

## Supplementary Sheets

1.1      1♣-1♦

- 1♥=
- a) 2-3M 11-13NT
- b) UNBAL with 3-supp
- 1♠= 5+♣, 4♠, F1
- 1NT= 17-19NT (Two-way checkback stayman)
- 2♣= (5)6+♣, 11-15HP
- 2♦= Revers
- 2♥=
- a) 4-supp 11-13BAL
- b) 4-supp 11-12UNBAL
- 2♠=4-supp 16+
- 2NT=
- a) Onesuiter with ♣ 16+HP
- b) 6+♣ 3-supp in M 18+HP
- 3♣= 3cM & 6+♣ ~15-17 HP
- 3♦= 4-supp, short ♦
- 3♥= 4-supp 13-15UNBAL

1.2      1♣-1♥

- 1♠=
- a) 2-3M 11-13NT
- b) UNBAL with 3-supp
- 1NT= 17-19NT (Two-way checkback stayman)
- 2♣= (5)6+♣, 11-15HP
- 2♦=
- a) Revers
- b) 4♠ 16+
- 2♥= Revers
- 2♠=
- a) 4-supp 11-13BAL
- b) 4-supp 11-12UNBAL
- 2NT=
- a) Onesuiter with ♣ 16+HP
- b) 6+♣ 3-supp in M 18+HP
- 3♣= 3cM & 6+♣ ~15-17 HP
- 3♦= 4-supp, short ♦
- 3♥= 4-supp, short ♥
- 3♠= 4-supp 13-15UNBAL

- 1.3          1♣-1♠; 1NT(11-13NT)  
                 2♣ =  
                 a) 6+♦ NF  
                 b) 5♣, 4♦ INV+  
                 c) 5♦, 4♣ INV+  
                 d) 6+♦ Slaminv or FG balanced  
                         2♦ Forced
- Pass= 6+♦ NF  
 2♥=5♣, 4♦ INV+  
 2♠= 5♦, 4♣ INV+  
 2NT= 5332, SI  
 3♣= 6+♦ short ♣, SI  
 3♦= 6+♦ 6322, SI  
 3♥= 6+♦ short ♥, SI  
 3♠= 6+♦ short ♠, SI
- 2♦ = 5-5+m INV  
 2M= 4M & 5+♦, FG  
 2NT= INV  
 3♣=5+5+mm, FG  
 3♦= 6+♦ BAL or short ♣, FG  
 3M= 6+♦ FG shortness in M
- 1.4          1♣-1NT  
                 2♣= 5+♣ UNBAL, minimum  
                 2♦= 11-13/17-19BAL  
                 2♥= 5+♣, 4♥ revers  
                 2♠= 5+♣, 4♠, revers  
                 2NT= 5+♣, 4♦ revers  
                 3♣=6+♣, extras
- 1.5          1M-2NT  
                 3♣= Minimum  
                         3♦= Asking for shortness  
                                 3♥= short ♣  
                                 3♠= short ♦  
                                 3NT= short oM  
                 3♦= Extras, w/o shortness  
                 3♥= Extras, short ♣  
                 3♠= Extras, short ♦  
                 3NT= Extras, short oM  
                 4m= void in m  
                 4M= Minimum, void oM  
                 4oM= Extras, void oM