



DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			Category: Strong Club - BLUE
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
1-level:4M OK, 54Ms; most 1-suiters (6-18); then, new suit=NF; CUE=FIT or good; No		Lead		In Partner's Suit	Event: ALL EVENTS
jump new=INV, 6+, 12-15; JUMP CUE="dist raise; 2NT=NAT, then Wolff cont;	Suit	4th from H		Sxx if supported, HxxS	Players: Robert HAMMAN - Paul SOLOWAY
jump raise=PRE; RDBL=Hx(x)+ values; /(1NT) resp: DBL=other 2	NT	same		same	SYSTEM SUMMARY
or 3-card SUP(sound); 2NT=good 4-card SUP; new suit JUMP=FIT	Subseq	same		same	GENERAL APPROACH AND STYLE
Snapdragon. 2-level (quite AGGR): new suit=NF 2-level, F at 3-level	Other:	High or second highest from bad holding			Strong 1♣ with ART, "strength" RESP; 4-card M (11-16):
(no 3rd hand bid)=F, 2NT=INV; new suit jump=INV, NAT; jump CUE=SPL; FIT:[11]					Canape, 1M may have longer ♣, 1♥ only may have longer ♦,
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)		LEADS			any shape if WK; 1♦=3+; Open light, Respond light;
15+-18; semi-BAL; same as over 1NT opening; If 3rd hand	Lead	Vs. Suit		Vs. NT	PRE: Fairly sound; NAT weak 2M; Aggressive COMP style;
interference: NEG DBLs, TRF LEB over new suit, CUE relates to last suit	Ace	AK, Axx(+)		Strong; ASKS CT or UB	Frequent non-PEN DBL; 1M-1NT is not forcing
BAL /1M OP: 1NT: 11-16; TRF, 2♣=STAY + range finder (NT may rebid 2NT, MAX]	King	AKx(+); KQx(+)		ASKS ATT: KQx(+)	but may be up to 11HCP, may be 4333M
JUMP 2NT (BAL): 19-21, 2NT SYSTEM ON	Queen	QJx(+); QJ		QJx(+)	1NT Openings: 14-16; ex vul in 3rd and always in 4th: 15-17
4th live 1NT: NAT (15-18), 1NT SYSTEM ON	Jack	J10(x)(+); KJ10x(+)		J10(x)(+); KJ10x(+)	2 OVER 1 Responses: /1M: F1; 1♦-2♣ = FG unless rebid 3♣
JUMP OVERCALLS (Style; Responses; Unusual NT)	10	109(x)(+); H109x(+)		109(x)(+); H109x(+)	SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1-Suit: PRE, nonvul, new suit=F (poss L/D); Interm, vul	9	9x; 9xx or 9Sx; 98(x)(+)		9x; 9xx or 9Sx; 98(x)(+)	Some WEAK or STRONG responses to our 2C Opening [14]
2-Suit: 2NT: 1 over 2 suits, WK or STR; subsequent DBL is	Hi-x	Sx; xSx; xSxx; Sxx		Sx; xSx; xSxx; Sxx	FLANNERY 2♦(11-16 HCP)
STR, and new suit is SPL (not FRAG)	Lo-x	HxS; HxxS(x)(+)		HxS; HxxS(x)(+)	GAMBLING 3NT: SOL m, no outside A or K
Reopen: Good hand, 6+cards	SIGNALS IN ORDER OF PRIORITY				/1M-2♣:(1) 3-card L/R, ANY shape; (2) NAT, FG or (3) 2♣/3♣
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		Partners Lead	Declarer's Lead	Discarding	/1M-3x = ART (raises, TRF and SPL, ANY)
(1m)-2m=♥+♠, 5+/4+, PRE or STR;	Suit: 1st	Lo=DISCRG(OBV	Hi/lo=E	Hi=ENCRG	COMP over our 1♣ opening [2]
(1M) or (1M-P-1NT)- 2M=4OM/5+♣, normal O/C strength	2nd	SHIFT)	S/P	S/P	1M-(P)-1NT-(2x); 2NT: 6♥, extras; 1M-P-1NT-P-2NT: same, Wolff continuations
(1m)-3m:NAT sound PRE but stop ask Reopen; (1M)-3M: stop ASK:	3rd	Hi/lo=E		Hi/lo=E	FIT-SHOWING JUMPS (FIT) by PH and COMP[11]
(1x)-P-(P): 2x=FG, 1 or 2-suiter; /WK 2M: jump m=m+M	NT: 1st	same as above	Hi/lo=E	as above	OVER OPPONENT'S 1NT OVERCALL [12]
VS. NT (vs. Strong / Weak; Reopening; PH)	2nd	S/P	S/P		Interference over our 1NT [7]
vs STR NT: DBL=♥+m; 2♣=♠+m; 2♦=♥+♠; 2M=NAT; 2NT=♣+♦ or	3rd		Hi/lo=E		Interference over our 2M, 3x opening [9]
STR 2-suiter; /STAY: DBL, TRF=L/D; /TRF: CUE=2-suiter, 2NT=♣+♦,	Signals (including Trumps): REMAINDER COUNT=STND;				Countering 2-suited Overcalls[13]
P then DBL=T/O.	ODDBALL: high card from either is unusual				
vs WK: DBL=HCP, FP thru 2♦, /2♥ or higher, TRF LEB, DBL=cards	3-way signal; Trump: Oddball, S/P or RUFF				
P=NF; 2♣ = ♥+♠; 2R=TRF (possible canape); 2♠=♣ or ♦, good;	DOUBLES				
/STAY: DBL=HCP, 2R=TRF; /2x: DBL=HCP, 2NT=18-21; CUE=2-suiter	TAKEOUT DOUBLES (Style; Responses; Reopening)				
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	Light with classic shape; 4333 with 13 outside; ext-RESP DBLs				
2M: LEB (after DBL); 3M=STOP ASK; 4m=5OM/5m, FG; 4M=S/T ♣+♦;	EQUAL LEVEL CONVERSION; NT rebid=19+; Dbler COMP bid=Xtra				
4NT=♣+♦; 2NT=16-19, then, 3♣=♦, 3♦=5+OM, OM=♣, CUE=STAY, /3m:	2nd DBL after MIN RESP=3-card SUP, Xtra; Resp=aggressive				
4m=Ms; 4M=STR(FP); 4NT=BW; /3♣; 4♦=5♦/5M, FG; /3M: CUE=5OM/5m	CUE=FG/M, to S/A /m; JUMP CUE=SOL, OTHER [10]				
VS. ARTIFICIAL STRONG OPENINGS		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			SPECIAL FORCING PASS SEQUENCES
JUMPS: PRE; DBL=♥+♠; NT = ♣+♦	Over 1H, suggests 4♠ but with decent hand may have				(WK1NT)-DBL-(any)-Pass: F thru 2♦; (3♣)-DBL/BID-(5♣): P/DBL inversion
Same After ♣ - P-♦(neg):	fewer (1♠=5, or 4 good); 1♦-(1♠)-DBL: 4+♥ or good hand;				No F/P after we DBL a 2-suited overcall
	1♦-(2♣)-DBL: could be 1M + FIT;				Pass/Double inversion in many high-level forcing situations [2]
Same after ♣-P-♥(neg):	1♦-(3♣)-DBL: shape or sound; Repeat same suit NEG DBL=T/O				IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
OVER OPPONENTS' TAKE OUT DOUBLE		Opener shows good hand with DBL, free bid is COMP, may			
/1♦: new suit=F1; 2NT=L/R; 3NT=NF raise; 3♦=PRE; RDBL=F2NT	have 3-card SUP; Most low-level DBLs are COMP, closer to T/O				
(prefer 1M where feasible); new suit jump=PRE, NAT	Ext-MAX DBL; After 2/1: "over" DBL=PEN, "under" DBL=co-op				Psychics: Rare
/1M: 2M=WK raise, 2M-1=CONST raise, 2NT=L/R, 3NT=F raise,	PEN (3 cards typical); 4th suit DBL				
RDBL=F2M, P and DBL=PEN; 1NT, 2x=TRF or L/D+SUP, JUMPs=FIT					

OPENING BID DESCRIPTIONS							
Opening	Artif	Min.	Neg	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	Y	0		17+ if BAL; 16+ UNBAL	1♠=0-7; 1♥=8-11;ANY; 1♣=12+, ANY; 1NT=12+, 5+♥	1♣-1♠:1M=4+,canape poss,NF;1NT=17-19 BAL;	1♣-1♥: 8-11HCP,UNBAL
1♣					2m: 8-11, NAT; 2♥: 8-11, 4441ANY;	2m=5+,NF; 2♥=FG NAT; 2♠/3m=NAT;	1♣-1♠:8-11, BAL
1♣					2♠=TRF♣,3♠ thru 3♥=TRF (all 1-loser); 2NT=ANY SOL	2NT=22-24;3M=SOL,demands CUE; 1♣-1M:	1♣-1NT: 8+, BAL
1♣					3♠ thru 4♥: TRF, broken suits; 3NT:6/6 m's,0HCP;	1NT=17-19 or 22+;2M=NAT;1♥:2♠=444(1),17-20;	
1♣					3♠ thru4♥: TRF (broken suit)	2NT=21+4441/1♠:2NT=4441,17+; 3x=SOL [1]	
1♠		3	4♠	11-16;3♠ if MIN, BAL, 4/5♣	1♥: 5+(4♥UNBAL); 1♠: 4+;1NT: 6-11;; 2♠=INV+[3]	1♠ rebid:5♠or 0-1♥; 4SF: ART; 1♠-3♠:[3]; 1NT rebid:	2NT=NAT, Wolff by OP
1♠				4♥ if 3451/4441♣, MAX or 6♠;	2M: STR NAT; 2NT:12-15 or18+; 2♠:FG unless rebid 3♣	SPL in RESP M pos, Op's Rebids:2OM, 3C, reverse [3]	
1♠				All 41♥44 hands	3C=C+D,mixed; 3♠:PRE; 3M:PRE; 3NT:16-17,BAL(4♥ pos)	New suit Jump:5/5,F; 2♣ PUP 2♠; 2♠ ART FG	
1♥		4	4♠	11-16, 4+♥; longer minor pos,	1NT: 6-11,4♠+3♥ SUP pos; 2♠: FG,or 2/3♣ or	1NT rebid: 2♣: PUP, 2♠=FG STAY; ART rebid	2♣=L/R,4M, then, 2M=no gam
1♥				44Ms pos; All 1♠444	3♥,mixed; 2♠:INV,5♠+3♥; 3♠: FG raise; 3♠: :L/R;	over 2m[4], 3♠:[5]; 1♥-1NT; 2m-2♠: 4333♥,L/R;	RESP new=S/S; OP new=S/S;
1♥					3♥:mixed; 3NT:♠SPL,13-15; 3♠=10-12 SPL,ANY	1♥-2♠:STR JS or 5+♠/3♥,FG [4]1♥-1♠;3m[4]	3♠=FIT / 3♣=NAT,INV
1♠		4	4♠	11-16, 4+, may be 4♠5♣ or	1NT:6-11; 2m/2NT/3♠/3M: as /1♥; 3♠:♥TRF, STR;	ART rebids /2m:[6]; /3♠: [5]; Continuations:[4]	2NT: NAT
1♠				4441m, MIN	3♥:L/R or 0-12 SPL,ANY; 3NT: ♥SPL,13-15; 4♥:NAT	1♠-3♠; 4m=SPL for ♥	2♣: L/R as /1♥, OP 2♥ rebid=F
1NT			4♠	1/2all,3(NV): 14-16; 3/4: 15-17	2C:STAY; 2R:TRF; 2S: TRF C or range finder;	1NT-2♣; 2♠:2♥=WK, Ms; 2♠=INV; 3♣=ART, F;	
1NT				5-card M, 6m or	2NT:ASKS 5M (w/ m SPL); 3C=D; 3D=C+D, FG; 3M: SPL;	3♠=5+m,S/T; 3M=SMOLEN;4♣=Gerber; 1NT-2♣; 2M:	
1NT				5/4 shapes are OK	4♣: Aces; 4R:TEXAS; 4S: QUANT,4♠4♠	3♣=ART, F; 3OM=SPL, ANY;4♣=BAL S/T;4♠=RKCB	
1NT					2D-2H;2S: relay; 2H-2S-2NT:relay;INV S:start 2C	/TEXAS: +1=RKCB, new=EXCLUSION RKCB	
2♣		6	3S	11-16, 6+♣, side suit possible	2♠:INQ; 2M/3M=INV; 2NT/3♣=PUP; 3C/D/H=TRF, INV+[14];	2♠: 2♥=1M, then 2♠=ASK (INV+), 2NT/3♣=INV;	
2♣					3S=6S/4H, FG; 4♣:semi-PRE; 4♠=RKCB; 4M=END	2♠: 2♠=MAX; 2NT=BAL MIN; 3C=UNBAL MIN	
2♠	Y	0		11-16,4S + 5/6♥	2m/3♣: S/O; 3♠:INV; 3M: FG M; 4♣: ♠SPL;	2NT: 3m=SPL (then 3M=INV);	2NT=NAT/INV; 3M INV
2♠					4♠: ♥SPL, mild try; 2NT=INQ	3♥/3NT=4522, MIN/MAX; 3♠=4/6; 4m=454m0	
2♥		5		WK, 4-10 HCP	2NT=INQ; new=F1; 4OM=Play; 4♠=PRE; 4♣=RKCB	2NT: [8]	
2♠					2NT=INQ; new=F1; 4OM=Play; 4♠=PRE; 4♣=RKCB	2NT: [8]	
2NT			4♠	20-22-HCP	STAY; 3R; TRF; 3♠:1/2m's; 4♣:Gerber; 4R:TEXAS;	4♠: 44m's, Quantitative	
3♣		6		****also 3♠, 3♥, 3 ♠**** Fairly classic	4♣=RKCB (/3♣, 4♠=RKCB); new suit=F		
3NT		7		SOL m, no side A,K	♣ bids=P/C; 4♠=SPL ASK, then lo/mi/ho,5m=BAL;	4NT=slam try, opener needs 8m	
4♣		7		****also 4♠, 4♥, 4♠**** classic, PRE			
HIGH LEVEL BIDDING							
RKCB (0314): when no suit is agreed, still 0-3,1-4, 2, 2+ (something Note#7							
good about the hand; Queen ask after steps 1,2 is cheapest							
non-trump suit bid:next step denies Q, all others show (K's up-the-							
line,trump suit shows Q, denies K). Almost mandatory 5NT.							
KICKBACK (one over) RKCB when suit is agreed or implied.							
"Two Over", "three over" KICKBACK in game conflict situations.							
When 4NT is NAT, 5C=Aces, continuations are NAT. In general,							
CUE-bidding is not strongest slam try. When KICKBACK used,							
4NT=CUE (replacement). Many SPLs, and ANY SPL,mostly lo/mi/hi							
One-under-ours (5-level): DEPO (Roman);TRF, then SPL							

Note...1 After 1C Opening

1C -1D

- 1M 4+ -cards; bid 4-card M before a longer minor, NF
e.g. AKxx AQ KQxxx xx
 - 1NT 17-19, BAL; NF
 - 2m 5+ -cards; Forcing. Can have M with 21+
 - 2H NAT
 - 2S NAT, 5+S, F1
 - 2NT 22-24 HCP, BAL; then, RESP as 2NT opener
 - 3C NAT, like a STR 2-bid
 - 3D NAT, like a STR 2-bid
 - 3M SOL M: demands CUE with Ace; 3NT with King(s); 4M=no A or K
-

Note...2 Interference over our 1C

Versus **double**:

- 1C-(DBL) -Pass 0-5 HCP
- RDBL BAL, FG
- 1D 6-7 HCP
- other as without interference, NAT, 8+ HCP
- If DBL shows specific suit, 1NT=8+ with stopper (not 12+ with hearts)

Versus a **1-level overcall**:

- 1C-(1D) -Pass 0-5 HCP
- DBL 6-7 HCP [then, a CUE=8-11, no stopper, no 5-card suit]
- 1NT 8+ HCP, stopper
- 2D 12+, no stopper, no 5-card suit
- others NAT, 8+
- NB: with 5S and 7HCP bid 1S rather than DBL

- 1C-(1H) -Pass 0-5 HCP
- DBL 6-7 HCP (followed by cuebid: 8-11, no stopper, no 5 card suit)
- SUIT 8+ HCP, FG
- 1NT 8+ HCP, FG, stopper
- CUE 12+, no stopper, no 5-card suit

- 1C - (O/C) - 1NT - (P)
- suit Natural, including theirs
- 2NT Baron (suits up the line)

HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

Versus Interference after **1C-(P)-1x**:

1C (P) 1D (DBL) (where DBL could be anything)
???

Pass NF (reopening DBL by 1C or 1D bidder=takeout)
RDBL 20-23, awkward hand (good canapé)
1M NAT, NF, 5+M
1NT 17-19 (system on)
2m NAT, Forcing
2M STR 2-bid
2NT 22-24 (system on)
3m STR 2-bid
3M Semi-PRE (not a solid suit)
3NT Tricks

1C (P) 1D (1M)
???

Pass NF (reopening DBL by 1C or 1D bidder=takeout)
DBL Takeout; with STR 2-suiters start with DBL
Sui NAT, NF
1NT Sound 18-19 [System on]
JUMP STR 2-bid
JUMP CUE Solid suit type
2NT 22-24 [System on]

1C (P) 1M (DBL) (where DBL could be anything)
???

Pass Neutral; later double by either partner=PENALTY
RDBL 4+H or S (suit doubled)
1S/2m/2H 5+ cards, reason to bid
2S/1H 4441, 17+ HCP
1NT 17-19 [System on]
CUE NAT, 6+cards
Jump CUE Solid suit type
2NT 22-24 [System on]

HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

1C (P) 1M thru 2S (Bid thru 3D)
???

Pass Usually BAL, antipositional for NT, could be PURE PEN if known ART, 2-suiter
DBL of "NAT" PEN "over"; then, if non-raise, "over" DBL=PEN, "under" DBL=T/O,
"cards"; If raise, DBL=T/O

DBL of known 2-suiter Def vs 1+ suit(s); Pass, then DBL=PEN; then RESP's DBL=PEN
(even "under" the bidder)

1NT Unlimited (similar for 2NT nonjump in COMP)
Suit NF
Jump Strong two-bid
Cue NAT

1C (P) 1M (ART 2-suiter)
DBL PENALTY of one or both

1C (P) 1M (NAT + another)
DBL PENALTY of suit bid

1C (P) 1M (3C=D)
DBL PENALTY of D

1C (P) 1M (3C=D)
P (3D) DBL T/O

1C (P) 1M (3C=D)
P (3D) P (P)
DBL T/O

Versus NAT bids through the two-level:

Pass 0-5 HCP
Double of 1x: 6-7 HCP or 8-11 HCP with no stopper, no 5-card suit
Suit 8+ HCP, 5+ -cards
1NT 8+ HCP, stopper, can be off shape (or 14+)
CUE 12+ HCP, no stopper, no 5-card suit

1C (1H) 2S 4-8 HCP, 6/7 S
2NT NAT
3C 1 or 0 loser D
3D 1 or 0 loser H (caters to psych)
3H 1 or 0 loser S
3S Playable opposite a void, not great hand

HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

1C (1S) 2NT NAT

3C 1 or 0 loser D

3D 1 or 0 loser H

3H 1 or 0 loser S (caters to psych)

1C (1NT* **crash**) 2NT NAT

3C 1 or 0 loser D

3D 1 or 0 loser H

3H 1 or 0 loser S

1C (1NT* minors) 2NT 5/5 Majors, FG

3C 5/5 majors, COMP

3D 1 loser H

3H 1 loser S

3S Solid H or Solid S

Opener's CUE of opponent's suit after Responder's POSITIVE is NATURAL

Versus competition at **three-level or higher**:

Pass 0-7 HCP

Double 8-13 HCP, semi-BAL, no stopper

Suit 8+ HCP, 5+ -cards

NT 7+ -13 HCP, NAT, stopper

CUE 14+ HCP, no 5-card suit

Versus a **known two-suiter higher than 1D**:

Minimum CUE 8-11 HCP

Maximum CUE 12+ HCP

Versus two-suited DBL, Crash, etc: Ignore: i.e. bid normally

Other Sequences

PRINCIPLE: In competition, at any level, unless specifically defined to the contrary, bids are natural after responder has bid notrump.

Trap passes are possible, opener will generally keep bidding. Doubles are penalty in game-forcing auctions but takeout through 3D if:

- (1). No game force in existence.
- (2). Opponents bid and raise a suit (not a strained preference)

Pass/double inversion in forcing (high-level (3H+) situations)

PRINCIPLE: If partner has bid a suit that you have not supported (and you have bid no suit of your own),

Raising WEAKEST support route
Double FIT (strong)
Pass and pull FLEXIBLE

Note...3 After 1D Opening

1D -2D: INV+

1D – 2D

2H	BAL
2S	Unbal (2nt asks SPL: lo-middle-high)
2NT	Clubs, denies 4D
3C	2-suiter (3D asks: 3M = natural, 3NT/4C = C)
3D	NF (3M = stoppers; 4H = RKCB; 4S = SPL; 4NT = Nat)
3M	Strong SPL

1D – 2D

2H – 2S	Forces 2NT
2NT	FG
3C	Natural (Limit)
3D	INV
3M	Strong SPL
3NT	16 – 18

HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

1D – 2D
2H – 2S
2NT–3C SPL
 3D 17+-19 BAL
 3M SPL

1D – 2D
2NT- 3C F1

1D – 3C Clubs and diamonds, mixed raise values
All 4H = RKCB
Exclusion RKCB: 4S and higher 0/3; 1/4

1D-1M; 2OM

1D – 1H
2S Always 3H unless 6 – 5
 2NT Possible weak hand
3C Extra Value, 6D + 3H
3D MIN, 6D + 3H

1D – 1H
2S – 2NT
3C/3D – 3H Signoff

1D – 1H
2S – 3C Usually 5+ H, good hand
 3D F1
 3H 6+H, GF

1D – 1S
2H – 2S
2NT 4 – 6 with stopper
3C Extra 4 – 6
3D Min 4 – 6
3H 6 – 5
3S Min 3-card raise

1D – 1S
2H – 2NT
3C 3S + 6D and any minimum
3D 4H – 6D
3H 6 – 5
3S Extra values with 3S
3NT Extras, 4 – 6

HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

1D – 1S
 2H – 3C GF, 5+ spades
 3D 4 – 6
 3H 5 – 6
 3S 3S + 6D
 3NT To play

1D – 1M; 3C 3-card M SUPP with 4 or 5 of either minor; 5/5 also

1D – 1H
 3C – 3D F1
 3H 1=3=4=5
 3S 1=3=5=4
 3NT 0=3=5=5

1D – 1H
 3C – 3D
 3H – 3S Creates GF
 3NT To play
 4C/4D INV, NF
 4H To play

1D – 1H
 3C – 3H NF
 3S 5+ H, GF; then all CUES

1D – 1H
 3C – 3D
 ANY – 4S RKCB in 5 card minor

1D – 1S
 3C – 3D F1
 3H 5S, GF
 3S Sign off
 3NT To play
 4C 4+ trumps; GF
 4D 4+ trumps; GF

1D – 1S
 3C – 3D
 3H 3=1=4=5
 3S 3=1=5=4
 3NT 3=0=5=5
 - 4C INV, NF

HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

- 4D INV, NF

1D – 1S

3C – 3D

Any – 4H RKCB in 5 card minor (If 5D– 5C, 4NT = RKCB diamonds)

1D – 1S

3C – 3H

4C CUE for spades

4D CUE for spades

Opener's Reverse over 1NT RESP:

1D -1NT

2H - 2S 4 spades or ART MAX

- 2NT Not 4S, not MAX

- 3C NF

- 3D 4+D, NF

1D - 1NT

2S Always 5+D

- 2NT Extras

- 3C NF

- 3D MIN, 3+D

- 3H F, card in H

Note:..4

1H-1S; 3C Always 3-card S SUPP

1H-1S

3C-3D ASK

3H 3 4 1 5

3S 3 5 1 4

3NT 3 5 0 5

HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

1H – 1S
 3C – 3D
 3H – 3S Sign off

1H – 1S
 3C – 3D
 ANY–4C INV, NF

1H – 1S
 3C – 3H GF 3 hearts
 3S GF 5+S
 3NT To play
 4C GF

1H – 1S
3D – 3H forces 3S
 3S – 3NT 4 spades, 3 hearts + stopper; choice of game
 4C asks shape
 4D inv diamonds

1H – 1S
 3D – 3NT To play
 4C RKCB diamonds
 4D GF; 4+ trumps

1H – 1S
 3D – 3H
 3S – 4C
 4D 3 4 5 1
 4H 3 5 4 1
 4S 3 5 5 0
 Then, 4S a place to play
 4NT = RKCB 5 card suit (lower D)
 5C = RKCB 5 card suit (higher)

1H – 1NT
2S – 2NT PUP to 3C (sign off in a minor)

1H – 1NT
 2S – 3C/3D F1

HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

- 1H-2C** FG NAT, or NF when 3C rebid, or any distribution with 3-card limit raise
- 2D (1) 1444, 12-14- HCP
(2) 4H5m, MIN
(3) 4H4C, BAL, MIN
(4) 5+H, MIN
- 2H 5+H, MAX
- 2S MAX:
(1) 1444, 15-16 HCP
(2) Minor canapé
(3) 4S6H
(4) 5S6H
(5) 6H4C
- 2NT 12-13 HCP, BAL, NF (not 5H)
- 3C Extra values:
(1) 5H4C, extras
(2) Fair 5/5
- 3D SPL
- 3H 6+H, 1-loser suit at worst
- 3S SPL (S), with 5+H, extras
- 3NT 6H + stoppers, Hx in clubs
- 4C D SPL with 3514 or 2515, always 5H
- 4D S SPL with 1534, 1525, always 5H

- 1H-2D NAT, FG or 2/3 D (NF)
- 2H 5- or 6-card H, MIN or 5H4C, good
- 2S ART, multi-meanings:
(1) WK C canapé
(2) 1444, 11+to14- HCP
(3) 6+H good hand, bad suit
(4) 6H4S, 15-16 HCP
(5) 6H5S
(6) 6H4D
- 2NT BAL MIN, not 5H, not 44 Ms, could have 4D
- 3C Extra value canapé or good 5/5
- 3D 4+D; many hand types
- 3H 6+H, good suit
- 3S Always 5H
- 3NT 3415, good spades, 14+-16 HCP; 2425 possible (club canapé)
- 4C 3541 or 2551, always 5H
- 4D Picture, no outside controls, 2542

1H - 2S Strong Jump Shift or 5+S and 3H

1H - 2S
 2NT All MIN
 3C Canapé, either minor
 3D Good H hand
 3H Moderate H hand
 3S Good hand for S
 3NT To play, likely 1=4=4=4, 14-16 HCP

1H - 2S
 2NT-3m 4+m
 -3H 3H, 5+S
 -3S STR JS, no second suit
 -3NT
 -4m 3-card m, 3H/5+S, 18-19 HCP
Then, OP 4NT =To play

1H - 2S
 3C - 3D ASK
 3H C
 3S D, no C stopper
 3NT D with C stopper

1H - 2S
 3D - 3H ASK
 3S Good 1-suiter
 [RESP continues: 3NT=slam-suitable, 4m=SPL with H, 4H=MIN]
 3NT 2-suiter with clubs, 6/4 or 5/5
 4C 2-suiter with diamonds, 6/4 or 5/5

1H - 2S
 3m - 3S STR JS

Note:..5 FG M Raise

1M-3C 4+M, any shape, FG
 3D MIN
 3H Extras, BAL or some SPL, Always 5+H
 3S ART, extra value C canapé
 3NT(/1H) ART, extra value D canapé
 3NT(/1S) 5S4x, BAL, extras
 4m Decent suits, 5/5+
 4H (/1S) Decent suits, 5/5+
 4M Good trumps, concentrated, not much else;e.g. AKQxx or AKxxxx

Note..6

- 1S-2C FG NAT, or 2/3 C or random distribution with 3-card limit raise
2D All MIN without 4H: (1) 5- or 6-card S; (2) WK C canapé; (3) 4S4C, no stoppers;
(4) 5S4D; (5) 5S4C
2H Natural, may be 44
2S Good hand, 6+S or 5S4D
2NT BAL, 12-13 HCP, not 5S
3C MAX: (1) 5S4C; (2) 5S5C; (3) 4S5C
3R SPL, 5S
3S MAX, 1-loser suit
3NT 6S + stoppers, Hx in C,
4C 5S/5C with D SPL
4D 5S/5C with H SPL
**There is no D canapé when 1S is opened.

- 1S-2D NAT, FG or 2/3 D
2H NAT
2S Catchall, 5+S, or 5+S and 4+C, weak
2NT BAL, 12-13 HCP, not 5S, may have 4m
3C 5/5 or 4/5 with good clubs, extras
3D Many hand types
3H SPL, 5S
3S MAX, very good suit
3NT Canapé (C): 4315 or 4225, good H
4C 5341 or 5251, always 5S
4D 5242 Picture

1S-2C

2H-2NT

- 3C 6-4, 5-5, Good 5-4, 15-16 HCP
3D C raise
3H Weak, 5/5
3S Weak, 6/4
-

Note:..7 **General Principles Interference over our 1NT**

- (1) If they have one KNOWN suit (not via DBL/2C), transfer LEB around the known suit.
- (2) If they have two known suits:
 - (a) DBL=PEN if their bid is in a genuine suit
 - (b) Use cue-bids like two-way Stayman as much as possible
 - (c) Apply INV+ transfers to other suits whenever feasible
 - (d) 3S always 5/5+ in other two suits
 - (e) 2NT natural, so no transfer to C, therefore 3C/(3D) often NAT/COMP
- (3) If they bid no higher than 2C with no known suit, play as much of system as possible (using DBL as Stayman where required)
- (4) If they bid higher than 2C (2D+) with no known suit, the idea is to show as many hand types as possible without overcomplicating the structure: transfer LEB will show at least INV values.
- (5) Our normal approach with weak COMP hands that must go to the three-level is to pass and hope to bid later. Thus, when 2NT=LEB, it is really a respectable hand with clubs, forcing to game if followed up with a NEW SUIT or a CUE-BID.
- (6) Fast actions SHOW stoppers if SLOW actions are available.
- (7) If they show an unknown one-suiter, we must wait until they identify their suit in order to make a NEG (takeout) double.
- (8) If they show or imply a suit in which we might still have a good contract, we can pass and bid or jump-bid that suit NATURAL(ly), or we can possibly use TEXAS.
- (9) After a LEB transfer to C, Responder's M rebid is generally used to show 4OM.
- (10) TEXAS whenever we can jump to it.
- (11) Unless they have shown a minor, showing both minors is important for us.

1NT (DBL=PEN) ???

Pass Content (We can't play 1NT redoubled!); delayed DBL=T/O

RDBL Puppet to 2C (to play 2C or 2D)

2C STAY

2R TRF

2S Minor suit STAY

2NT INV to game with one minor

3x/4C PRE

4R Texas

Note..8 2M-2NT

2M-2NT is INQ; then, 3C=MIN or MAX, 3D=Fair, 3H=MIN with 4 of OM, 3S=MAX with 4 of OM; 3NT=Great suit

2M-2NT-3C-3D=INQUIRY: allowing MIN hand to still bid game

2NT, then 4C, i.e. Delayed 4C=RKCB

After response to 2NT, cheapest non-signoff, non-3NT, non-4C asks shortage.

Note..9 Interference over 2M opening

Over DBL:	RDBL	STR
	2S (over 2H)	NAT,NF
	2NT/3C/3D/3H	Transfers [TRF to ours shows Honor]

2H-(2S)-2NT/3C/3R Transfers (Same structure as over DBL)

Direct COMP raise=PRE

Jumps are FIT and lead-directing. Then, Opener's DBL is likely SPL in responder's suit.

2M-(ANY):-DBL=PENALTY, new suit=Forcing

Interference over 3x or higher

New suits over double or 3-level overcall are NAT, NF, but might be lead-directing

Double by preemptor=Lightner

Note...10 After our Takeout Double

After cue-bid response, both partners bid naturally; however, when cue-bid is by a PH, doubler aims to bid missing M if he has it;

(1x) DBL (1Y) DBL PENALTY, 4+ cards in Y, some values
(1x) DBL (1M) 2M NAT, 5-card suit, about 5-7 HCP
(1m) DBL (1x) 2m Cue-bid, promises rebid if UPH
(1C) DBL (1D/1N) 2C H+S, does not promise rebid
(1D) DBL (2C) 2D H+S, does not promise rebid

P (1D) DBL (P)
2D Does not promise rebid

(1M)-DBL-(2M): DBL RESP(about 8+ HCP)
2NT Minors, light 3D, or strong 3OM+
3C might be light
3D Constructive
cheap OM COMP
3H CUE FG,4S
3S CUE FG,good long unknown suit, no S stopper
JUMP 3S 5S,no stop INV
4m INV
4OM Long OM, not much defense
4M Minors, M control, slam try
4NT Minors, not slammish
5m Long suits, not great hands
MANY EXTENDED agreements, e.g,

(1S) DBL (2S) DBL
(P) 3m (P) 3H 4-card suit, INV no spade stopper

(1S) DBL (2S) DBL
(P) 3C (P) 3D 4+D/4H, values (right partscore)

Note...11 Fit-Showing Jumps

"Fit-showing Jumps": All four-level minor-suit jumps by responder show four-card fit plus decent suit bid; better than PRE values.

1S (2H) 4m FIT-jump

Fit-showing jumps are forcing to the cheapest level in the fitting suit, unless we double the opponents.

Fit-showing jumps that force to game set up Forcing Pass situation (pass/double inversion): Pass is the most penalty-oriented action since it requests a reopening double. DBL is a 4 1/2 M bid. Pass and pull is the strongest action.

New suit jumps by PH or in competition (after an action on its right [but not NEG DBL] or in UNAMBIGUOUS situations) by Advancer are FIT JUMPS: four+ card support and at least nine combined cards in the two suits.

P (1D) 1S (2D)
3H FIT (H+S)

Note..12 Over Opponents NT O/C

1D-(1NT)-DBL 9+ HCP, some sound 8's

- 2C STAY
- 2D TRF (then new suit=NF)
- 2H TRF (then new suit=NF)
- 2S Both minors, emphasis on diamonds
- 2NT Both minors or ART FG, usually a 2suiter
- 3x PRE
- 3NT More minors
- 4C More PRE
- 4M NAT
- 4NT More minors

1M-(1NT)-DBL Sound 9+ HCP,(slightly higher minimum)

- 2C C+OM, usually 55+
- 2D D+OM, usually 55+
- 2M WK raise
- 2OM NAT,NF
- 2NT Both minors, or ART FG, usually a 2-suiter
- 3x PRE
- 3NT More minors
- 4x FIT, length
- 4M PRE
- 4OM NAT
- 4NT More minors

After penalty double of 1NT, pass is forcing up to and including 2D and all DBLs are for PENALTY. If Comic NT, then new suit, we are forced to 2NT.

If opponents escape to 2H or higher, P=NF. DBLS under the suit bid are for takeout, all DBLs over the suit bid are penalty

New suit by penalty doubler of 1NT=NF; 2NT=natural cue-bid=FG

1D/1M-(3NT):Natural bidding; 4NT=Plain Blackwood; Delayed 4NT=RKCB; DBL, then bid=Doubt

1D/1M (3NT) DBL (P)

P (4C) 4H Pass or correct (two places to play)

Note...13 Countering Two Suited Overcalls

Michaels

1D-(2D=Majors,4/5+): Pass Nothing to say or PEN coming next

- DBL BAL, values, invites cooperation (no F/P)
- 2H COMP, with C ("other" minor)
- 2S L/R+ in D (or antipositional FG)
- 2NT NAT
- 3C NAT, FG
- 3D COMP
- 3M SPL, big D fit (later 4NT=Exclusion RKCB)
- 3NT NAT, based on D fit
- 4C/5C Fit, D+C with values for 4D/5D
- 4D/5D PRE
- 4M NAT
- 4NT Blackwood, aces

1H-(2H=5+S/5+m): Pass Neutral or PEN

- DBL BAL, values, invites coop (no F/P)
- 2S C, COMP+(OP bids 3C unless extras)
- 2NT L/R(3 trumps)
- 3C D, COMP+(OP bids 3D unless extras)
- 3D L/R(4 trumps)
- 3H COMP
- 3S FG S SPL for H
- 3NT FG BAL H raise
- 4m FG m SPL for H
- 4H PRE
- 4S RKCB (H)
- 4NT Exclusion RKCB-H, void in S
- 5m Exclusion RKCB-H, void in m

1S-(2S=5+H/5+m): Pass=Neutral or PEN; DBL=BAL, values, invites coop(no F/P);
2NT=C, COMP+ (OP's 3C=expected); 3C=D, COMP+(OP bids 3D unless extra values);
3D=L/R (3 trumps); 3H=L/R(4 trumps);3S=COMP; 3NT=F, BAL S RAISE; 4m=m SPL
for S; 4H=H SPL for S; 4S=PRE; 4NT=RKCB (S);5m/5H=Exclusion RKCB (S)

Unusual 2NT (UNT)

1D-(2NT=5+H/5+C): Pass Neutral, may be unilateral PEN

- DBL BAL, transferable values (no F/P)
- 3C L/R in D (still below 3D)
- 3D COMP
- 3H Spades; NEG DBL or NEG FREE-BID
- 3S NAT, FG
- 3NT NAT, NF, based on D fit
- 4C C Splinter for D
- 4D PRE
- 4S NAT
- 4H RKCB-D
- 4NT H SPL for D
- 5C/5H Exclusion RKCB for D
- 5D NAT, PRE

1H-(2NT=5+D/5+C): Pass Neutral, may be unilateral PEN

- DBL BAL, values, invites cooperation (no F/P)
- 3C NEG DBL/NEG FREE BID in S
(opener stalls with 3D)
- 3D L/R in H
- 3H COMP
- 3S NAT, FG
- 3NT FG H raise, usually BAL
- 4m m SPL for H
- 4H PRE
- 4S NAT
- 4NT RKCB (H)
- 5m Exclusion RKCB (H)

1S-(2NT=5+D/5+C): Pass=Neutral, may be unilateral PEN; DBL=BAL, values, invites cooperation (no F/P); 3C=NEG DBL or NEG FREE BID with H; opener stalls with 3D; 3D=L/R in S; 3H=NAT, FG; 3S=COMP; 3NT=FG S raise, usually BAL; 4m=SPL; 4H=NAT; 4S=PRE; 4NT=RKCB(S); 5m=Exclusion RKCB(S)

"Upper Suits"

1H-(2H=5+S/5+D): Pass=Neutral, may be PEN of S or D; DBL=BAL, values, invites cooperation (no F/P); 2S=C, COMP; 2NT=L/R in H (3 trumps); 3C=NAT, FG; 3D=L/R in H (4 trumps); 3H=COMP; 3S/4D=SPL for H; 3NT=FG, H raise (usually BAL); 4C=FIT-JUMP; 4H=PRE; 4S=RKCB-H; 4NT=EXCLUSION RKCB-H, S shortage; 5D=EXCLUSION RKCB-H; 5C=NAT

HAMMAN-SOLOWAY SUPPLEMENTAL NOTES

1S-(2S=5+H/5+D): Pass=Neutral, may be PEN of OM or D; DBL=BAL, values, invites cooperation (no F/P); 2NT=C, COMP; 3C=NAT, FG; 3D=L/R(3 trumps);3H=L/R(4 trumps);3S=COMP;3NT=FG S raise (usually BAL);4C=FIT-JUMP;4D/4H=SPL;4S=PRE; 4NT=RKCB-S; 5D/5H=EXCLUSION RKCB-S;5C=NAT

Top And Bottom Suits (A.K.A. "Extremes" Or "High/Low")

1D-(2D=5+S/5+C): Pass=Neutral, may be unilateral PEN; DBL=BAL, transferable values (no F/P); 2H=NAT/NF, decent suit; 2S=H, FG; 2NT=NAT; 3C=L/R in D; 3D=COMP; 3S/4C=SPL raise of D; 3H=FIT-JUMP; 3NT=NAT, NF, based on D fit; 4D=PRE; 4H=RKCB (D); 4S/5C=EXCLUSION RKCB-D; 4NT=Ace asking; 5D=PRE

1H-(2H=5+S/5+C): Pass=Neutral, may be penalty double of OM or D; DBL=BAL, values, invites cooperation (no F/P);2S=D, NEG DBL or NEG FREE BID; 2NT=L/R (3 trumps); 3C=L/R(4 trumps); 3D=NAT,FG;3H=COMP;3S/4C=SPL; 3NT=H raise (usually BAL); 4D=FIT-JUMP;4H=PRE;4S=RKCB-H;4NT=EXCLUSION RKCB-H, short S;5C=EXCLUSION RKCB-H;5D=NAT, PRE

1S-(2S=5+H/5+C):Pass, DBL, 2NT are as above; 3C=COMP D; 3D=NAT, F; 3H=L/R(4 trumps); 3S=COMP; 3NT=FG S raise (usually BAL);4C/4H=SPL raise of S; 4D=FIT-JUMP, S+D; 4S=PRE; 4NT=RKCB-S; 5C/5H=EXCLUSION RKCB-H; 5D=NAT, PRE

Colorful Cue Bids (Black Cue=Reds; Red Cue=Blacks)

1D-(2D=5+S/5+C): Pass=Neutral, may be unilateral PEN; DBL=BAL, transferable values(no F/P); 2H=NAT/NF, decent suit; 2S=H, FG;2NT=NAT; 3C=L/R+in D; 3D=COMP; 3S/4C=SPL raise; 3H=FIT-JUMP;3NT=NAT, NF, based on D fit;4D=PRE; 4H=NAT; 4S=RKCB-D; 4NT=EXCLUSION RKCB-D, short S; 5C=EXCLUSION RKCB-D; 5D=PRE

1H-(2H=5+S/5+C): Pass,DBL are as above; 2S=D, NEG DBL or NEG FREE BID; 2NT=L/R(3-card support); 3C=L/R(4-card support);3D=NAT, FG;3H=COMP; 3S/4C=SPL; 3NT=F, H raise (usually BAL); 4D=FIT-JUMP, H+D; 4H=PRE; 4S=RKCB-H;4NT=EXCLUSION RKCB-H,short S;5C=EXCLUSION RKCB-H;5D=NAT,PRE

1S-(2S=5+H/5+D): Pass, DBL as above; 2NT=C, NEG DBL or NEG FREE BID; 3C=C, FG; 3D=L/R(3-card support);3H=L/R(4-card support);3S=COMP;3NT=FG S raise(usually BAL); 4C=FIT-JUMP; 4D/4H=SPL; 4S=PRE; 4NT=RKCB-S; 5D/5H=EXCLUSION RKCB-S; 5C=NAT

Astro Cue Bids

See Defense for TOP and BOTTOM CUE-BID

Top And Another Cue-Bids

1D-(2D=5+S/5+x): Pass,DBL as above;2H=NAT/NF;2S=C, COMP+;2NT=NAT; 3C=D, INV+; 3D=H, INV+;3H/4C=FIT-JUMP; 3S=SPL; 3NT=NAT, NF, (D fit); 4D/4H=NAT,PRE;4S=RKCB-D;4NT=EXCLUSION RKCB-D, short S;5C/5D=NAT/PRE

1M-(2M=5+OM/5+m):See Defense vs MICHAELS (OM+unknown m)

Ghestem

1D-(3C=5+S/5+H:Uppers): Pass,DBL as above; 3D=COMP; 3H=C, COMP+; 3S=Good raise in D; 3NT =NAT, NF, (D fit);4C=NAT, FG; 4D=PRE;4H=RKCB-D;4S=SPL;4NT=H SPL; 5C=FIT; 5D=NAT, PRE

1D-(3C=5+C/5+S: Extremes): Pass, DBL as above; 3D=COMP/INV raise (use DBL to separate ranges); 3H=NAT, NF; 3S=H, FG; 3NT=NAT, NF,D fit; 4C/4NT=SPL(4NT=S);4D/5D=NAT,PRE;4H=FIT;4S=RKCB(D);5C/5S=EXCL RKCB(D)

1D-(3C=5+H/5+C:Lowers): Pass, DBL as above; 3D=COMP+(DBL separates ranges); 3H=S, COMP+; 3S=NAT, FG; 3NT=NAT, NF, D fit;4C/4NT=SPL; 4H=RKCB-D;4D/5D=PRE;4S=FIT; 5C/5H=EXCLUSION RKCB(D)

1H-(3C=5+S/5+D):Pass, DBL=as above; 3D=L/R; 3H=COMP;3S=C, FG;3NT=F, H raise (usually BAL);4C=NAT, NF;4D=SPL;4H=PRE;4S=RKCB-H;4NT/5D=EXCLUSION RKCB (4NT=S shortage);5C=NAT, PRE

1H-(3C=5+S/5+C:Extremes):Pass,DBL as above;3D=NAT, NF;3H=COMP/INV (DBL separates ranges);3S=D, FG;3NT=FG raise (may be S SPL: 4C asks:then, 4D=S SPL; 4H=No SPL);4C=SPL C;4D=FIT(4S asks, then,4NT=C SPL; 5C=S SPL; 5D=Both; 5H=no SPL); 4H=NAT, PRE;4S=RKCB-H; 4NT/5C=EXCLUSION RKCB-H (4NT=S shortage);5D=NAT, PRE

1H-(3C=5+D/5+C:Lowers: Pass,DBL as above;3D=S,COMP-INV;3H=COMP;3S=NAT, FG; 3NT=FG H raise, usually BAL;4C/4D=SPL;4H=LIM/PRE;4S=NAT,PRE; 4NT=RKCB-H; 5C/5D=EXCLUSION RKCB (H)

1H-(3D=5+S/5+D:Uppers):Pass, DBL as above;3H=COMP/INV (DBL:separates ranges); 3S=C, FG;3NT=FG raise (may be S SPL: 4C asks:then, 4D=S SPL; 4H=no SPL);4C=NAT,NF; 4D=SPL D;4H=NAT PRE;4S=RKCB-H;4NT=SPL S; 5C=NAT

Any Two Unbid Suits

1D-(2NT=ANY 2):Pass,DBL as above;3C=D, LIM/COMP+;3D=H, COMP+;3H=S, COMP+; 3S=C, COMP+;3NT=NF, D fit;4D=PRE; 4C/4S=FIT;4NT=FIT with H;4H=RKCB-D;5D=PRE

1M-(2NT=ANY 2): Similar to above, TRF, etc

Note.. 14 After our 2C Opening

Responses to 2C:

2D INQ
2M NAT, INV, 5+cards, can be corrected to 3C
2NT Puppet to 3C, for FG 2-suiter or WK C
3C INV + in D
3D INV + in H
3H INV + in S
3S 6S/4H, GF
4C semi-PRE
4D RKCB(C)
4M signoff

2C-2D

2H either M
2S MAX
2NT BAL, MIN
3C UNBAL, MIN
3D 6/5, NAT, any strength or 6/4, MAX
3M 6/5, NAT, very good

2C-2D

2H -2S all INV hands
-2NT FG hands
-3C INV, no Major
-3D NAT, FG
-3H 5H, D stopper
-3S 5S, D stopper

2C-2NT

3C-3D Majors, 5/5+, GF
-3M M + D, GF

By Passed Hand:

2C – 2NT Natural
3C To play
3D/H/S INV