[Note 1]: Two-way checkback and usual checkback

Two-way checkback Positions:
- 1♣♦♥♠-1♥♠-1♠/NT

Principles:
- 2♣ s/o to ♦ or any INV (opener always bid 2♦, except playing MP with good hand and 3 in partner Major)
  - 2/3M – INV
  - 2NT – INV with ♣
  - 3♣ - signoff
- 2♦ any GF, opener describe hand naturally with a preference showing support in partners major

  Example

        1♣-1♥-1NT -2♦ - GF
              2♥ - 3♥, min
              2♠ - 3♥, max
              2NT – 2♥ (3244)
              3♣♦ - 5♣♦, 2♥

- Jump bid to major show shaped INV (ask to bid game with minimal but controlled hand)
- Jump bid to new suit 3♣♦OM GF 55+ (except 1♦-1M-1NT!-3♦ - NAT INV)
- 2NT nat bal INV
- Other bids on nearest level sign off

[Note 2]: Transfers after intervention on our 1st level openings

One of the main principles of the system is playing transfers on low 1st level intervention on our 1♣♦ openings and low intervention on 1M.

On 1♣:

Main principals:
- 1♠ - ♣ or NT (correction to ♣ NF)
- TRF to opponent suit 2nd lvl – GF w/o majors (may have stopper want to play from partner hand)
- 2nd level starting from opponent suit – TRF weak or strong
- 3rd level before opponent suit – INV NAT
- 3rd level starting opponent suit – TRF INV
- 3♠ - TRF to 3NT (~ gambling)

On 1♦:

Same logic as after 1♣, with following differences:
- 2♦ is TRF to ♥
- 3♣ NAT INV
- 3♦ preemptive
- 3♥ is splinter on DBL, TFR to ♠ on 1♥ and NAT INV on 1♠
- 3♠ is splinter on DBL, ♥ splinter on 1♥ and ♠ splinter on 1♠

On 1M:
- On DBL: XX denies fit , TRF from 1NT to 2M-1(good raise), NB: 2M weak raise
- On 1♥-(1♠) DBL TFR to NT or ♣, 2♣♠ TFR to next suit, 2♦ unlimited good raise, 2♥ weak raise, 2NT 4card fit INV+, 3♣♦ NAT INV before pass and fit + suit after pass, 3♠ splinter, 4♣♦ fit + suit
- On 2♦-2♠ TRF from 2NT to 3M-1

Transfers on 2nd level intervention: see [Note 4]

[Note 3]: Transfers in intervention

When we made a constructive intervention on the opponents opening we play transfers in case 2 in the opponents suit bid is available, even if 2nd opponent made a bid. On 1♣ (natural, polish) opening we assume ♣ is opponens suit. Same applies when we entered the auction on a 2nd level with transfers from opponent suit till our raise (straight raise – weaker than raise -1).

Principle:
- Bids lower 2OS F1 if not passes, NF if passed
- From 2OS till our raise are transfers
- normal raise is weaker then normal raise -1
- If no TRF to the suit available, jump in this suit NAT INV if not passed, fit + suit if passed
- Exception: on our intervention 2♣ we play as on our 2♦ opening (2♦ asking, 2♥♠ nat if not OS)

If our transfer is doubled, pass – no doubleton, REDBL nat 4+, the rest is natural with shortness in transfer suit. Auto bid shows at least doubleton.

Examples:

(1♦)-1♠-(p,X,1NT, 2♣)-
- **2♣ NAT F1 if not passes, NF if passed**
- **2♦ TRF ♥**
- **2♥ good raise**
- **2♠ weak raise**
- **1/2/3 NT NAT**

(1♠) - 2♥
- **2♠ - TRF ♣**
- **2NT NAT**
- **3♣ TRF ♦**
- **3♦ good raise**
- **3♥ weak raise**

[Note 4]: Transfer Lebensohl

Positions:
- 2nd level intervention on our 1NT opening
- (1M)-1NT-(2M)
- 1♣♦♥♠-(2♦♥♠ any meaning)

Principles:
- TRF Starting 2NT (2NT=5+♣, 3♣=5+♦ …)
- TRF to opp suit if known – ask for stopper
- 2nd level bids NF
- If respoder could bid suit on 2nd level, TRF shows GF, if not – GF or sign off

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[Note 5]: Lebensohl

Positions:

(2x)-DBL-(Pass); 1♣-(2x)-Pass-(Pass)-DBL-(Pass), 1♣-1♦-(2x)-DBL,

(2♦ multy) DBL-(pass) , (2♦ multy)-p-(2♥♠)-DBL-(p)

1♣-(2♦)-p-(2♥)-dbl-? , (1M)-пас-(2M)-X-(пас)-?

Principles:

2NT bid used to show signoffs, INV in suits available at 2nd level, and GF with stopper.

2 level suit - NF

3 level suit, suit jump – points, partner can bid game with a good hand

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[Note 6]: Intervention on 1NT

Live Multy-Landy with strong double

DBL ~ 15+ on strong, 12+ on weak DBL, if passed: penalty doubles, pass forcing

    (1NT) X (pass-F1 to REDOBLE) ?

        Pass-penalty, further penalty doubles, pass forcing

    (1NT)-X (pass) -?

        Same scheme as after we are doubled on 1NT opening.

2♣ – MM 4+4+

    2♦ - asking for better M,

    2NT – GI+, 2NT – asking (with the scheme as on our 2♦ opening)

    3♣ -TRF to ♦: weak♦, INV with fit in M, or GF♣

    3♦ INV with MM 3++

2♦ – 6+ in M

    If doubled : XX – asking to bid M, 2♥♠ - NAT .

    3♥ ♠ – pass or correct

    2NT – asking (3♣ ♦ – max ♥ ♠, 3♥ ♠- min ♥ ♠)

    On M intervention – DBL pass or correct,

    On minor intervention – penalty, M – pass or correct

2♥ – 5+♥ + 4+m

    further 2NT 3♣♦ - pass or correct

    On M intervention – DBL penalty, minor – pass or correct

2♠ – 5+♠ + 4+m

    further 2NT 3♣♦ - pass or correct

    On M intervention – DBL penalty, minor – pass or correct

2NT – mm OR extra hand GI

3 level – weak on strong NT and strong on weak (< 15)

Reopen and after pass – DON'T (except mini-NT)

Dbl – 1-suiter (but strong on weak NT , 12 +)

2♣ - 4+♣4+other

2♦ - 4+♦4+M

2♥ - MM 4+4+

2♠ - weak ♠

Further:

All bids - pass or correct (on strong DBL – NAT)

2NT – INV hand

On mini-NT we play DBLs as points everywhere, including transfers, stayman. Multy in reopen position.

[Note 7]: DON'T and Multylandy combo approach

Applies to many competitive auctions:

Multy-Landy:

    1♣-(1NT) – DBL penalty, 2M =4M 5+m

    (1♣)-DBL-(1NT) - DBL penalty, 2M =4M 4+m

    (1♣♦)-pass- (1NT) – 2M = 5M4+м

    On preemptive minor:

    (3♣♦) in both straight and reopen positions 4♣- majors, 4♦ - One Major, 4♥♠ - with minor

    Same (1♦)-(3♦), (3minor) pass (3NT), (3NT Gambling)

    Same if we bid 3NT over preempt, i.e.

    (3♣♦)-3NT -(p)-4x – M-Landy

Landy:

    1♦-(1NT)-2♣ - MM, rest NAT

DON'T

    1♥♠-(1NT) – DBL penalty, 2m – DONT.

    (1♣)-p-(1NT)-p-(p) – reopen position

    (3M) - in both straight and reopen positions 4♣♦ with OM, 4OM NAT 1-suiter

    Same on (1M)- (3M), (1M)- (3NT)

NAT :

    (1♥♠)-(1NT) -NAT

    1♣-(X)-p-(1NT)-p-(p)-NAT

    1♣-(X)-p-(1♦♥♠)-p-(1NT)-NAT

[Note 8]: Pass over opponents RDBL

Pass shows nothing special if 1st level: (1♠)-DBL-(REDBL)-pass.

Penalty Pass: from 1NT, 2nd lvl and higher (2♠)-dbl-(rdbl)-pass AND in trapping check positions.

1♦/♥/♠- pass-pass-X-XX- pass

1♦/♥/♠-pass-pass-X-2♦/♥/♠-X – pass

If some asking bid doubled: if not defined in a system we ignore the DBL

Same, if no special agreements we suppose the bid is NAT

[Note 9]: Forcing pass

GF creates FP on any level.

Forcing pass is created when we voluntarily bid game and had no stronger bid.

3NT in attack always create FP

Examples:

(2♥)-4♠-(5♥) – FP

(3♠)-4♥-(4♠) – no FP

1♠-(2♠)-4♠- no FP

1♠-(2♦)-4♣ -suit + fit, creates FP from 5th level

1♠-(3♦)-4♠ - FP

1♥-(1♠)-2NT -(3♠)-4♥ - no FP
1♣-(2♠)-4♥-(4♠) – FP
(1♠)-4♥-(4♠) – no FP
1♣-(3♠)-4♥-(4♠)- FP
1♠-(p)-2♠-(3♦)-4♣-(4♦)-?
         Pass – bad hand
         4♠ - good hand
1♥-(1♠)-2♥-(2♠)-3♣-(4♠) – no FP
Fit + suit bids create FP only from 5th level.
Immediate bid in forcing pass position is weaker than pass, then bid on partner's double.
If we are in GI position w/o fits, 2nd level forcing, 3rd NF! For example:
1NT –(2♣ MM) – DBL –(2♥). Pass forcing. But 1NT -(2♣ MM)-DBL-(3♥) – pass not forcing

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[Note 10]: Slam bidding
Main style:
    1. We do not jump to game with strong hands, always give cues.
    2. Cues does not show extras.
    3. Cues any class (in partner suit – A or K)
    4. 3NT with natural intention, if cues not started – game choice, if started – waiting.
    5. RKCB – 14/30. Relay – ask for Q. If Q known, ask for Kings.
    6. Splinter is given always on the last suit
    7. Jump to 5th level in our suit ask to bid slam with control in opponent suit OR unbidden cue
Blackwood & Co:
    4NT slam bidding 1430 2 w/o 2 with Q
    Void answers:
    -   5NT – 2 Aces w/o the Q and a void
    -   6x – 2 Aces with the Q and a void (nat void if possible)
After blackwood:
- Relay – ask about the Q (return to suit – no Q, 1-Q&0/3K, 2-Q &lowest/others, 3-Q & middle/others, 4-Q & highest/others)
- If the Q is known, ask about kings (return to suit – no K, 1-lowest or two others, 2- middle or two others, 3-highest or two others, 4-3K)
- 5NT if not relay about Q or K – ask for extra values.
- 5NT may be SOS bid if we are lost ☺ ask to bid a contract finally
- 6 lvl ask for Q or doubleton in this suit to bid grand, with doubleton we respond 6NT.
    IMPORTANT: 4NT shows 2 aces from limited (up to 1NT opening strength) hand (relay – about the Q)
    Also we play 4NT 2-suiter in competitive bidding 1♠-(4♥)-4NT minors or SI ♠
Void blackwood 012/2+Q
    1-side bidding: 1 level higher then Splinter.
    2 side bidding: only in opponent suit.
With intervention:
    If cue doubled: pass – waiting, RDBL – 1st class, bid ~Q or single
    If RKCB doubled: pass 1st step, DBL/RDBL 2nd step
    If opponents bid over our 4NT: PEDO
6-cards Blackwood
    If we showed two suits and have no possibility to force in one of them, usually after opponent's preemptive. For example,
    (3♥)-4♣ (with ♠), 1♣-(3♠)-4♦ (with ♥)
    Blackwood: 14 30 2 w/o QQ, 2 with lowest Q, 2 with highest Q, 2 QQ. Autoblackwood 3 from intervener, 2 from passed hand. After first two steps relay asking for queens by the same scheme.

[Note 11]: Doubles
Mostly we play negative doubles.
Negative doubles
-   through 4♥.
-   Negative DBL 12+ PC (if 10-11 then good shape)
-   DBL on 1♣ = our opening 1♣, system on
-   DBL on 1♦ MM 3+3+
-   DBL on 1♥♠: ~4OM if 11-15
-   Consequence: (1M)-X-(pass)-2♣-(pass)-2♦ does not promise strong hand.
-   Negative if in doubt.
Penalty Doubles:
-   GF
-   Passed, then doubled: shows trapping
-   After trapping shown, from any hand
-   If 3 suits were bid
-   Lightner DBL.
-   After partner's preemptive (starting 2♦ opening)
-   After our penalty RDBL.
-   After DBL on 2NT lower suits or Michaels intervention.
-   On "pass-or-correct" bids
-   After our bidding 1♣-1NT - (opponent bid)
-   If we stopped in partscore and opponent decide to balance
Specials:
    1♦-1♥-(2♥-nat)-dbl and 1♦-1♥-(2♥-nat)-p-dbl – negative
    1♦-1♥-(2♥- Michaels)-dbl – 3 card support
    1♦-1♥-(1NT -nat)-dbl – max, not support
    1♣-1♥-(1NT -distributional)-dbl – 3 card support

Negative doubles examples
    (1♣)-pass-(1♦)-dbl
    (2♦-Multy)-pass-(2♥-pass or correct)-dbl
    (3♣-♦ preempt)-dbl
    (1NT – 10-12)-pass-(2♦-TRF)-dbl – points (TRF suit Michaels or 3 suiter)
Natural doubles examples:
    (2♣)-pass-(2♦)-dbl
    (1NT)-pass-(2♦)-dbl (except 1NT 10-12)
    (1NT)-pass-(2♠-TRF or INV)-dbl
    Pass-(1♣)-pass-(1♦)-dbl (we passed)
    1♣/♦-1NT -(2x)-X
    1♣-(1♠)-pass-(2♣-Druri)-dbl – just promise ♣
DBL on Splinter
    On Splinter NV vs V – suit, looking for cheap defense, other zones – ask to lead LOWER of rest suits
DBL-reopen
    After 1♣ opening we check trapping through 2♠ and on 3♦ with 4414 (can be 12-14)
    After Nat openings we always check trapping with shortness.
    (1x)-pass-pass-X – DBL 7+
DBL-RDBL 3 card support
    1x-1M-(X)-XX
    1x-1M-2y-X – if 2M is available
If our preemptive bid doubled and redoubled: DBL from opener on opponents bid shows shortness in the suit

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[Note 12]: Our ART bids doubled

If art asking bid doubled:

        1NT -2♣-(dbl)

        2♣-2♦-(dbl)

        Bid shows maximum half stopper, further art suit bid – asking for a half stopper

        RDBL – NAT if we han have the suit (except 2♣-2♦-(dbl))

        Pass – shows stopper, further REDBL – RE-asking

        But! After 1NT -2♠-(dbl) – bids 2NT/3♣ show stopper.

If 2♣ checkback doubled:

        RDBL – NAT (if possible ♣)

        Pass – stopper, further RDBL - penalty

        2♦ - no stopper

        2M – 3M, w/o info about stopper

If 2♦ checkback doubled:

        RDBL – NAT (if possible ♦)

        Pass – stopper, further RDBL – penalty.

        Bid – w/o stopper

TRF bid doubled

        After NT:

        Accept TRF shows fit (system on)

        RDBL – NAT

        Pass – no fit (further RDBL – RETRF)

Ask for stopper doubled

        Bid – shortness in a suit

        NT - stopper

        RDBL – shows stopper, ask partner to bid NT

        Pass – no shortness, may have half stopper (RDBL – ask for a halfstopper)

In penalty positions:

        After srong REDBL, GF, trapping positions when oppenents run in some suit or make RDBL SOS:

        - In 2nd position bids show minimum, refusing to pass partner's DBL on the contract

        - In 2nd position pass, then bid on a partner's DBL show maximum, usually with a shortness in OS.

        - In 2nd position DBL 4+ cards

        - In 4th position DBL 3+ cards

[Note 13]: Special defense against different openings

Against 2♦ - multy:

        DBL - around ♠.

        We double with ♥, pass with ♠, then DBL if opponents stopped in ♥. Examples:

            2♦-pass-2♥!-pass-

            pass-X   - negative DBL with ♠

            2♦-pass-2♠-pass

            pass-X   - penalty

        2♦-pass-2♥-X – suppose they guessed the suit, negative DBL

        2♦-X-2♥-X – penalty (partner showed ♥ with first DBL).

        Lebensohl everywhere.

        After overcall with a major other major bid – ask for stopper, except (2♦)-DBL-(pass)-2♥-(pass)-2♠ - NAT

        (2♦)-DBL-(pass=♦)-3♦ - Lebensohl around ♦

        (2♦) X (pass/RDBL = ♦) pass=♦.

        (2♦)-4♣♦ - with major

        (2♦)-pass-(2/3M)-4♣♦ - with OM

Against 2♥♠ – NAT or 55

        4♣♦-55 with other major

        4OM – 1-suiter, strong

        4M – strong minor 1-suiter

        5♣♦ - contract

        4NT – ♣♦

Similar logic in other positions:

        (2♦-multy)-p-(2♠) , (2♣-precision)-p-(3♣), (1♠)-p-(3♠)

Against strong 1♣ 16+

        Main idea: no natural bids.

        Dbl – ♣ lead direct (1♣-pass-1♦-DBL is ♦ lead direct)

        1♥♠ - 1st level – lead direct, may have a longer suit (Example: Axx, KJx).

        1NT ,2NT ,3NT – ♣♥ or ♦♠ (1NT 44+)

        2♣ and higher – next suit OR two other suits. (i.e. 2♣ = ♦ or ♥+♠ etc.)

        This scheme works on any level (i.e.3♥ = ♠ or ♣♦55+).

Against 2NT – minors

        3♣ - ♥♠, ♥ longer or equal length

        3♦ - ♥♠, ♠ is longer

        Further bidding: 4♣ fits ♥, 4♦ fist ♠ ~ last train

        Same after our opening, e,g,:

        1♠-(2NT)-?

            3♣ - 5+♥, GF

            3♦ - ♠fit, INV+

            3♥ - ♥, competitive

            3♠ - fit, competitive

        1♥-(2NT)-?

            3♣ - fir ♥ INV+

            3♦ - 5+♠, GF

3♥ - fit, competitive
3♠ - competitive
On Michaels after our 1♥♠ opening
        DBL – for penalty
        2NT – Inv+ fit
        3♣♦ - suit + fit
        3MO - competitive
        3NT – to play
        2♠(on 1♥-2♥), 3♥(on 1♠-2♠) –GF w/o fit and penalty intention
Against 2NT – Inv+ fit
        (1♥)-(2NT)-dbl –negative
        (1♥)-(2NT)-3♥! – 2-suiter with higher suit
        (1♥)-(2NT)-4♦♣ – weak
3rd and higher level intervention
        See [Note 7]
        On 4♣ - 4♦ = 5♦5M

[Note 14]: 1M special cuts

1M-1NT – half-forcing (can be passed only with 10-11(12) 5332)
1M -2M
    New suit asks for support (usually 4+, but sometimes used on Hx)
    2M+1 –prepare to show single on rele
2♣   ANY ART GF (may have 4♠ if opened 1♥)
    2♦ - 4+♦
    2♠ – min after 1♥♠ openings, may be with ♣, may be 6M. Further 2NT – ask for shape
    2♥ if opened 1♥, =4♠, if opened 1♠ - NAT, further: 2♠ relay with NAT answers, 2NT – no fits relay
    2NT –~BAL not min
    3♣♥♦ - max, 55+
    3M – max, good suit 6+
    After showing 2-suiter on 2nd level (1M-2♣-2suit)
        2M – relay with a fit in one of the suits w/o shortness in 2nd suit. Ask to describe naturally
        3M/2nd suit – fit with shortness in 2nd suit/M
1M-2M-1 good raise (from 2.5M to GF)
    2M min
    2M+1 – prepare to show 2nd suit after rele
    3♣♦OM shortness

[Note 15]: 1NT Opening

2♣ - Stayman:
    2♦ - no 4 M
        2♥   - NF, pass or correct to ♠
        2♠   - ART GF relay
            2NT – no 5♣♦, further search for 44 in minor
                3♣♦ - 5♣♦332
            2NT   – INV
            3♣♦   - GF 5+
            3♥♠   - Smolen, GF, =4 in this suit and 5+ OM.
    On opener's 3NT 4♣♦ – shortness, 6OM.
    2♥ - 4♥, may have 4♠
        2♠ - ART GF relay, may have ♥ fit, or searching for 44 in a minor
        Opener bids the 4 if any, responder fits ♥ with 3♥, minor with a cue.
            2NT – no 4♣♦(may have 4♠),
                3♠ - 4
            3♥ - 5♥
        2NT - INV with 4♠
        3♣♦ - GF, 5+ ♣♦ with 4♠
        3♥ – INV
            3♠/4♣/♦ - Splinter
            3NT - guarantee 4♠
    2♠ - 4 ♠, no 4♥
        2NT   – INV with 4♥
        3♣♦   - GF, 5+ ♣♦ & 4♥
        3♥   - GF with ♠ fit, starting cues
        3♠   - INV
        4♣♦♥   - Splinter

2♦,♥ -TRF
    After minimal bid we play 2nd transfers INV+ starting from 2NT. (1NT - 2♦-2♥-2♠-NAT INV, 1NT - 2♦-2♥-2NT/3♣ 4+♣/♦)
    We never play 2NT.
    On a second TRF to minor:
        Fit M or m on nearest level – min, to play if was INV
        Other suits on 3rd level – interested in minor, GF
        Other suits on 4th level – interested in M, GF, que
    ReTRF to M = GF, 5+M
        3M denies fit, Que shows fit, 3NT – fit. Preferres NT, min
    Raise to 3M – INV, 5+M
Super acceptance of M TRF:
    Next three answers after automatical showing 4cards fit and doubletons ♣♠♥
    Example: 1NT -2♦-2♠- doubleton ♣, 2NT – doubleton ♦ etc..
Responder have RETRF.
3M – 4333 nice hand.
    1NT -2♦-2♥-3♦ - GF!
    1NT -2♦-2♥-4♦ - light SI
    1NT -2♥-2♠-4♣♦♥ - Splinters (4♥ is also Splinter, see 1NT-4♣)

2♠ - 1) BAL GI; 2) signoff in ♣; 3) GF with ♣)
    2NT – min
        3♣ - signoff
            3♦ ♥ ♠ - auto Splinter with ♣, GF+
            3NT – to play
            4♣ - GF♣, starting cues, no shortness
    3♣ - max
2NT – 1) (54)♣♦ signoff ; 2) ♦ signoff ; 3) ♦ GF
    3♣/♦ - better minor
        3♦ - ♦ signoff
        3♥ ♠,4♣ auto Splinter, ♦ GF+ (1NT -2NT -3m-4♣-4NT to play)

3♣ ♦ - NAT INV
3♥/♠ - "5431", short in OM, =3M. 4♣♦ - forcing
1NT -3♥-3♠ - ask for shape nat
4♣ - 55 MM, GF (w/o SI)

After suit intervention on Stayman DBL negative, but on 2♦ - penalty
If our TRF doubled:
    Rdbl – 4+ in suit
    Autobid – fit, Superacceptance bids,

4♦♥ - big TRF (w/o SI)
With intervention:
1NT-2♣ - (Dbl)
        2♦- w/o ♣ stopper, 4♥
        2♥- w/o ♣ stopper, 4♠
        2♠ - w/o ♣ stopper, 4♥ 4♠
        pass – with ♣ stopper, then:
              Rdbl – re-Stayman, then system on
              2♦♥ - weak with ~4441 or MM
              On ♣ raise DBL is re-Stayman
        Rdbl – 4+♣, further:
              2♦♥ - weak with ~4441 or MM
              2♠ - INV , 4♠
              2NT – INV 4♥
              3♣ - ask for another 4

The rest hands – pass, then REDBL – ask to name the suit.
1NT -(p)-2♠-(dbl)-?
        2NT – min, with stopper (then System on)
        3♣ - max with stopper (then System on)
        Rdbl – good ♠ (then System on)
        Pass – w/o stopper:
              2NT 3♣ - to play
              Rdbl – looking for best contract
              3♦♥♠ - Autosplinters, GF ♣
1NT – (DBL-shape or 2♣ 1 suit) – System On
1NT – (DBL-points):
        Pass – F1, may have 1 suit 5+
        Rdbl – penalty
        2 in suit – DON'T, 2 suits 44+
        3 suit preemptive
        2NT – 2-suiter hand GI+.
REDBL penalty, except (1x)-1NT -(dbl)-rdbl – SOS
1NT – (2♣♦♥♠) – we play TRF starting 2NT, see [Note 2]

[Note 16]: 2♦ opening special cuts

234♥♠, 3NT to play
2NT – GF, asking
        3♣ - max up to 55, then 3♦ - Relay
                3♥=4♠5♥, 3♠=5♠4♥, 3NT= 4♠4♥, 4♣=5♥5♠
        3♦ - min 44
        3♥ - min 4♠5+♥
        3♠ - min 5+♠4♥
        3NT – min from 5+♠5+♥
        4♣ - max 5♠6♥
        4♦ - max 6♠5♥
After answer on relay 4♣ - asking for single (1-no, 2-lower, 3-higher), 4♦ -
RKCB on ♥, 4NT - RKCB on ♠

3♣ - TRF to 3♦: weak ♦, INV with M fit or ♣ GF (showed by 3NT on 3♦)
3♦ - INV ♥♠3+3+
        3♥♠ - to play
        4♣ - ~equal MM
        4♦♥ - TRF to a better M
Dealing with intervention:
Penalty DBLs.
2♦-(dbl)-?
        Rdbl – ask for better suit
        3♣ - signoff
        Pass – ♦, further 2♥ – longer ♥, rdbl – equal length or longer ♠
        The rest system on

[Note 17]: Odvrodka

1♣-1♥♠-2♣ GF relay 3+ ♥♠ 15+. Answers & further bidding:
2♦ - 4 min 7-10
        In mini-NT position (1-2 NV) 1♣-1M-2♣-2♦-2NT not forcing, 16-17NT
2♥ - 4 max 10+
        2♠ if answer was 1♥ - 5♠
        2NT – waiting
                3♥ - 4♠
2♠ - 5 min 7-10
        2NT – waiting
2NT – 5332 max 11+
3♣♦♥ - 5M 4+♣♦♥ (if M =♠) max 10+
        3M 6 max without singletons
        3M+1 (1♣-1♥-2♣-3♠ & 1♣-1♠-2♣-3NT) – void splinter
                RELE – asking void suit, as much natural as possible
        Above – autosplinters (1♣-1♥-2♣-3NT- ♠ splinter)