shape with shortness in RHO's suit  
 After Advancer bids worst suit, **bid 4-card suits up the line**  
**Strength (HCP)**      **Priorities (ordered high to low)**  
 0-6      Exclusion; 1NT; Pass\*  
 7-10      Exclusion; 1NT\*\*  
 11+ or unbalanced 8+      Jump in suit or NT

\*Pass is possible ⇔ length + values in LHO's suit

\*\*1NT with 7-10 HCP = 4333 shape

## Roman Jump Overcall

5-5 or better shape; neither suit is RHO's  
**Suit** = 5-6 losers; suit bid and next higher  
 Show preference with 0-1 **covers**, invite with 2, go to game with 3  
**2NT** = 4-5 losers, relay to 3♣; 3X ⇒ 5+♣, 5+X; 3NT ⇒ remaining 2 suits  
 Show preference with 0-2 covers, jump support with 3  
 4NT is 6-card 1430

## Roman 1NT Overcall

Pass: 0-3 HCP; balanced  
 2♣: 4-5 HCP balanced or 0-6 HCP unbalanced  
 2♦: 17-18 HCP balanced or 5+♦  
 2M: 5+M; 17-20 HCP  
 2NT: 21-24 HCP balanced  
 3X: 5+X; 21-24 HCP  
 2NT: 6-7 HCP balanced  
 3♣: inviting game in ♥ or ♠

## Leaping Michaels

*Like the Roman 2NT jump overcall, this shows 4-5 losers*  
 A 3-level cue of a weak-two is **Western**, asking for a stopper

Opening	Overcall	Meaning
2M <sub>1</sub> or 3M <sub>1</sub>	4♣	5+♣, 5+M <sub>2</sub>
	4♦	5+♦, 5+M <sub>2</sub>
2m <sub>1</sub> or 3m <sub>1</sub> ( <i>except strong 2♣</i> )	4m <sub>1</sub>	5+♥, 5+♠
	4m <sub>2</sub>	5+m <sub>2</sub> , 5+{♥ ♠}

## 'Scuse me (1-level interference over 1♣)

*Always just bid your suit if you have 5+ cards in it*

- Opener's LHO interferes: 1♣-1{♦|♥|♠}-Pass-Pass-?**  
 1NT: 21-22 HCP; stopper in Overcaller's suit  
 Db1: 18-20 HCP; 4432 shape (rarely 4333)  
 If 5-6 HCP & balanced:  
**Exclusion**  
 Otherwise (with 4 HCP, up- or downgrade):  
**1NT relay to 2♣**, then Pass or transfer to major
- Opener's RHO interferes: 1♣-Pass-1♦-1{♥|♠}-?**  
 1NT: 21-22 HCP; stopper in Overcaller's suit  
 Pass: Semi-forcing  
 If balanced:  
 Pass: 0-3 HCP  
 Db1: 5-6 HCP (4 HCP up- or downgrade)  
 Otherwise:  
**1NT Relay to 2♣**, then Pass or transfer to M  
 Db1: 18-20 HCP; 4432 shape (rarely 4333)  
 If 5+♦:  
 Bid 2♦  
 Otherwise:  
**1NT Relay to 2♣**, then Pass or transfer to major

## Schenkensohl (2-level interference over 1♣)

*Always just bid your suit if you have 5+ cards in it*

- If Opener's LHO interferes at the 2-level:**  
 Responder's range:  
 0-4 HCP minimum  
 6-8 HCP maximum  
 5 HCP requires up- or downgrade
- If Opener's RHO interferes at the 2-level:**  
 Responder's range:  
 0-3 HCP minimum  
 5-6 HCP maximum  
 4 HCP requires up- or downgrade

2NT: 21-22 HCP; stopper in Overcaller's suit  
 Db1: 18-20 HCP; takeout  
 2-level bid: Natural; 0-4 HCP  
 3-level bid: Natural; 6-8 HCP (with 5 HCP, up- or downgrade)  
 M<sub>1</sub> **cue**: 4+M<sub>2</sub>; 6-8 HCP; **no stopper**  
 3NT over 2M<sub>1</sub>: 3-M<sub>2</sub>; 6-8 HCP; **no stopper**  
 2NT: Relay to 3♣; suggests 0-4 HCP  
 3♣: Forced  
 Correcting to suit is to play unless cue or 3♠ after 2♥ overcall  
 M<sub>1</sub> **cue**: 4+M<sub>2</sub>; 6-8 HCP; **full stopper**  
 3NT over 2M<sub>1</sub>: 3-M<sub>2</sub>; 6-8 HCP; **full stopper**