
Note 1

Competitive doubles are used in the following situations:

(1x)-1y-(2x)-DBL 44+ in the unbid suits or 4+ in one of the unbid suits and
(1x)-2y-(2x)-DBL= secondary support for partners suit. In the latter case,
the doubler must be able to handle the subsequent auction.

(1x)-1y-(1z)-DBL

(1x)-1y-(2z)-DBL= 4+ in the unbid suit and secondary support for partners suit.

(1x)-2y-(2z)-DBL

Note 2

A discouraging card is also a suit preference signal in the following situations

- First discard.
- On the lead of an ace in no-trump contracts.
- On the lead of honour in opening leader's partner's suit.
- When the dummy wins the opening lead in opening leader's partner's suit.
- On the lead of an ace or king in slam contracts.
- On the lead of an honour in dummy's short suit in suit contracts.

An odd card shows interest in the higher ranking of the two interesting suits. An even card shows interest in the lower ranking of the two interesting suits. If the signaller only has odd cards, the higher of the odd cards is the signal for the higher ranking suit. If the signaller only has even cards, the higher of the even cards is the signal for the lower ranking suit.

Note 3

Versus strong 1♣:

DBL	44+ in ♠+♦, destructive.
1X	Natural overcall.
1N	44+ in ♥+♣, destructive.
2♣	♣ or ♥+♦.
2♦	♦ or ♠+♥.
2♥	♥ or ♠+♣.
2♠	♠ or ♦+♣.
2N	♠+♦ or ♥+♣.

Note 4

Versus 2♦ Multi

Direct actions:

DBL	15+ BAL or any 18+, later doubles are penalty oriented.
2M/3m	Sound overcall.
2N	Minors.
3M	Strong overcall.

(2♦)-DBL-(pass)-pass=8+ HCP.

(2♦)-DBL-(pass)-2x/2N/3x=0-7 HCP (2N=minors).

Delayed actions:

DBL	T/O.
2N	Minors, reopening strength.
2♠/3m	Natural, reopening strength.

(2♦)-pass-(2M) is treated like a weak two bid in the bid major.

Note 5

1♣-1♦

pass	NAT with 10-12 HCP BAL
1M	10-12 HCP BAL (3-card is enough) or 17+ HCP (4-card suit is enough, may hold longer minor)
1N	18-20 BAL
2m	17+ HCP, NF, denies M
2M/3m	NAT GF
2N	23-24 HCP BAL

1♣-1M

1♠	10-12 HCP BAL or strong
1N	10-12 HCP BAL

2M	10-12 HCP BAL 4-card support
2♣	17+ HCP, NAT or 18+ HCP, BAL
2♦/2OM	17+ HCP, NAT
2N	17+ HCP, 4-card support

1♣-1N	
pass	10-12 HCP BAL
others	17+ HCP

1♣-2m	
pass	10-12 HCP BAL
3m	10-12 HCP BAL, good raise
others	17+ HCP

Note 6

1♦-1M-2N shows either a hand worth a jump to 3♦ and short M, or a maximum opening bid with 4-card trump support and a short suit.

Note 7

1♥-1♠-2N shows either a hand worth a jump to 3♥ and short ♠, or a maximum opening bid with 4-card trump support and a short suit.

Note 8

1N-2♦	Puppet to 2♥.	
2♥-pass	To play	
-2♠	To play	
-2N	Puppet to 3♣	
3♣-pass	To play	
	-3♦	To play
	-3M	3-card suit and 54/45/64/46 in the minors
	-3N	55+ in the minors, NF
-3x	NAT slam try	
-3N	55+ in the minors, F	

Note 9

2♦-4♣	Asks opener to transfer into his suit.
2♦-4♦	Asks opener to bid his suit.

Note 10

2♦-2N	
3♣	A good weak two bid in ♥.
3♦	A good weak two bid in ♠.
3♥	A bad weak two bid in ♥.
3♠	A bad weak two bid in ♠.
3N	21-22 HCP BAL.

Note 11

2M-2N	
3♣	5M4♣(22)
3♦	5M4♣3♦1OM/5M5♣3♦0OM/6M4♣3♦0OM
3M	6M4♣(21)
3OM	5M4♣3OM1♦/5M5♣3OM0♦/6M4♣3OM0♦
3N	5M5♣(21)
4♣	6M5♣(11)
4M	7M4♣(11)
4♦/4OM	6M5+♣and a void in ♦/OM

Note 12

2N-3♣	
3♦	6♦4♣(21)
3♥	1354/0355/0364
3♠	3154/3055/3064

3N	5♦5♣(21)
4♣	6♦5♣(11)
4♦	1174
4M	6♦5+♣ and a void in M

Note 13

Solid/semisolid ♣ suit with at least 6 tricks, and at least 1 trick outside ♣.