Supplementary notes:

Please find below supplementary notes to our system declaration. The notes are marked in our system-declaration with brackets [ ]:

1. **Revised Michaels Cue Bid:**

   example 1: (1M)-2M = at Least 5 in other M and at least 5 card in any minor.
   2NT is asking for other minor.

   example 2: (1m)-2m = at Least 5-4 in Majors (6-11 p) or any FG hand.

2. **Multi 2 ¯ :**
   2NT is asking for strength and type:
   a) **3 §** shows any weak 2 in M with MAX. 3♦ asks opener to bid his M and 4♣ asks opener to bid the suit just under his M-suit.
   b) 3♦ shows a weak 2 in © with MIN.
   c) 3© shows a weak 2 in ª with MIN.

3. **Revised Kelsey and Wohlin after opponents 1NT-opening:**
   3.1 Revised Kelsey:
   In 2. and 3. position we play (but in the reopen position we use another method, see below):
   1NT 2♣ = Shows a 3-suited hand with 0-2 cards in one of the red suits.
   2♦ = Shows a 3-suited hand with 0-2 cards in one of the black suits.
   2M = Natural – typically one-suited.
   2NT= Any 2-Suited without clubs. 3♣ asking for suits.

   2NT is asking for strength and distribution (in general).
   If we have a 2-suited hand with ♣, we may passs in first round and come in with 2NT in second round. Typically it may be considered for minors, but can be clubs and a major.

   In *the reopening position (4. hand)* we use **double** to show *any 3-suited hand*. Partner bids his nearest playable suit. 2♣ shows one M and one m (Wohlin) and 2♦ shows both majors.

4. **Forcing pass sequences:**
   Basicly we use forcing pass, but – usually with length in opponent's suit – we may pass!!!

5. **We open 1M and opponent doubles:**
   We use transfers in many situations, see below:

Example 1.	1♥-(Dbl)-	1♠ = Natural + forcing
		1UT = Transfer to ♣
		2♣ = Transfer to ♦
		2♦ = Transfer to ♥ (constructive/INV 7-9 p)
		2♥ = preemptive (4-7 p)
		2UT = Steenberg (= raise FG)
		3♥ = preemptive (0-6 p)
	1♠-(Dbl)-	1UT = Transfer to ♣
		2♣ = Transfer to ♦
		2♦ = Transfer to ♥
		2♥ = Transfer to ♠ (construktive 7-9p)
		2♠ = preemptive (4-7 p)
		2UT = Steenberg (= raise FG
		3♠ = Preemptive (0-6 p)