

[1]: LEB Transfer Responses:

- o 1NT-(2M):
 - 2NT = Asks for m
 - 3C = Diamonds, at least invitational values.
 - 3D = Other major, at least invitational values.
 - 3OM = GF with clubs.
 - Q-bid Shortness, 4 of other M.
 - 3NT To play.
 - 2NT = Asks for m. Either: (i) minors, weak with D's, or seeking stopper.
 - Then: 3M by responder = stiff, 3NT = stopper ask.
 - 3C = Competitive; usually pass.
 - 3D = Other major, at least invitational values.
 - 3H/2S = Competitive.
 - 3S/2H = Clubs.
 - Q-bid = Shortness, GF with a minor. 4C by opener = no interest in 3NT.
 - 3NT = To play.
 - 4H/2H = Texas
 - 4D/2S = Texas.

o 1NT-(2D Natural)

- 2NT Relay to 3C; may be weak with clubs. Subsequent 3NT = no stopper.
- 3C Hearts, at least invitational values.
- 3D Stayman with shortness.
- 3H Spades, at least invitational values.
- 3S Clubs.
- 3NT To play.

"1NT - (2D = A major)

- DBL = Creates force.
- 2NT = Minors or D's. 2NT followed by M = 1 plus stopper in M.
- 3C = to play.
- 3D = H's, at least invitational values.
- 3H = S's, at least invitational values.
- 3S = C's

o Defense when opponent's 2 suits are known:

- Nonjump cue = Stopper in that suit.
- 3NT = To play.
- 3-level bids (non-jump) = NF.
- 2NT = Natural.
- DBL of opp suit (4+ length) = Negative

[2]: FLANNERY 2D:

- o 2NT = Inv+ and asking further description, then:
 - 3C = 4-5-1-3 or minimum 4-5-0-4.
 - 3D = 4-5-3-1 or minimum 4-5-4-0.
 - 3H = 4-5-2-2 minimum.
 - 3S = 4S-6H, 10-15 HCP.
 - 3NT = 4-5-2-2 max.
 - 4C = 4-5-0-4 max.
 - 4D = 4-5-4-0 max.
 - 4H = 5S-6H.

[3] LEB Variations:

- o After T/O DBL of 2M PRE, 2NT = LEB, initially asking for better m.
 - (2M) - DBL - 3C = wide-ranging
 - (2M) - DBL - 3D = Inv
 - (2M) - DBL - Cue = Stopper ask.

[4] GOOD/BAD 2NT:

- 1x -1NT-(2 higher)-2NT = Good/Bad
- 1S - 1NT - (2H) - 2NT = Good/Bad
- 1x-(1M)-DBL-(2M)-2NT = Good/Bad

DEFENSES

[D1] Vs. Gambling 3NT; 3NT?X?P

- o 4C = strong major suit takeout.
- o 4D = weak major suit takeout.

[D2] Vs. NAMYATS

- o DBL = takeout of Opp M.
- o Cue of Opp M = Michaels.
- o Delayed DBL = card showing.

[D3] Vs. Flannery 2D

- o DBL = 15+ Balanced.
- o 2H = 3-suit takeout.
- o 2 \heartsuit = natural.
- o 2NT = Tricks.
- o 3M = Minors; singleton in suit bid.
- o After (2D)-P-(2M): DBL = T/O, 2NT = Nat (with 3m to play).

[D4] Vs Multi 2D

In Direct Position:

P = If balanced, at most minimum opening bid. May have both M's.

DBL = T/O of a M

2M = natural; OM is now a Q

2NT = 15+ - 18 balanced. System on.

3C = natural; 3D asks for M stoppers

3D = natural. Then: 3H = H or H stopper, 3S = natural, forcing.

3M = natural;

3NT = tricks

4C = 5+M-5+C, GF. 4D asks M.

4D = 5+M-5+D, GF, 4M = POC.

o After (2 \heartsuit)-P-(2M = POC):

X = T/O of bid M, or 17+ HCP and no convenient bid

2,3,4 of either M = natural

2NT = 14+ - 18 balanced. System on.

3m = natural

3NT = to play. Transfers on.

4m = bid m plus a M.

After (2D)-P-(2M/3M)-P-(P):

X = opening bid values, 4+M - 4+M. DBL of 2M strongly suggests at least Q10xx in M.