

Garozzo-duPont c. 1998-2001

notes by Daniel J. Neill

Opening Summary:

1C = 3(2)+ clubs, 12-21

1D = 4+ diamonds, 12-21

1M = 5+ crds (4+ crds 3/4 seat) 12-21

1N = 15-17, no 5M

2C = 20-24 bal, or GF 1-suiter or 5+-4 2-suiter

2D = 25+ bal, or GF 3-suiter, or GF 5-5, or exactly 9 tricks with long major

2M = 7-11 weak two (no modern crap)

2N = 5-5 minors, 7-11 or GF

3y = normal preempt

3N = 4-level minor preempt

4M = normal preempt (Namyats?)

General Style: 2/1 GF except if suit rebid (except 1S-2H).

Lots of artificial 2C/reverses in uncontested auctions.

1-level overcalls can be very light if reasonable lead-directing suit.

3rd seat at fav systemic ultra-light openings/takeout double.

Intermediate Jump Overcalls.

Vs. interference, first double often announces power, inverted doubles thereafter.

Upside-down count, std. attitude, Rusinow leads.

1C Opening:

Responses:

1D = 4+ crds, never skip them as in Walsh style

1H = natural, 4-crds, 12-16(-)

1S = natural, forcing

1N = min. bal. (2C = checkback)

2D = 1444 (2S = general force)

2H = 6C-4H, 15-16

2S = raise

3D = 1444, 13-15

1N = to play (2N = 15-16, 3C = 16, good suit)

2C = checkback

2N = 2Nxfer

3C = 5D-5C invite

4C = splinter for H

1S = natural, 4-crds 12-16(-)

1N = to play (2N = 15-16)

2C = checkback

3C/D/S = invite

1N = 12-14, no major

2C = checkback

3bids = invite

2C = 6+C, 12-16 but not lots of playing strength

2H = art. invit+

2S = minimum (3D = invite, 3H = asks stop)

3C/D = GF, descriptive
 2D = normal raise, 4D, no major
 2H = ambiguous reverse: natural 16(+)+ or various other 17+ hands
 2S = GF relay
 2N = 5C-4H (3C asks: 3H = 2-2)
 3C = 1-suiter
 3D = nat (4C = v. strong suit, sets for cues)
 3M = stopper-ask
 4C = sets suit
 2N = weak, 4H (3D nat, NF good raise)
 3C = weak, to play
 3D = weak, to play
 2S = nat 16(+)+ reverse
 2N = GF relay
 3C = 5-4 (3D asks: 3H = 2-2)
 3C = weak, to play
 2N = 18-19 bal, may have one or both 4-crd majors, denies 4D
 3C = 5+D, forces 3D (later 3N = slamtry with D)
 3D = 4D-4H (3H sets H, 3S nat denying H, 3N no major)
 3H = 4D-4S
 3N = to play
 3C = 13-15, good playing strength 6+ crds
 3D = 13-15 unbal 4-crd raise (3M = asks stop)
 3N = 4414 18+

1H = 4+ crds, if just 4 then denies 4D
 1S = 4+ crds, 12-16(-)
 1N = 6-9 (2D = 4144/4045 max, 2H = 3crds, max)
 2C = checkback
 2D = nat weak 5-4+
 2S = simple raise (2N = asking)
 2N = 2Nxfer
 3m = 5-5 invite
 4m = splinter for spades
 1N = minimum, denies 4S
 2C = checkback
 2D = nat weak 5-4+
 2N = 2Nxfer
 3H = forcing
 2D = ambiguous reverse, natural or various strong raises
 2H = weak, NF
 2S = GF relay (2N = 5+C-4D, 3C = 1-suiter, 3D = 5D-6C,
 3H = any strong
 splinter, 3N = 4-crd bal raise)
 2N = weak, no fit
 3H = good suit GF
 2H = simple raise
 2S = nat forcing reverse
 2N = 18-19 bal, denies 4-crd supp. (3D = 5+H [then 3S =
 5H-4S])
 3C = 13-15, 6+ suit good playing strength

3N = 18+ 4144

4C = 6+C, 4H

1S = 4+ crds, if just 4 then denies red suit

1N = minimum

2C = checkback

2D = 5S-4D NF (2H NF now)

2H = 8-11 5S-4H (weaker would have responded 1C-2D)

2N = 2Nxfer

2C = nat minimum, not good playing strength, may be 1(43)5.

2D = checkback (2H min no fit, 3level max natural)

2N = 2Nxfer

2D = ambiguous reverse

2H = GF relay (2S = 1444 16+ [2N NF], 2N = 5C-4D, 3C/D =

nat)

2S/3C = weak

3H = 5-5

2H = nat reverse (3D = 5-5, 3S = GF good S, 4D = cue for H)

2S = simple raise

2N = 18-19 bal

3C = 12-15, great suit and playing strength

3S = 13-15 unbal 4-crd raise

3N = 1444 18+

1N = 4-5 clubs, no side suit, 6-10

2D = art relay (3C = max with C fit)

2N = 18-19 bal or 5-5 minors 11-14 (3m = to play [3M stopper

ask])

2C = invit+ relay, including invit. NT

2D = 12-15 bal, or any C-D hand

2H = slammish relay (15+)

2S = minor 2-suiter (2N asks: 3C = longer clubs)

2N = 12-15, no sing.

3C = Stayman

3D = <4C, 4H and/or 4S (3H asks: 3S = S,

3N = H, cue = both)

3H = 4-4 hearts-clubs (3S = C fit, else

for H)

3S = 4-4 spades-clubs (4C sets C, else

for S)

3N = no major

3D = D 1-suiter, sets suit

3M = asks stop

3N = to play

2S = GF relay, no slam (12-14)

2N = 12-15, no sing

3C = Stayman (as above)

3D/H/S = stopper-ask

3C = C single-suiter or 5C-4D, unbal (3D asks h/m/l

shortness)

2N= invit NT hand

2H = 5+C-4H, any strength
2S = GAR (2N = 5440 or 6-5, 3C = 12-15, rest = max with shapes)

2S = 5+C-4S, any strength
2N = GAR (3C = 12-15, rest max with shapes)
2N = 18-19 bal
3C = staymanic (same as after 1C-2C-2D-2M-2N-3C above?)

2D = 5+S, 4+H, < 8 HCP

2M = 9-11, 6 decent crds (2N asks side conc.)

2N = GF club raise or some other meanings?, forces 3C (then 3y = stopper-ask)

3C = ??

3D/H/S = ??

3N = are you kidding

1D Opening:

Responses:

1H = 4+ suit

1S = 4+ suit (never skip)

1N = minimum (2N = some sort of 3-level sign-off, 4252 once)

2C = checkback

2D/2H = to play

3H = invit NF

1N = 12-15, denies 4S

2C = checkback

2D = weak, to play

2N = 2Nxfer

3H = invite

2C = any 16(+)+, or natural 14-16

16-18, 3H 18-19 bal 4H, 3N sol D, 4C spl for H)

2H = weak, 5+H (S = cue for H 18-19 bal)

2S = stronger relay

2N = 16+, 5+D-4+C

3D = GAR, sets D (3N = 3154)

3C = 14-16 minors (3D = denies 5H, 3H = 5-6H or D

fit[3S = 2H])

3D = 16+ 1-suiter

3S = cue for H, 18-19 bal, 4H

3N = 18-19 bal, 4H

2N = 2Nxfer (only bid 3C with minors 14-16, else bid naturally)

2D = natural

2H = simple raise

2S = nat reverse (2N GF relay [GAR], 3D/H weak to play)

2N = 18-19 bal, may have 4S, denies 4H (transfer

continuations)

3C = 5-5 strong (3H nat forc [3S sing S])

3D = 12-15 but great 6+ suit and playing strength (3H = 5-6 H forcing [3S = 2H])

3S = 20+ club splinter

3N = 18+ 4144

1S = 4+ suit

1N = 12-15

2C = checkback

2D/H/S = to play

2N = 2Nxfer

3S = GF 1-suiter

2C = nat 14-16, or any 16(+)+

2D = weak, to play

2H = artif. force

2S = 3-4S, unbal, invit

3S = 4+S, GF

2H = stronger relay

2S = 5+D-4+C 14-16 (2N GAR)

2N = 5+D-4+C 17+ (3C GAR)

3D = 16+ 1-suiter

3H = club splinter for S

3S = nat reverse

2S = weak NF (2N = 16-17 NF, 3S invite)

2N = 2Nxfer

3C/H = 5-5 invit

3D = 5S, D fit, invit

2D = natural

2H = art. invit+ (2S = 3crds, 2N = no fit min, rest max

natural)

2S = nat

2N = 2Nxfer

3C = 5-5 invite

2H = nat reverse

2S = nat weak

2N = GAR

2S = simple raise

2N = 18-19 bal, denies 4S (xfer rebids)

3C = 5-5 strong

3D = 12-15 good D and playing strength (3H = 5-6S [3S = 2S])

4C = 17-19 splinter for S

1N = no major, 6-10

2C = 14-16 natural or many strong hands

2H = semi-pos relay (2S = GF artif., 3D = nat 16-17)

2D = natural (2H = art 10+ HCP)

2N = either minors 14-16, or 18-19 bal

2C = artif, invit+ relay (if invite, then bal or C 1-suiter)

2D = 12-15, or any C-D hand

2H = slammish relay (15+)

2S = C-D hand (2N = GAR)

2N = no singleton

3C = stayman

3D = 4D-2C- with a major

3M = 4D-4M-3C-2oM
3N = no major
3D = sets suit
3M = stopper-ask
3N = 15-16, no major
3D = natural, unbal (3M nat)
3N = 444-1C 12-15 (4C = sets H)
2S = GF relay, no slam
2N = no singleton
3C = stayman
3D = no major
3M = just M
3N = both majors
3M = stopper-ask
3C = sing. somewhere, D 1-suiter (3D asks h/m/l

sing.)

3D = D-C 16+ (3H GAR)
3H/S = 12-15 5D-4C hi/lo short (3S sets C)
3N = 12-15 444-1C
2N = invit. NT
3C = nat invite
3D+ = GF nat with 5+C
2H = 5+D-4H any strength
2S = GAR no H fit
2N = GAR with H fit
3C = 6+C limit
3D+ = GF nat with 5+C
2S = 5+D-4S any strength
2N = GAR
2N = 18-19 bal (3N = 11 bal)
3C = 16+, 6+D 1-suiter unbal (3D asks h/m/l sing)
3N = 444-1C, 16-17
4D = 444-1C, 18+

2D = simple constructive raise
2H = 5S-4+H, weak
2S = 9-11 good 6+crd suit
2N = pree. D raise
3C = ??
3D = invi. D raise
3H = 6H-4S invite
3S = 7crds, weak

1H Opening:

Responses:

1S = 4+ crds
1N = 12-15
2C = checkback
2H = to play
2N = 2Nxfer
3m = 5-5 invite
3S = invite, good 6+ crds

2C = nat 11-15, or various 16(+) hands (Gazilli)
 2D = any 7+
 2H = 11-15 H-C
 2S = invit+ relay (3C = 5-5 min, 3H = 6H min,
 3N max no fit)
 2N = invite with clubs (3C NF)
 3C = to play
 2S = 17+, either 3S or 4-crd minor
 2N = relay
 3C = 5-4 (3S = 5+S)
 3D = 5-4 (3H = sets diamonds)
 3H = 6H-3S (4m = cue for S)
 2N = 16-17 bal (3S = forcing 5+S)
 3C = 5-4 with clubs (3H = sets H)
 3D = 5-4 with diamonds (4C = cue for H)
 3H = 6+H, 16+
 3S = some splinter for S
 3N = 18-19 bal
 2H = v. weak, NF, occ. even 1 crd.
 2N = 19+ bal
 3C = 19+, 4-crds
 3D = 19+, 4-crds
 3H = invit, 6+H
 2S = weak nat (3H = nat invit)
 3M = invit, nat
 2D = nat 11-15
 2H = to play
 2S = 5+S, invit+
 2N = min, C stop
 3C = max, 0544 or no C stop
 3D = 5-5 min
 3N = to play
 2N = invite, denies 5+S
 2H = nat 11-15
 2S = invit+, 5+S
 2N = invit+, <5 S
 3H = invit
 2S = simple raise
 2N = 6H-4other, 8+ tricks
 3C = relay
 3D = 6H-4D (4D sets suit)
 3H = 6H-4C
 3S = 6H-4S (4H suggests playing)
 3C = 5-5, 8+ tricks, concentrated, need not have power (3D
 asks hi/lo sing)
 3D = 5-5, 8+ tricks, concentrated
 3H = long nice hearts, 12-15 but lots of tricks
 3S = 13-15 unbal 4-crd raise
 4C = strong S splinter

 1N = semi-forcing
 2C = nat minimum, or many strong hands (Gazilli)

2D = relay, 7+ HCP
 2H = H-C 11-15
 2N = 16-17 bal
 3H = 16+ nat.
 2H = v. weak, NF
 2N = 1 long weak minor
 2D = nat, 11-15 (2S = art. invit+)
 2H = 11-15, 6+H (2N/3H invit.)
 2N = good playing strength, 6H-4other (3C asks)
 3C = 5-5 GF
 4H = to play

2C = art, invit bal, or 6+C limit or 9-11 with 2-3H, or any GF
 2D = denies exactly 4S, 11-15
 2H = 9-11(-), 2-3H, NF (2S asks)
 2S = GF relay
 2N = 1-suiter or 5-5
 3C = relay
 3D = 1-suiter (3H asks length: 3S = 6, 3N
 = 5332)
 3H = 5-5 with C
 3S = 5-5 with D
 4y = cue with good 6H
 3S = cue for H
 3C = 5H-4C, maybe 4D too
 3D = GAR
 3H = GAR agreeing one of the suits
 3D = 5H-4D unbal (3H asks hi/lo sing)
 3H = 6H-4+C (4C cue for H)
 3S = 6H-4+D
 3N = 5H-4D-2-2
 2N = invit, 0-1H
 3H = limit, 3H-4S
 2H = exactly 4S, any strength
 2S = GAR (2N = 11-15, 3C 5440, 3D 6-4 max, 3H+ 5-4 n/h/l
 short max)
 2N = invit
 3H = 9-10 HCP, limit
 3S = 9-10 HCP, limit
 2S = 16+, some 4-crd minor
 2N = asks which
 3C = 5H-4C, 3D = 5H-4D unbal, 3H = 6H-4C, 3S =
 6H-4D, 3N = 5H-4D-2-2
 2N = ??
 3C+= ??

2D = nat
 2H = denies 4S, 11-15
 2S = slammish relay
 2N = 1-suiter or 5-5 (3C asks: 3D 1-suiter [3H 5 or
 6?])
 3m = 5H-4m

3M = 6H-4m
 2N = relay, no slam
 3C = 5H-4C (3S cue for C)
 3H = 5H-5C
 2S = 5H-4S, any strength
 2N = range? (3C minimum, 3D relays GAR)
 2N = 16+, natural
 3C = 16+, natural
 ??

2H = simple raise, 5-8 HCP
 2S = normal relay
 2N = stiff S, or slam-try with side 4-crd suit
 3C = asks
 3S = slam-try, 4S

2S = any limit or slam splinter

2N = GF, 6+S or 5S-5minor, concentrated
 3C = asks which
 3D = 5S-5D (3N to play, 4D RKC for D)
 3H = 5S-5C
 3S = semisolid S 1-suiter
 4y = great spades, slammish cue
 3H = misfit, 6+ good hearts

3C = GF, 6+C or 5-5 minors, concentrated
 3D = asks
 3H = 5D-5C (3S = sets C, else for D)
 3S = 5D-5C, spade feature
 3N = just clubs, no slam
 4C+ = slammish, great club suit, cue

3D = GF, 6+D concentrated
 3H = asks quality (3S semi-solid, else solid)

3H = semibal/bal 3-crd limit raise
 3S/4m = game splinter

1S Opening:
 Responses

1N = semi-forcing, less than invite
 2C = natural or various 16(+)+ hands (Gazilli)
 2D = 7+ HCP relay
 2H = 5S-4+H, 16+ (2S = naturalish GF, 3m = nat GF)
 2S = 5S-4+C, 11-15 (3m = to play)
 2N = 16-17 bal, NF
 3y = nat, 16+
 2H = 5+H, weak (3H = invite, 3m = nat GF)
 2S = 1-2S, weak, <5 H (2N = 18-19 bal, 3m = GF nat, 3S =
 strong invite)
 2N = ?

3m = weak, nat
 2D = 5S-4+D, 11-15 (2M = to play)
 2M = nat, 11-15
 2N = 6S-4other, strong (3C asks)
 3m = 5-5 GF
 3S = 12-15, but long good suit and playing strength

2C = relay, either 9-11 blob, or limit C 1-suiter, or nat/bal GF
 2D = 11-15, denies exactly 4H
 2H = GF relay
 2S = either 4-crd minor
 2N = relay
 3C = 5S-4C (GAR)
 3D = 5S-4D unbal (GAR)
 3H = 6S-4C (3S sets clubs, else cue for

S)

 3S = 6S-4D (4D sets D, else cue for S)
 3N = 5S-4D-2-2
 3C = 6+C GF (not semisol suit)
 2N = 1-suiter
 3C = club-ask
 3D = no C fit
 3H = 5332 with C fit
 else = 6S-3C
 3D = relay for stoppers or 6S
 3H = 5S, something about heart stopper
 3S = 6S
 3H/4C = cue for S
 3m = 5-5 (relay asks h/l shortness)
 3H = 5-5 (3S sets H, else cue for S)
 2S = 9-11, 2-3S, NF (2N GF, 3S invite, else GF)
 2N = 9-11, 0-1S
 3C = 6+C, limit
 2H = exactly 4H, any strength
 2S = GF relay
 2N = 11-15 (GAR)
 3C = 16+, any void (3D asks range: 3H min [3S asks

hi/lo void])

 3D = 16+, 6-4
 3H/S/N = 16+, 5-4 n/h/lo short
 3H = 9-11, limit
 3S = 9-11, 3-4 crd raise
 2S = 16+, either 4-crd minor (see above after 1S-2C-2S-2S)
 2N = 16+, 1-suiter
 3C = club-ask
 3D = no club fit
 3N = no club fit, no D stop
 3D = relay without club interest (3H = 5332, 3S = 6S)
 3S = 9-11 2-3S
 4C+ = cue for S
 3C = 16+, 5S-5C

3D = 16+, 5S-5D (3H = GAR, 3S = GAR setting S [3N = hi, 4C+ =
lo short cue])

3H = 16+, 5S-5H

3S = 15-16, good 6+ suit

2D = nat, F

2H = 11-15, denies exactly 4H

2S = slammish relay

2N = 1-suiter or 5-5

3C = relay (3D = 1-suiter, 3H = 5S-5C, 3S =

5S-5D)

3C = 5S-4C (GAR)

3D = 5S-4D unbal (GAR)

3H/S = 6S-4C/D

3N = 5S-4D-2-2

2N = non-slam relay

3C = 1-suiter or 5-5

3D = D fit

3H = 6S-4C

3S/N = likely 5S-4C

3D = nat limit

2S = exactly 4H, any strength (2N asks: 3C = min, GAR...)

2N = 16+, 1-suiter or 5-5 (see above 1S-2D-2H-2S-2N)

3C..3N = 16+ GAR shapes as above

4C+ = cue for D, slammish

2H = nat, F1, may be invitational with just 5H

2S = 11-13, no good H fit, NF

2N = GF relay

3C = 1-suiter or 5-5

3D...3N = ??

3m = 5-4+ nat, invite

3H = nat, invite

2N = 14+ (GF), 1-suiter, 5-5, or H raise

3C = relay

3D = 1-suiter (3S = doub S, asks if 5 or 6 length)

3H = H raise

3S/N = 5-5 C/D

3D = 5-4 GF, nat

3H = minimum, 6+ suit

3C = 14+ (GF), 4C (GAR)

3D = 14+ (GF), 4D

3H = 11-13 H raise, NF

3S = good 6+S and H support (cues for H)

4C+ = strong, cue for H

2S = simple raise, 5-8

2N = any limit or slam splinter (3C asks limit h/m/l slam h/m/l in
steps, 3D accepts game so only cue splinter if slammish)

3C = GF conc. C 1-suiter or 5H-5C or 5D-5C (3D asks: 3H = 5H-5C,

3S = 5D-5C, 3N = semisolid C no slam)

3D = GF conc. D 1-suiter or 5H-4D (3H asks: 3S = 5H-5D, 3N = semisolid D no slam)
3H = GF conc. H 1-suiter
3S = (9)10-11 3-4S limit raise
3N/4C/4D = game splinter H/C/D
4H = preemptive nat?

1NT Opening

Responses:

2C = Stayman

2D = no major

2H = garbage for majors

2S = range/shape relay

2N = minimum (3C = relay for shapes, 3H = 4S-5H no slam, 3S = 5S, slammish)

3C+ = some max'es

2N = invite

3C = transfer to D (after 3D, can pass, or else 3H = 6+D

GF, stiff C)

3D = artif, GF, 0-1 in one major, 3+ crds in other (3H asks hi/lo short)

3M = Smolen

4C = 6H-4S, no slam

4D = 6S-4H, no slam?

2H = 4H, maybe 4S

2S = range/shape ask, including invit. bal

2N = minimum, denies 3S

3C = asks for minor (3D = 4D, 3H = 4C)

3D = to play, canape

4y = cue for H

3C = max, with a side 4-crd suit (3D asks which)

3N = max, no side suit

3C = any sing. minor (3D asks hi/lo short)

3H = invit.

4C+ = cue for H

2S = 4S, denies 4H

3C = transfer to D, to play, or 6+D GF with side singleton (h/m/l)

3D = asks for 4-crd minor (3H = C, 3S = D, 3N = neither)

3S = invit.

2D = transfer to H, might not have H with special hands

2H = forced (no superaccept available)

Pass = weak, H

2S = forces 2N for special hands

2N = forced

3C = some 5M-4C, forced 3D (3D: 3M = 5M)

3D = some 5M-4D

3N = 5H, sing. S

3m = 4H-5m invite

4H = quant, 6H

2H = transfer to S, might not have S with special hands
2S = forced
3m = 4S-5m invite

2S = forces 2N for special hands
2N = forced
3C = any 4M-5m slammish (3D asks major [3S = S])
3M = 5M-5C invite
4C = 5D-5C slammish
4D = 6+D slammish

2N = transfer to 3C
3C = forced
Pass = weak
3D = sing. M, 0-3 other M (3H asks which M sing)
3M = 5M-5D invite
3N = stiff D, 6C, no slam
4S = 5S-5C game only (no slam)

3m = nat invite
3M = ??
4m = 2-under Texas

2C Opening:

Responses:

2D = no 5-crd major

2H = Kokish: hearts or 20-22(-) bal.

2S = forced

2N = 20-22 bal

3C = slam-stayman

3D = at least 1 major

3H = which? (3S = S, 3N = H, cue =

both)

4C = natural

4D = no major, 5D

3D = game-stayman (bid naturally)

3H = heart-minor canape (3S asks which minor,

4C = C)

3S = spade-minor canape

3C = 5H-4other

3D = heart 1-suiter

3M = 6H-4other?

2S = natural

2N = relay

3D = single-suiter (3H asks length, 3S = Hx/Hxx, 4m

= xxx spades, cue)

3C = S fit (3H = side C suit)

3D = natural, positive

2N = 22(+)-24

3C = slam stayman

4m = 5m

3D = non-slam stayman (natural)

3H = H-m slammish canape (3S asks which minor: 3N = D)
3S = S-m slammish canape (3N asks which minor: 4C = C)
3C = diamonds, 1-2 suited
3D = negative
3D = diamonds (?)
3H = H-m canape

2H = 5+H, any strength
2S = natural
2N = forcing, bal or H fit
3C = negative
3D = 1-suiter, positive
3S = relay
4C = 6H, cues
3H = 5H-4C positive
3S = 5H-4D positive
3m = natural

2S = 5+S any strength
2N = bal or just asking
3C = negative with 2nd suit (3H = cue for S)
3D = 1-suiter, any strength (3H asks: 3S/N = nat
minimum, higher = max
3H = 4+C, positive
3S = 4+D, positive
3N = 4+H, positive
3D = natural
3S = bal raise

2N = positive, clubs - 1-suiter or 5C-5other
3C = positive, diamonds - 1-suiter or 5D-5M (3D asks: 3H = reds
[3S sets D], 3S 5S-5D, 3N = D, 4C = 6D-4C)
3D = positive, 5-5 Majors (3S = sets S, asks range)
3H = semisolid+ 6+S

2D Opening:
Responses:

2H = waiting
2S = S, may have another suit
2N = no S fit
3C = 5S-5C GF (3D sets C)
3D = 5S-5D GF
3H = 5S-5H GF (3S sets H)
3S = 9 tricks in S 1-suiter, NF
3C = S fit (nat cont's)
4C = nat, strong 1-suiter
4S = bare minimum
2N = 25+ NT (3C stayman)
3C = 5H-5C GF (3D = no H fit, 3H sets H)

2H Opening:

Responses:

2S/3m = nat, forc
2N = asking

2S Opening: Responses:

2N = asking
3C = hearts
3D = nat, forc
3H = clubs

2N Opening: Responses:

ym = to play
3H = relay
4M = to play

3y Openings: 3C-3D = asks for 3-crd major

Contested Auctions:

Doubles:

Inverted doubles - when our side has announced the majority of the strength like with a cards-showing

double, further doubles by both sides show ideally Hx or any 3 cards.

Pass instead shows shortness or xx or 4+ cards. Partner should figure it out!

Card-showing doubles - opener's double at his first rebid opportunity after partner has responded with a non-pass shows any 16+ hand without a primary fit. The inference is that if the card-showing double is not used, then the bid is purely competitive. If RHO has not bid, but rather LHO, then opener's strong hands cue-bid LHO's suit to show cards.

Support doubles - there is no support "double", but 1y-(any)-1z-(any) and 1N by opener as a free-bid is the 3-crd raise, with or without a stopper. Double instead would be a card-showing double.

Same thing when advancing a 1-level overcall or responding to a 3/4 seat 1M opener in competition.

Raises in competition:

2N (not the cue-bid) is the limit+ raise in competition, whether to an opener or overcall.

Also, opener's 2N rebid in competition is the limit+ raise of responder's suit (do not go through a card-showing double here). Thus simple raises are all competitive/preemptive. 1M-(bid)-3N is a GF raise while 2N is limit or slam.

Vs. Weak NT:

X = equal or better

Double by advancer announces "cards", then inverted doubles, while bids are weak.

Overcalls:

1-level overcalls can be 4-crds more often than standard, and can always be lighter than standard if the suit is decent. Jump-overcalls are intermediate if not special 2-suiters.

(1C)-

2C = natural, constructive (2D is the "no-fit cue" while 2N is the "invit+ raise")

2D = 5-5 majors, constructive or better (2N asks)

2M = intermediate, 12-16, good 6-crd suit (maybe less at fav)

(2N = force)

2N = 5-5 H-D, constructive

3D = 5-5 S-D, constructive

(1D)-

as above but

2N = 5-5 H-C constructive

3C = 5-5 S-C constructive

(1H)-

2H = 5-5 S-C

2N = 5-5 S-D

3C = 5-5 C-D (3H = relay)

(1S)-

2S = 5-5 H-C

2N = 5-5 H-D (3C = invit+ relay)

3C = 5-5 C-D

Vs. weak twos -

(2H)

X = takeout with 4S (2N = general invit+ hand, else = to play)

2N = bal 15+ or takeout with less than 4S

3m = natural

(2S)

X = takeout with 4H (2N = invit+ advance)

3C = hearts, weak or average

3D = D
3H = hearts, invitational

Free-bids:

1D-(1H)

X = denies spades
1S = 4+ spades
2C = NF
2H = 5-5 S-C GF
2S = ?
2N = exactly 5S, GF
3C = nat 6+ GF

1D-(1S)

2C/H = NF
2S = 5-5 H-C GF
2N = exactly 5H, GF
3C/H = GF, 6+ suit

1H-(2C)

X = might not have spades
2D/S = NF
2N = limit or slam raise
3C = 5S-5C GF
3D/S = 6+ suit GF
3N = game raise

Uncontested Auctions:

Cue-bidding:

Most important is to set the suit (implicitly or explicitly). In a relay auction, sometimes in GAR responder can set a suit explicitly with a super-relay (not step 1 but step 2). But if not, then the first non-relay step sets the minor, while running on to cues sets the major (e.g. opener shows 5-5 S-C with a 3H bid, now 3S sets C and cues are for S). This makes sense since there is less room for the major below game. If shape has been shown with 3S or 3N, then bidding the minor sets the minor and the cue is for the major (e.g. 3S shows S-D, now 4D sets D and cue is for S).

Mixed cue-bidding in general. Some rules about 1st round control if cueing below game, but not sure about those. NT in a cue-bidding sequence (if not RKC) shows a cue in the last-cued suit (e.g. hearts trump: ...4C-4D-4N = diamond cue no S cue). Rebidding a cue confirms 1st round control, not necessarily 2 honors.

GAR:

Since 1y-2C results in some symmetrical shape-showing, the rules for those shapes are known as GAR. It is modified from other writeups since 1M-2C in this system might contain a constructive blob; 1M-2C-2D-2M must be a signoff attempt and not a relay. Here are the most common trees.

when relay is 2H, range is known:

2S = 4-crd minor

2N = asks

3C = 5M-4C (maybe 4D too)

3D asks (n/h/lo sing.)

3H = same ask but sets M

3D = 5M-4D unbal (3H asks h/l sing)

3H = 6M-4C (3S sets C, else cue for M)

3S = 6M-4D (4D sets D, else cue for M)

3N = 5M-4D-2-2

2N = 1-suited (relays tend to ask for stoppers and M length)

3C = 5M-5C (3D asks h/l short)

3D = 5M-5D (3H asks h/l short)

3H = 5M-5H (3S sets H, else cue for S)

when relay is 2S, and range is known (1H-2C-2D-2S):

2N = 1-suiter or 5-5 with minor

3C = asks:

3D = 1-suiter (3H asks major length: 3S = 6, 3N =

5)

3H = 5-5 with M-C

3S = 5-5 with M-D

4y = cue with great long M

3C = 5M-4C (maybe 4D too)

3D = asks (n/h/l sing.)

3H = asks, setting M (n/h/l sing.)

3D = 5M-4D unbal (3H asks hi/lo sing.)

3H = 6M-4C (4C cue for M)

3S = 6M-4D

3N = 5M-4D-2-2

when relay is 2S, after showing 5M-4oM, range is not known:

2N = 11-15, most shapes

3C = asks

3D = shapes below

3C = any strength, 5M-4oM-(0-4)

3D = asks

3H = minimum (3S asks hi/lo void)

3S/N = max, hi/lo void

3D = 16+, 6M-4oM

3H/S/N = 16+, 5M-4oM n/h/l singleton

After 1M-2M:

1H-2H-

2S = asks
2N = bal, or minimum D shortness (xx or less), or any S shortness
3C = accepts any shortness (3D = bal min, 3H = bal max)
3H = accepts only S shortness
3C = short C, min or max (3D asks min/max)
3D = max, short D
4H = max, nothing to cue
2N = sing. S, or slam try with spade suit (3C asks: 3S = 4S slam try)

1S-2S-

2N = asks
3C = bal, or minimum with short C or H
3D = relay for H shortage or balanced
3H = max bal
3S = accepts C shortness only
3D = short D, min or max (3H asks min/max)
3H = max, short H
3S = max, short C

After 1y-1M-2M:

1m-1H-2H-

2S = asks
2N = some short side suit
3C = 3crd raise, minimum
3D = 3crd raise, maximum
3H = 4-crd bal, minimum
3S = 4-crd bal, maximum

1m-1S-2S-

2N = asks (same steps as above)

Checkback Stayman:

After 1x-1y-1z, 2C is normal checkback, while 2N unlocks other types. This 2N is called elsewhere "2N Transfer", or "2N xfer".

1x-1y-1z-

2C = invit+ checkback, not a special jump invite
2D = 3-crd supp for y, any strength
2y/3x = NF opposite minimum
2H (if y != H) = asks min/max
2H = 0-2crds in y, minimum
2S = slam relay (even if y = S)
2N/3x = invit.
3y = forcing, 6+ crds
2S = 0-2 crds in y, unbalanced maximum (2N = GF waiting for natural continuations)
2N = max bal, 2-crd supp., but NF
3-lev = 16+ (if possible)

2y = to play

2N = 2Nxfer, forces 3C

3C = forced

Pass = to play, long clubs

3new lower suit = 5-5 GF

3y = 5y-5C GF

3z = any slammish splinter raise of z

3N = long good y, no slam

4y = slammish auto-cue for solid 6+ y

3lower suit = 5-5 invite

3y/z = invite

4any = game splinter for z

vs. 1y-(X):

XX = exactly 9-11 (no fit)

Pass = weak, or any 12+ (later card-showing double)

Balancing:

vs. 1C/D/H, 1-step is Herbert, any medium takeout, like 13-15,
while X shows 8-12 takeout or any 16+.