

[1-4] OVERCALLS

[1] STYLE: OPPT passed hand we may overcall on very little. 2-level overcalls are constructive opposite an unpassed hand. The maximum for an overcall is normally 16 hcp.

[2] 2♣ after 1M-overcall: This shows either a good raise (9+) or a strong hand. Overcaller bids 2♦ with a normal overcall "11-16" and then new suits are F1, while 2M is NF. Overcaller bids 2M with a bad overcall and then only a cue is F1. 2NT by overcaller shows a 6-4-hand and limited strength while 3NEW is FG with 5-5.

[3] 1♠-Overcall - 2♦: Advancer shows 5+♥, normally inv-values but may be less with 6+suit. Overcaller may show support with 2NT or make natural bids. Often opener bids 2♥. After other bids than 2♥ the bidding is natural. When opener bids 2♥ RESP may bid: pass with long ♥ and a weak hand, 2♠/2NT/3X as natural and INV (2♠ normally only doubleton and 3m promises 5-5). All these bids are NF. CUE = only F.

[4] 1M-overcall - jumps: We use the same bids as after opening 1M. See note [47-51]

[5-7] TWO-SUITED BIDS

[5] 2NT: Shows 5-5 in lowest unbid. Either a weak hand (how weak depends on position and VUL) or a strong hand. With intermediate hands ("11-15 hcp") we tend to make an overcall. Responses: CUE = F1, else = NAT.

[6] CUE-BIDS: Shows 5-5 in highest and lowest unbid. Either a weak hand (how weak depends on position and VUL) or a strong hand. With intermediate hands ("11-15 hcp") we tend to make an overcall. Responses: 2NT = F1, else = NAT.

[7] JUMP OVERCALL to 3♣ after 1X: Shows 5-5 in highest unbid. Either a weak hand (how weak depends on position and VUL) or a strong hand. With intermediate hands ("11-15 hcp") we tend to make an overcall. Responses: CUE = F1, else = NAT.

[8] AFTER A T/O DOUBLE

AFTER A T/O X of 1♠ then 1NT NEG w/ 0-7 hcp (may also be NAT): Doubler may pass or bid 2♣ with a normal T/O X, and then a new suit by Advancer is weak. If Advancer responds with something else than 1 step he promises some values (normally 8-10, but may be less with a long suit or good distribution).

[9] VS 1NT

ASPTRO: D = Strong, 2♣ shows ♥+other, 2♦ shows ♠+other, 2M = nat, 2NT = minors, 3X = PRE.

After D: W/ a weak hand Advancer may pass, bid 2♦, 2M as a 5+suit or 2♣ as either NAT or no 5+suit.

After 2♣: pass = long ♣ or thinks partner has ♣, 2♦ = P/C w/o a heart fit, 2♥ = 3+suit, 2♠ = Nat and NF, 2NT is strong and asks for 2nd suit, 3X are natural and INV, 3♥ is a mild INV.

After 2♦: pass = long ♦ or thinks partner has ♦, 2♥ = P/C w/o a spade fit, 2♠ = 3+suit, 2NT is strong and asks for 2nd suit, 3X are natural and INV, 3♠ is a mild INV.

After 2M: 2NT = strong and F1, 3X = nat and NF, raise = mild INV

[10] VS PREEMPTS

After 3M-opening 4m is almost F and shows bid m + OM. After a weak 2M, a cuebid is 5-5 in m's, while jumps to 4m shows 5-5 in m+OM. After a weak 2♦/3m a bid of 4♣ shows 5-5 in M+om while 4♦ shows 5-5 in M's.

4NT is a 2-suited T/O vs 4M, but may also be a slamtry w/ long hearts (Overcaller follows up w/ 5♥ over 5m). Therefore a direct 5♥-overcall is weaker.

[11] USE OF 2NT IN COMPETITIVE BIDDING

Seldom NAT, but after a T/O X of 2X (except after a 1NT-opening) it's LEB asking doubler to bid 3♣ unless he has extra values. Then the 2NT-bidder may pass or bid 3lower to play. A cue-bid or a bid over OPPT's suit is FG. Immediate bids at the 3-level are INV, while a CUE is F w/o stopper.

We also use 2NT as "GOOD-BAD" after opening 1♦/1M - 1M/1NT- overcall. OP then shows an unbal hand and minimum values for competing. Bids at the 3-level are constructive w/ maximum. RE will bid 3♣ as P/C, make a preference or rebid his suit. A CUE is the only F.

When we make an overcall and then bids 2NT after partner has passed we show a 2-suiter.

[12] SPECIAL DEFENCES

VS Multi-bids: X = cards (later X are for T/O by both players), else = natural except 4m which shows 2-suiters.

VS transfers: X = shows the suit (lead-directing), X + X = T/O with transfersuit, pass + X = T/O, "cuebid" = 4+OM and 5+m

VS natural 1NT-overcalls over 1♣: D = PEN, else normal NT-defence

VS natural 1NT-overcalls over 1♦: D = PEN, 2♣ = asking for M

VS natural 1NT-overcalls over 1M: D = PEN, 2m = m+ OM, 2M = natural, 2NT and higher = as without interference

VS 1-over-1: D = T/O, 1NT = 15-18, low cue = T/O with 5-5, high cue = natural

VS 3-level jump overcalls after 1m: 4♣ = 5-5 in ♣+M, 4♦ = 5-5 in M's

VS 3-level jump overcalls after 1M: 4♣ = support without control, 4♦ = support with control

[13] SPECIAL DOUBLES/REDOUBLES

- Support X:** Used after 1m-1M and 1♥-1♠ when 4th hand makes an overcall. Doubler shows 3-card support.
- Support RDBL:** Used after 1♦-1♠/1NT and 1♥-1♠ when 4th hand makes a T/O X. Redoubler shows 3-card support.
- Responsive X:** Used after a T/O X when openers raises.
- Re-negative X:** Used after a negative X when the overcall is raised.
- Maximum overcall X:** Used when we have supported a M and the opponents raise with the suit immediately below our M.
- Splinter X:** NV it suggests a sacrifice, while V it asks for a lead in the highest unbid suit.
- Cue-bid X:** Doubler invites further bidding (T/O).
- OPPTs double a CUE or 4th suit:** pass = stopper or half-stopper (O-x/J-x-x/T-x-x-x). Now partner may RD to ask for a full stopper. RD = two or more small cards (J-x), bid = singleton or void in doubled suit, NT = at least 1,5 stoppers.

[14] LEAD-DIRECTING DOUBLES

- Doubles of 4th suit/ART-bids:** Lead-directing
- Doubles after own preempt:** If partner is on lead: a void, if doubler is on lead: Good offensive/defensive hand.
- Doubles of stopper asking cue-bids:** By overcaller/opener: asking for other lead, by partner: Lead-directing
- Doubles of 3NT:** Asking for shortest M (♠), dummy's M if he has asked for M. Asking for lead in dummy's suit (first bid if two).
- Doubles of games/slams:** priority order: dummys first suit, other void, ♠ against 6/7 NT (if impossible then ♥)

[15-32] OPENING 1♣

- [15] 1♣-3M: 4-7, 7+M. 1♣-3NT: 14-18, normally no 4+M. 1♣-4m: 9-13, at least SS 7+ corresponding M, 1♣-4M: = 4-7, 8+M.
- [16] 1♣-1♦-3m: 17-20, 6+m, no 3+M. 1♣-1♦-3♥: INV 5-5 in M's. 1♣-1♦-3♠: FG 5-5 in m's.
- [17] 1♣-1♦-1M: RESP may pass, but will bid w/ 5-7 (1♠ = 0-7). All bids are NAT, except 2NT which is a strong raise with 5+support and VOID, 3M promises 5+support and a singleton. 2M is F if OPENER has 17+.
- [18] 1♣-1♦-1♥-1♠: pass = 11-13, 2♣ shows 5+♥ or 3-card ♠, while 2♦/♥ (for ♣) shows longer minor.
- [19] 1♣-1♦-1M-1NT: 2♣ shows 5+M, while 2♦/♥ (for ♣) shows longer minor. 2♠ after 1♥ shows 1-4-4-4
- [20] 1♣-1♦-1NT: We use our normal NT-system
- [21] 1♣-1♦-2♣: 2♦ is NEG or waiting. 2M = 4-7, 5+support, 2NT/3♣ are transfers and shows either 6+m or 5-5 in m + higher suit. 3♦ = 5-5 in M's, 3♥ = K-Q-J-x-x in any suit, 3♠ = 0-3 w/ 5-5 in m's, 3NT = 0-3, 5-5 in M's
- 1♣-1♦-2♣-2♦: 2M = 4-card suit, 2NT=23-24, 3m = 6+support, 3M = short OM w/ at least 5-4 in m's
- 1♣-1♦-2♣-2NT: 3♣ = (R) and RESP bids new suit w/ 5-5 and 3NT w/ 6+♣
- 1♣-1♦-2♣-3♣: 3♦ = (R) and RESP bids 3M w/ 5-5 and 3NT w/ 6+♦
- [22] 1♣-1♦-2♦: 2♥ = (R), 2♠ = 4-7 5+♠, 2NT = 4-7 5+♥, 3m = 4-7 6+m, 3M = weak w/ 7+M.
- 1♣-1♦-2♦-2♥: 2♠ = both m's, 2NT = max with 6+m (RE may bid 3♣ as P/C), 3m = min.
- [23] 1♣-1♦-2M: 1 step = weak or BAL w/o support, 2NT = 4-7 5+♠, 3new = 4-7 5+support, raise = 4-7, jump = splinter
- [24] 1♣-1♦-2NT: Normal 2NT-system (see note 65).
- [25] 1♣-1M: With an 11-13NT OPENER may bid 1♠ (4+support), but may be 14+, raise w/ 4-card support or bid 1NT. When OPENER holds 11-16 w/ SHO ♦ he may raise w/ 11-13, bid 1♠ with 4-3-1-5 or jump to 3m w/ 14-16 (3♣ = 3-card support, 3♦ = 4-card support). Holding 17+ OPENER may bid natural 5+suits, bid 2NT w/ 4+support or jump to 3M with a 17-19NT and 4-card support. He may also bid 2♣ which shows either 5+♣, BAL or 4441 with SHO in RESP's M.
- 1♣-1M-2♣: RESP can show his M-length in steps 4/5/6/7+ suit or bid 3 lower with 5-5, 2NT shows 12+ and a BAL hand. After RE shows his length OP may relay or bid naturally. After a (R) most auctions are natural.
- 1♣-1M-2new: RESP may bid 1 step as neutral while higher bids are natural.
- 1♣-1M-2M: RESP may (R) with 2NT and OPENER can show BAL or SHO ♦. New suits show SHO.
- 1♣-1M-2NT: See NOTE [67].
- 1♣-1M-3♣: 3♦ = weak puppet to 3♥, else = nat and FG.
- 1♣-1M-3♦: 3M = NF, 3oM = (R); OPENER bids 1 step w/ 4441, 2 steps w/ 5♣431 and 3 steps w/5♣440.
- 1♣-1M-3M: 3NT = slamtry w/o SHO, new suit = SHO.
- [26] 1♣-1NT: pass = 11-13, 2♣ = (R), 2♦ = OPENER wants to show a SHO, 2M = 5+support, 2NT = 14-16 with SHO ♦, 3X = slamtry w/ 6+support, 4♣ = Gerber.
- 1♣-1NT-2♣: 2♦ = 4+♦, 2♥ = 4-4 in m's, 2♠ = 4♣ 333, 2NT = 3-3-2-5, 3♣ = 3-2-3-5, 3♦ = 2-3-3-5. After 2♦ OP may relay with 2♥ and the responses are the same as above. After 2♥ OPENER may relay with 2♠: 2NT = 3-2-4-4, 3♣ = 2-3-4-4, 3♦ = 2-2-4-5, 3♥ = 2-2-5-4. In some later auctions we may continue w/ relays [See NOTE 71].
- 1♣-1NT-2♣-2♦: 2♥ = (R) then: 2♠ = 41/14 in M's (possibly 31/13 with a 6+m), 2NT = 51/15 in M's, 3m = 4+m SHO om, 3M = both m's SHO OM.
- [27] 1♣-2m: pass = 11-13, 1 step = (R), new suit and 2NT as a substitute for the relay suit = 5+cards, raise = 11-13, jump = splinter
- 1♣-2m-1step: 2♥ = min (OPENER may relay with 2♠), 2♠ = 1-suiter, 2NT = 5-5 in m's, 3♣ = 5332/5422, 3♦ = 6-4 in m's, 3M = splinter with 5431. 2♠ and higher shows max after 2♣.
- [28] 1♣-2♥: 2♠ = 11-13 NT, 2NT = 17+, 3new = 17+ 5+support, 3NT = 17-18 NT no slaminterest.
- 1♣-2♥-2♠: 2NT = BAL-slamtry, 3♣ = 6+♣, 3♦ = 4+♦, 3M = SHO w/ 6+♣, 3NT = to play.
- [29] 1♣-2♠: 2NT = 11-13 or 19+ NT, 3♣ = 17+ 4441 or 5+♣, 3new = 17+ 5+support, 3NT = 17-18 NT no slaminterest
- 1♣-2♠-2NT: 3♣ = 4+♣, 3♦ = 6+♦, 3M = SHO w/ 6+♦.
- [30] 1♣-2NT: 3m = 17+ 4+support, 3M = 17+ 5+support, 3NT = accept, 4♣ = Gerber, 4NT = INV.
- [31] 1♣-3X: New suits are FG, raise to 4m = F, 4X = ART as after own PRE (see note 66).

[32] 1♣-INTERFERENCE: After X: RDBL = strong, pass = neutral, new suit = 4-10 5+suit, 1NT = 8-11, 2X/3X = PRE, 2NT = PRE with 5-5 in m's
After overcalls: X = T/O, new suit = 8-12 5+suit NF, 2NT w jump = INV, 2NT w/o jump = LEB [see NOTE 11].
After 1NT: X = PEN, else normal NT-defence
After jump overcalls: X = T/O, new suit = 8-12 5+suit NF (INV if 3-over-2), 2NT = LEB [see NOTE 11], 4m as defence vs PRE.

[33-41] OPENING 1♦

[33] 1♦-1M: 1NT SEMI-/UNBAL w/o support, 2♣ may be longer ♣, raise = often 3-card, 2♠ = ART after 1♥-response (3-card support and max), 2NT = max w/ a) 6+♦ & SHO M b) support, 3♣ = max w/ 6-4 in m's, 3♦ = max w/ 6+♦ & 2-3 M-support, 3M = good min w/ 4-card support
1♦-1M-1♠/1NT: RE may bid 2♣ as a puppet to 2♦ (either weak w/ 3+♦ or INV). 2♦ is an ART FG(R), while 2M/3m is to play.
1♦-1M-2♦: 2♥ may be 3-cards (in rare cases 2-cards) and is F1.
1♦-1♥-2♠: 2NT is FG(R) (OP bids 3m as nat while 3♥ shows 4-card spades), 3X = weak
1♦-1♠-2♥: 2♠ is F1, 2NT is LEB, 3X = FG (3♣ is 4th suit)
1♦-1M-2NT: 3♣ is FG(R) (OP bids 3♦/3NT w/o support while other bids shows 4-card support, 3♦ = P/C

[34] 1♦-2♣: natural continuation w/ 2NT as 15-16 w/ 4-4-4-1.

[35] 1♦-2♦: natural continuation

[36] 1♦-2♥: Opener may make a preference between the M's, bid 2NT as a strong (R) or make an INV-bid at the 3-level.

[37] 1♦-2♠: 2NT = support and maximum, 3♠ = mild INV

[38] 1♦-2NT: 3♣ is a strong R, while 3♦ is weak. After either of these bids RE shows his void.

[39] 1♦-3♣: natural continuation

[40] 1♦-3♦: natural continuation

[41] 1♦-INTERFERENCE:

After X: RDBL = 10+, 1M = NF (often 5+suit), 1NT = nat, 2♣ = NF, 2M/3m = PRE, 2NT = support 10+

After 1M: X = OM or strong, 1♠ = NF (often 5+suit), 1NT = nat, 2new = NF, cue = support, 10+

After 1NT: 2♣ = asks M

After 2X: X = T/O, 2new = NF, 2NT = support 10+, 3new = F1, CUE of 2♣ = 5-5 in M's

[42-52] OPENING 1M

[42] 1♥-1♠: 1NT SEMI-/UNBAL w/o support, 2m may be 3-cards (either w/5332 and 15-16 or bad 6+♥ and max), raise = often 3-card, 2NT = max w/ a) 6+♥ & SHO ♠ b) ♠-support (continuation see 1♦-1M-2NT), 3m = max w/ 6-4, 3♥ = max w/ 6+♥ & 2-3 M-support, 3♠ = good min w/ 4-card support.

[43] After 1M-1NT: 2m may be 3-cards (2♣ after 1♥-1NT possibly 4-5-2-2), 2NT = 5-5 and max (any suits), 3X = max w/ 6-4.

[44] 1M-2under opened M: RESP shows a strong M-raise w/ 11-13 hcp (may be slightly less with 4+support). OP bids: 2M w/ min: other bids shows invitational values: 2NT = no SHO, new suit = SHO, 3M = asks for good trumps. If OP shows minimum RESP may bid again: 2NT = no SHO, new suit = SHO.

[45] 1♠-2♦: RESP shows 5+♥, normally inv-values but may be less with 6+suit. Opener may show support w/ 3♥ (min) or 2NT (max), other bids are nat. Often opener bids 2♥. After other bids than 2♥ and 2NT the bidding is natural. When opener bids 2♥ RESP may bid: pass with long ♥ and a weak hand, 2♠/2NT/3x as natural and INV (3m promises 5-5). All these bids are NF.

[46] 1M-2M: RESP shows a constructive M-raise w/ 8-10 hcp (may be slightly less with 4+support). OP may invite game with: 2NT = no SHO, new suit = SHO, 3M = asks for good trumps.

[47] 1M-2NT: RESP shows 4+support and 11-14. 3♣ = min (3♦ = ART re-invitation), else = max: 3♦ = no SHO, 3♥ = SHO ♣, 3♠ = SHO ♦, 3NT = SHO OM. 4X = slamtry w/ VOID. OP may also bid 4M to play.

[48] 1M-3♣: RESP shows 4+support and 8-10. 3♦ = ART re-invitation, 3M = min, else = slamtry w/ VOID).

[49] 1M-3♦: RESP shows 4+support, any VOID and 12-15. 3♥ = Asks for the VOID

[50] 1M-3oM/4m: RESP shows 4+support, VOID and 9-11 or 16+. Cue-bids and RKC follows.

[51] 1M-3NT: RKC w/ OPENERs M as trumps

[52] 1M-INTERFERENCE:

After X: RDBL = 10+, 1M = NF (often 5+suit), 1NT = nat, 2low = NF, 2Under = 4-7 or 11+ raise, 2M and higher = as w/o interference

After 1♠: X = T/O or strong, 1NT = nat, 2new = NF, cue = support, 10+, 2NT and higher = as w/o interference

After 1NT: 2m = m + OM NF, 2M = nat, 2NT = 4+support

After 2X: X = T/O, 2new = NF, 2NT = support 10+, 3new = F1, CUE = 3-card support and 11+

After cue-bid showing 2-suiter: X = 8-11 raise (or stronger 3-card raise), 2NT = support 10+, new suit = F, pass + X = PEN

After 2NT showing 2-suiter: X = 8-11 raise (or stronger 3-card raise), low cue = 5+oM strong, high cue = support 10+, 3M = 8-10 4+ support, 3NT = FG w support and SPL in either m, jump = void, pass + X = PEN

After 3X: X = T/O, 3X = F, 4♣ = raise w/o control in OPPTs suit, 4♦ = raise w control in OPPTs suit.

[53-58] OPENING 1NT

[53] 1NT-2♣: OP shows major (2♥ w/ 4-4). RE's 2M/2NT/3m and raise = INV, 3 new M = FG, After 2♠ RE's 2NT = 5-card ♥

[54] 1NT-2♦: OPENER must bid 2♥, then: pass = weak w/ 5+♥, 2♠ = FG w/ 4-1 or 1-4 in M's (or 5-5 in m's), 2NT = INV w/ 4-card ♥, 3m = FG w/ 4+m and SHO om, 3M = FG w/ both m's and SHO OM, 3NT = choose game w/ 5♥, 4m/4♥ = 6+♥ and VOID (4♥ = ♠)

1NT-2♦-2♥-2♠: OP bids 2NT: 3m = 5+m (OP may ask for M with relay), 3M = 4-card M and 3-suiter, 3NT = 5-5 in m's

1NT-2♦-2♥-3m/3M/3NT: natural continuation

[55] 1NT-2♥: OPENER must bid 2♠, then: pass = weak w/ 5+♠, 2♠ = BAL slamtry, 3m = 6+ corresponding M and slamtry, 3M = 6+ corresponding m and slamtry, 3NT = choose game w/ 5♠, 4new = 6+♠ and VOID

1NT-2♥-2♠-2NT: 3♣ = min, else = natural w/ max. After 3♣ RESP shows his suits naturally

1NT-2♥-2♠-3m: (R) = no support, 3M = support. RESP may show SHO.

1NT-2♥-2♠-3M: 3NT = negative, 4m = positive.

[56] 1NT-2♠: OPENER bids 2NT or 3♣ with 2-cards better in ♣, then: pass/3m = weak, 3M = 5-card M and SHO oM.

1NT-2♥-2♠-2NT: 3♣ = min, else = natural w/ max. After 3♣ RESP shows his suits naturally

1NT-2♥-2♠-3m: (R) = no support, 3M = support. RESP may show SHO.

1NT-2♥-2♠-3M: 3NT = negative, 4m = positive.

[57] 1NT-4m: OPENER may transfer back with 1 step.

[58] 1NT-INTERFERENCE:

After X: RDBL = strong, 2♣ = nat or 4-4 in red/pointed or M's, 2♦ = ♦ or M's, 2M = to play.

After overcall: X = T/O, 2NT = LEB, 3 new = INV, cue = FG w/ 5+M

[59-62] OPENING 2♣

[59] 2♣-2♦ = (R): 2♥ = 4-card ♠, 2♠ = 6+♣ 1-suiter, 2NT = 6+♣ and 5-card red, 3♣ = 6+♣ and 4-card ♦ min, 3♦ = 6+♣ and 4-card ♦ max (no VOID), 3M = 6+♣ and 4-card ♦ max and VOID M

RESP may continue w/ (R), bid 3 in shown suit as INV or bid 3♦ as NAT and FG. The relays look like this:

2♣-2♦-2♥-2♠ = (R): 2NT = SHO lowest (then same steps as w/ SHO highest), 3♣ = 2-2 or 1-1, 3♦ and higher = SHO highest; 3♦ = 5431, 3♥ = 6421, 3♠ = 6430, 3NT = 6520, 4♣ = 7420

2♣-2♦-2♠-2NT = (R): 3♣ = 7+♣, 3♦ = 6322, 3♥ = 6331 (SHO ♦), 3♠ = 6313 (SHO ♥), 3NT = 6133 (SHO ♠)

2♣-2♦-2NT-3♣ = (R): 3♦ = 5-card ♥, higher = 5-card ♦ and side-distribution in steps (1-1/2-0/0-2)

2♣-2♦-3m-3♥ = (R): 3♠ = 2-1, 3NT = 1-2, 4♣ = 3-0, 4♦ = 0-3

[60] 2♣-2M: 2♠ = 4-card ♠, 2NT/3m = nat, raise = F, jump = splinter

[61] 2♣-2NT: 3♣ = min, 3♦ = max w/o SHO, 3M = max and SHO M, 3NT = max w/ SHO ♦

[62] 2♣-INTERFERENCE:

After X: RD = 10+, 2M = NF, 2NT = support 10+

After 2X: D = T/O or strong, 2M = NF, 2NT = F1, 3 new = F, cue = support, FG

[63] OPENING 2♦

[63] 2♦-2♥ = (R): 2♠ = 1-suiter, 2NT = 4-card ♥, 3♣ = 4+♣, 3♦ = 4+♠, 3M = max w/ 6-4

[64] OPENING 2♥

[64] 2♥-2♠ = (R): same continuation as after 2♣-2♦-2♥ (see note 59)

[65] OPENING 2NT

[65] 3♣ = Stayman, 3♦/♥ = transfer, 3♠ = both m's, 4m = slamtry with 6+m

[66] OPENING 3X

[66] 4♣ = RKC w/ the following steps: 1=0, 2=1, 3=1+ trump Q, 4= 2, 5=2+trump Q, 4♦ = slamtry w/ bad support, jump = ASK w/ the following responses: 1 step = no control, 2 steps = 2nd round control, 3 steps = 1st round control

[67] JACOBY MODULE

[67] Used after: 1♣-1M-2NT, 1♦-2♠, 1♥-2♠, 1M-2NT, 1♠-2♦-2NT, 2♣-2NT, 2♠-2NT, when OPPTs interfere after 1♦/1M/2♣/2♠ and after 1M-overcall.

Continuation: 3♣ = min (then 3♦ = (R) for SHO), higher bids shows max: 3♦ = no SHO, 3M = SHO M or corresponding m depending on opening, 3NT = SHO om or OM depending on opening, 4X = VOID.

[68-72] RELAY AUCTIONS

[68] 1♦-1NT: RESP forces to game and starts relaying:

2♣ = 4-card ♦ and 5-card ♣ or any 4441, then 2♦ = (R): 2♥ = 4♦ and 5♣, 2♠ = any 4441, 3♣ = 4-0-4-5, 3♦ = 0-4-4-5
2♦ = 5332/5440/4+♣, then 2♥ = (R): 2♠ = 5332/5440, 2NT and higher = 4+♣ in steps as w/ 4+♥ (see below)
2♥ = 4+♥, then 2♠ = (R): 2NT = SHO lowest (then same steps as w/ SHO highest), 3♣ = 2-2 or 1-1, (then 3♥ = 2-2, 3♠ = 6511, 3NT = 7411) 3♦ and higher = SHO highest; 3♦ = 5431, 3♥ = 5521, 3♠ = 5530, 3NT = 6421, 4♣ = 6430, 4♦ = 6520, 4♥ = 7420
2♠ = 1-suiter, then 2NT = (R): 3♣ = 7+M, 3♦ = 6322, 3♥ = 6331 (SHO ♣), 3♠ = 6313 (SHO ♦), 3NT = 6133 (SHO OM)
2NT and higher = 4+♠ in steps as w/ 4+♥ (see above)

[69] 1M-2♣: RESP forces to game and starts relaying:

2♦ = 5332/5440/4+♣, then 2♥ = (R): 2♠ = 5332/5440, 2NT and higher = 4+♣ in steps as w/ 4+♦ (see below)
2♥ = 4+♦, then 2♠ = (R): 2NT = SHO lowest (then same steps as w/ SHO highest), 3♣ = 2-2 or 1-1, 3♦ and higher = SHO highest; 3♦ = 5431, 3♥ = 5521, 3♠ = 5530, 3NT = 6421, 4♣ = 6430, 4♦ = 6520, 4♥ = 7420
2♠ = 1-suiter, then 2NT = (R): 3♣ = 7+M, 3♦ = 6322, 3♥ = 6331 (SHO ♣), 3♠ = 6313 (SHO ♦), 3NT = 6133 (SHO OM)
2NT and higher = 4+OM in steps as w/ 4+♦ (see above)

[70] Special relay sequences

1♦-1NT-2♣-2♦-2♥: 2♠ = (R), 2NT = 2-2-4-5, 3♣ = 3-1-4-5 (SHO ♥), 3♦ = 1-3-4-5 (SHO ♠)
1♦-1NT-2♣-2♦-2♠: 2NT = (R), 3♣ = 4-4-4-1 (SHO ♣), 3♦ = 4-1-4-4 (SHO ♥), 3♥ = 1-4-4-4 (SHO ♠)
1♦-1NT-2♠-2NT-3♣: 3♦ = (R), 3♥ = 7222, 3♠ = 7321 (SHO ♣), 3NT = 7321 (SHO ♥), 4♣ = 7321 (SHO ♠)
1♦-1NT-2♦-2♥-2♠-2NT-3♣: 3♦ = (R), 3♥ = 5332 (SHO ♣), 3♠ = 5332 (SHO ♥), 3NT = 5332 (SHO ♠)
1M-2♣-2♦-2♥-2♠-2NT-3♣: 3♦ = (R), 3♥ = 5332 (SHO ♣), 3♠ = 5332 (SHO ♦), 3NT = 5332 (SHO OM)
1M-2♣-2♦-2♠-2NT-3♣: 3♦ = (R), 3♥ = 7222, 3♠ = 7321 (SHO ♣), 3NT = 7321 (SHO ♦), 4♣ = 7321 (SHO OM)
When a distribution is impossible (like 5-5 in majors after opening 1♥) the steps showing 5-5 are replaced by the higher steps.
When OPENER shows 5332 RESP may ASK for strength w/ 3♥. OPENER bids: 1 step = 11-12, 2 steps = 13-14, 3 steps = 15-16
When OPENER shows 6322 RESP may ASK for distribution w/ 3♥. OPENER shows his 3-card suit in steps.

[71] Continuations in relay auctions

When OPENER'S distribution is known RESP may set trumps in steps (1st step sets longest (lowest of two equal), 2nd step sets 2nd longest and so forth). 3NT is always to play while 4♦ demands 4♥ and RESP may then pass, bid 4♠/5m to play or make a natural INV with 4NT.
If RESP sets a trump suit OPENER bids 1 step w/ minimum, while higher steps are responses to RKC. If OPENER shows minimum RESP may ask for aces with a new relay (except 3NT when a minor is set as trumps) and OPENER shows aces.
After OPENER has shown his aces RESP may continue to relay and ask for specific kings, queens and sometimes even jacks.

[72] Relays after 2♣/2♥

After these two openings a relay isn't FG, but RESP may continue to relay and then use the principles above (see note 71).

[73] SPECIAL SLAM AUCTIONS

In some situations we may use "Last Train" – a bid under game with slam interest, no control in the bid suit and not strength to bid above game.
In BAL slam auctions 4NT shows minimum (or no fit) while 5-level bids are responses to RKC w/ the last naturally bid suit as trumps.
If we are preempted from using 4NT as RKC we may use 5NT instead.
When one hand is known to be BAL he may use an "Anti-Splinter" and jump to show a fit and honours in the bid suit.