

1. $1m \rightarrow 1M \rightarrow 2M = 3+'M$ support, NF $\Rightarrow ?$ (Apply also $1H \rightarrow 1S \rightarrow 2S$)
 - 1) $A1(2H \rightarrow 2S$ or $2S \rightarrow 2NT$, so $2H \rightarrow 2NT$ is GT w. S value) = ask, 10+.
 1) $3m/4m =$ no SIN (singleton); $3'M, 5'm, MIN$ (Minimum, relative to MED, MAX)/ $4'M, 5'm$.
 2) $3om$ (other minor)/ $4om = om$ SHR (shortness, SIN or void); $3'M/4'M$.
 3) $M = S: 3H/4H = H$ SHR; $3'S/4'S$.
 4) $M = H: 2NT/3S = S$ SHR; $3'H/4'H$.
 5) $3M/3NT/4M =$ no side suit SHR; $13-(3'$ or $4'M)/3'M$ and $14+/4'M$ and $14+$.
 2) $3om = 4'M, 5'om, 10-12$; e.g., $1D \rightarrow 1S$ $2S \rightarrow 3C = 4'S, 5'C$.
 3) $3OM = 5'M, 4'OM, 10-12$; e.g., $1D \rightarrow 1S$ $2S \rightarrow 3H = 5'S, 4'H$.
 4) $3m = 4'M, 4'm, 10-12, F1$; e.g., $1D \rightarrow 1H$ $2H \rightarrow 3D = 4'H, 4'D$.
 5) $3M = 5'M, GT$.
2. $1M \rightarrow 1NT \rightarrow 2NT = BAL, 17-19 \Rightarrow$ apply transfer (\leftrightarrow) bid (All transfer excluding NT, i.e., $S \leftrightarrow C$):
 $So, 3C/3D/3H/3S \leftrightarrow 3D/3H/3S/4C \Rightarrow$
 - 1) $3NT =$ select a contract.
 - 2) $3M = M$ support, select a contract.
 - 3) First transfer to M, then NS (New Suit) = M support, NS $5+' w. 2$ honors, ST (Slam Try).
 (note: $1m \rightarrow 1NT \rightarrow 2NT = GT$ of $3NT$)
3. $1M \rightarrow 1NT \rightarrow 2Y (Y < M) = 17-, Y = H, 4+'; Y =$ minor, better one, if 2 ms (minor suit) of same length, C.
 $1S \rightarrow 1NT \rightarrow 2C \rightarrow ? 2H/2S/3C/3D = 8-, NF; 2D = Bart, 9+ \Rightarrow$
 - 1) $2H/3H = 3'H; 14-/15-17$ and GF.
 - 2) $2S = 14-, 2-'H \Rightarrow$ pass/ $2NT/3C/3D = 2'S, weak/4'C$ and $10-11/5+'C/5+'D$ and GT.
 - 3) $2NT/3NT = 2-'H, 15-17$; may have no stopper in 1suit/stopper in all suits.
 - 4) $3C/3S = 2-'H; 12-17, S$ and $C 55+'/15-17$ and $6+'S$.
4. At 3rd and 4th seat, $1M \rightarrow 2C/2D = 2$ -way reverse Drury, 9-11, $3'/4+'M$; not apply after OPP intervene.
 - 1) $2C \rightarrow 2M/2D =$ weak, M may be $4'$ /normal open strength but MIN $\Rightarrow NS = SHR, GT$.
 - 2) $2D \rightarrow 2M/2NT =$ weak, M may be $4'$ /normal open strength but MIN $\Rightarrow NS = SHR, GT$.
 - 3) $3M =$ ask about M \Rightarrow Ans: $0 \parallel 1 \parallel 2 \parallel 3$ honors.
 - 4) $2S/3C/3D/3H = SHR, GT$.
 - 5) $2NT/3NT = 17-19/15-16 \Rightarrow$ show SHR or bid trump.
 - 6) Double jump NS = $5+' , 2nd$ suit $\Rightarrow NS = CTL, ST$.
5. Extended Stayman: $1NT \rightarrow 2C \rightarrow ? 2D =$ no $5'M, MIN; 2M = 5', MIN; 2NT =$ no $5'M, MAX; 3M = 5', MAX$.
 $1NT \rightarrow 2C \rightarrow 2NT \rightarrow ? 3D/H = A1, GF; 3C =$ ask $\Rightarrow 3D = 4'M, 4333; 3M = 4'$ w. a doubleton; $3NT =$ no $4'M$.
 $1NT \rightarrow 2C \rightarrow 2D \rightarrow ? 3D/H = A1, GF; 2H = P/C \Rightarrow$ longer M or $2NT$;
 $3C = 4$ card Stayman $\Rightarrow 3D =$ no $4'M \Rightarrow$ extended Smolen:
 $3M = 4'M + 5'OM, GF; 4C/D = 6'H/S + 4'S/H, ST; 4M = 6'M + 4'OM, to play$.
6. After $1NT \rightarrow 2D/2H \leftrightarrow 2H/2S$,
 $2NT = GF$ w. $5'M, 4+'m$ w. OM SHR or $5'M + 5'm$ (therefore, $3NT = BAL, 5332$ or 5422)
 $\Rightarrow 3C =$ asks $\Rightarrow 3D/H/S/NT = 4'$ or $5'D/m44$ and OM void/5134 or 1534/55 in M and C.
 $3C \rightarrow 3D \rightarrow ? 3H =$ ask $\Rightarrow 3S/NT = 5143$ or $1543 / 55$ in M and D.

7. After 1NT-2Y, Transfer LEB:
 2NT↔3C => 3NT= to play with Y stopper; 3NS= GT; 3Y= slow CB(cue bid).
 directly 3NT= to play, no stopper in Y.
 1)2C: X= TO; 2D/2H/2S/3C/3D/3H/3S/4D/4H=A1; 4C= 2 MS(Major Suit) => NS= SHR.
 2)2D(D suit): X= TO; 2M= NF; 3D/3H/3S/4D/4H= A1;3C= fast CB; 4C= 2 MS => NS= SHR.
 3)2H(H suit): X= TO; 2S= NF; 3C/3H/3S/4H=A1; 3D= fast CB => NS= SHR.
 4)2S(S suit): X= TO; 3C/3D/3S/4D=A1; 3H= fast CB => NS= SHR.
 (Note: against 1NT-2m= 2MS, i.e., OPP 2-suits not including the suit bid, see supp #10)
 (Fast/slow CB= game value, 4'M, without/with stopper in OPP suit)
8. OPP open 2D/H/S(suit), (apply 2nd and 4th seat, not apply for Precision 2C)
 X= TO => Transfer LEB : 2NS= NF; 3NS= A1(↔OPP suit= fast CB); 3NT= to play, no Y stopper.
 2NT↔3C => 3NT= to play with Y stopper; 3NS= GT; 3Y= slow CB.
 2NT=16-19 w. stopper in Y => 3Y= STA; NS= A1(excluding NT and Y).
 1)2D-? 2H/2S/3C= natural; 3D= bid 3NT w. stopper in D; 3H= H+S; 3S= S+C; 4C= C+H.
 2)2H-? 2S/3C/3D= natural; 3H= bid 3NT w. stopper in H; 3S= S+C; 4C= C+D; 4D= D+S.
 3)2S-? 3C/3D/3H= natural; 3S= bid 3NT w. stopper in S; 4C= C+D; 4D= D+H; 4H= H+C.
 (Note: 2C(Precision)-? X= TO; 2D/H/S/NT= natural, NF; 3C= bid 3NT w. stopper in C.)
9. OPP 3-level pre-emptive(PRE), both 2nd and 4th seat apply transfer bid(but 3D-4C/3C-4D= natural):
 1)3C-? X= TO; 3S= bid 3NT w. stopper in C; 3D/3H= A1; 4C= 2 MS.
 2)3H-? X↔3S;3S= bid 3NT w. stopper in H; 4m= 6+'m + 4'S; 4H= 5+'S +1ms5+'; 4NT= 2ms55+';
 X→? 3S= NF;3NT= to play; 4m= natural, NF; 4H= S fit, CB; 4S= S fit, to play.
 X→3S→? 3NT= to play; 4m= natural, NF; 4H= CB, ST; 4S= better than jump to 4S.
 3S→? 3NT= to play; 4C= P/C; 4H= show 3'S or your own suit; 4S= 6+'; 4NT= show suit.
 3)1M-3D-? 4m= M support, CB.
 4)1M-3D-X-no-3OM-no-? 4C= natural, GF; 4D= OM support, CB; 3NT= pass with D stopper.
 5)1m-3H-X-no-3S-no-3NT= pass with H stopper or else pick a suit.
10. Against OPP 2-suits bidding,
 1)In principle, X= 9+, BAL, partner suit(if any) 2', no 44+' in OPP suits;
 pass= 9-, or 9+ w. partner suit SHR, or 9+ w. OPP suits 44+(prepare to penalize next round).
 2)Against 1m-2m/1C-2D= 2 MS,
 NT= stopper in MS, GT; 2H/S↔3C/D, 6-9 or 13+; 3m= suit, GT; 3M= SPL, 2 ms 54+', GF.
 3)Against 1NT-2m= 2 MS, 2D= natural, NF;
 NT= stopper in MS, GT; 2H/S= ms, #C>=#D/5+'D, 4'C; 3m= suit, GT; 3M=SPL,2 ms 54+',GF.
 4)Against Flannery= 5+'H & 4'S, X= BAL, stopper in MS, 15+;
 NT= 2ms 54+; 2H= TO; 2S/3m= natural, NF; 3M= bid 3NT w. stopper in M.
 5)Against 1M-2M= OM + 1ms, 3M= NF;
 1)Against 1H-2H-? 2S↔3C; 3C↔3D ; 2NT/3D= H support, GF/GT; 3S/4C/4D= SPL.
 2)Against 1S-2S-? 2NT↔3C; 3C↔3D ; 3D/3H= S support, GF/GT; 4C/4D/4H= SPL.
 6)Against 1M-2NT= 2 ms, 3C/D= H/S, 10+; 3M/OM= 6-9, 3+'M/6+'OM; X= penalty, 12+.
 7)Against 1m-2NT= 2 lower suits, 3m/S= 6-9, NF; CB= stopper in this suit, 13+;
 3NT= stopper in both OPP suits, 13+; X= 10-12 or 13+ without stopper in OPP suits.

11. Against multi-2D w. 1MS,
 2D-X-no-? pass= penalty; 2M= P/C; 2NT= strong, ask => 3C= 5'H; 3D= 5'S; 3M= 6+'.
 2D-X-no-no-2M-? X= TO; NS= natural + OM; pass= may await a TO from partner.
 2D-X-2H-no-no-X= TO, 5+'S.
 2D-X-2H-no-2S-X / 2D-X-2S-no-no-X= TO => pass= penalties.
 2D-X-2M/3M-X= P/C.
 2D-X-2H-X-no-? pass= penalty; 2S= natural, MIN; 3m= 4+', good; 3H= stop-ask; 3S= 6+'.
 2D-X-2H-X-2S-? X= penalty; pass= H, natural; 3m= 5'H, 4+'m; 3H= 6+', good; 3S= stop-ask.
 2D-X-2S-X-no-? pass= penalty; 3m= 4'+5'H; 3H= H, natural; 3S= stop-ask; 4H= 6+', good.

2D-2M= TO of the suit bid or very strong, e.g. SAKQx H- DJxxx CAxxxx.
 2D-3M= 6+', 6 losers. (w. 6+' and 5 losers, X then 3M; w. 6+' and 4 losers, X then 4M.)
 2D-3m(natural, 9-13)-no-? NS= natural. Then NS by opener= natural.
 2D-4m= forcing, m's + a 5'M, only 5 losers => 4D= ask M; 4M= natural.
 2D-4NT= minors 65+.

2D-no-2M-X= TO of the suit bid => 2NT= Transfer LEB.
 2D-no-2H-X-2S-? 3D/3H= 6-9, natural; 2NT= Transfer LEB.
 (i.e., 2NT= weak w. C or GT ↔ 3C= NF => 3S/NT= stopper in OPP suit, 4'H/no 4'H.
 directly jump to 3S/NT= no stopper in OPP suit, 4'H/no 4'H.

12. At 2nd seat, against RHO opens 1C/D/H, apply transfer bid, and X= TO(Take Out). 3
 1) 1C-? 1D/1H/1S/2C ↔ H/S/C/D.
 2) 1D-? 1H/1S/2C ↔ S/C/H.
 3) 1H-? 1S/2C/2D ↔ C/D/S.
 4) Transfer at 1-level is 4' or 5' w. 8+, if overcaller rebids NS later, it may be longer.
 5) Transfer at 2-level is usually 5+' w. 10+, major suit; transfer into 2M is probably 6+'.
 6) ATRN= Accept transfer suit; RTRN= Raise transfer suit; JTRN= Jump raise transfer suit;
 e.g., 1C-1D(↔H) => ATRN= 1H; RTRN= 2H; JTRN= 3H.
 7) Responses to the transfer: usually ATRN, but
 ● If 4+' in transfer suit, RTRN= 8-11; JTRN= 5-7; JNS= 12-14 w. value in NS; CB= 15+.
 ● If 2-' in transfer suit, NS= 5+' and 8+; NT= ~10 w. stopper in OPP suit.
 8) If RHO intervenes, X/XX= support, 3', 8+; ATRN/RTRN= transfer suit fit, 8-11/12+.

A way against transfer: 1C-1D(↔H)-? X= D; H= TO.

13. At 3rd seat, partner opens, RHO 1-level overcall, transfer/bid the major suit (later NS= 2nd suit):
 1) 1C-1D-?(NT= natural)
 1) X/1H ↔ H/S, 4' or 5', 6+ =>
 If 3' in transfer suit, ATRN and rebid later for good hand
 else if 4+' in transfer suit, RTRN= 12-14; CB= 15+
 else if 2-' in transfer suit, 2C= 6+'; NS= 4+'; NT= stopper in OPP suit
 else ATRN.
 If RHO intervenes, pass= 2-' or MIN; X/XX= 3'; ATRN/ RTRN= 4', MIN/MED or up.

- 2)1S↔NT or C, 6+(↔NT does not guarantee stopper in OPP suit) =>
 1NT= NF => 2NT= GT.
 2C= NF => 2D= stop-ask; 2M= C fit w. M values; 3C= GT; 3D/H/S= SPL, C fit.
- 3)2C= no 4'M, GF.
- 4)2D/H/S= 6+'H/S/C, weak or GF =>
 ATRN= NF => NS= CTL; CB= stop-ask; JNS= ASPL(Auto SPL, transfer suit is solid).
 2NT=18+ => repeat transfer= weak; RTRN=13+; JNS= ASPL, 13+.
 RTRN= GT. CB= F1, stop-ask.
 If RHO intervenes, pass= SHR; X/XX= 2' support, MIN; ATRN= 3+', MIN; RTRN= 3+',15+.
- 5)3C/D/H= 6+'C/H/S, GT.
- 6)3S= 6+' good C(2+' top honors), bid 3NT w. stopper in D.
- 2)1C-1H-(NT= natural)
- 1)X↔S, 4' or 5', 6+ => (similar to 13.1.1).
- 2)1S↔NT or C, 6+ => (similar to 13.1.2).
- 3)2C↔2D, 5+', 6+ =>
 2D=12-14,BAL,NF =>
 2H= waiting; 2S= values; 2NT/3D= GT; 3C= GF;3M= ASPL;3NT= pass w. H stopper.
 if RHO intervenes, e.g., 1C-1H-2C-3H-no-no-?3S= values because 2C implies no 4'S.
 2H= CB, GF => 2S= no H stopper; 2NT= w. H stopper; 3C= natural; 3D= 6+'.
 2NT= 18+, BAL => 3C/NT= natural; 3D= 6+'; 3M= SHR; 4C= SHR w. extra values; 4NT= ST.
 2S= 4+'S and 5+'C, NF; 3C= 2-'D and 5+'C, NF; 3D=12-14, BAL w. D fit; 3M= SPL, D fit.
- 4)2D= no 4'S, GF.
- 5)2H/S= 6+'S/C, weak or GF => (similar to 13.1.4).
- 6)3C/D/H= 6+'C/D/S, GT.
- 7)3S= 6+' good C or D, bid 3NT w. stopper in H.
- 8)Raise a suit which partner is SHR= no wasted values.
- 3)1C-1S-(NT= natural)
- 1)X↔H, 4' or 5', 6+ => (similar to 13.1.1).
- 2)2C↔2D, 5+', 6+ => (similar to 13.2.3).
- 3)2D= better H(10+, 5' or 7- 9, 6+') =>
 2H= NF => 2S/3C/3D= GF, CTL; 2NT/3H= GT; 3S/4C/4D= ASPL, good H; 3NT= to play.
 2NT= 18+, GF, BAL => 3C/D/H= natural; 3S/4C/4D= ASPL, good H; 3NT= to play.
 3H= GT; 2S= GF, not BAL; 3D= 4+'D, F1; 3C= 6+'C, NF; 3S/4D= ASPL, solid C.
- 4)2H= no 4+'H, GF.
- 5)2S= 6+'C, weak or GF => (similar to 13.1.4).
- 6)3C/D/H= 5+'C/6+'D/6+'H, GT.
- 7)3S= 6+' good C or D, bid 3NT w. stopper in S.
- 4)1D-1H-(NT= natural)
- 1)X↔S, 4' or 5', 6+ => (similar to 13.1.1).
- 2)1S↔NT or C, 6+ => (similar to 13.1.2).

3)2C↔2D, 5+'D, 6-9 or 13+(rebid later if 13+) => (similar to 13.2.3).

4)2D= 5+'D, 10-12, GT.

5)2H/S= 6+'S/C, weak or GF => (similar to 13.1.4).

6)3C/D/H= 6+'C, GT/5+'D, PRE/6+'S, GT.

7)3S= SPL, D fit, H SHR.

5)1D-1S-?(NT= natural)

1)X↔H, 4' or 5', 6+ => (similar to 13.1.1).

2)2C↔2D, 5+', 6-11 => (similar to 13.2.3).

3)2D= better H(10+, 5' or 7-9, 6+') => (similar to 13.3.3).

4)2H= no 4+'H, GF.

5)2S= 6+'C, weak or GF => (similar to 13.1.4).

6)3C/D/H= 6+'C, GT/5+'D, PRE/6+'H, GT.

7)3S= SPL, D fit, S SHR.

6)1H-1S-?(1NT= natural)

1)X↔NT or C => (similar to 13.1.2).

2)2C↔2D, 5+', 6+ => (similar to 13.2.3).

3)2D/2H/2NT/3H= H support; 6-8/9-11/GF/5-.

4)2S= 6+'C, weak or GF => (similar to 13.1.4).

5)3C/D= 6+', GT.

6)3S/4C/4D= SPL, H fit.

7)1m-1NT-?

1)2C= 2 MS 44+ => 2D= equal fits; 2M= M better.

2)2D/H/S↔H/S/C.

3)2NT= 2 ms or 1 MS+1ms 55+' => 3m => 3M= M + om.

4)3C/D/H= 6+'D/H/S, PRE.

14. At 3rd seat, partner 1Y, RHO TO X, if 10+ and BAL, XX; else if 6+, transfer/bid the major suit.

1)1C-X-?(2NT= PRE, C fit)

1)1D/1H/1S/2C↔1H/1S/2C/2D(M first) => (similar to 13.1.1, 13.1.1, 13.1.2, 13.2.3).

2)2D/H/S= 6+'H/S/C, weak or GF => (similar to 13.1.4).

3)3C/D/H= 6+'D/H/S, GT; 3S↔3NT.

2)1D-X-?(2NT= PRE, D fit)

1)1H/S= natural, F1; 2C= natural, NF.

2)2D/H/S= 6+'H/S/C, weak or GF => (similar to 13.1.4).

3)3C/D= 4+'D, 6-9 or 5+'D, 13+/5+'D, 10-12, GT.

4)3H/S= SPL, 10-12, 5+'D.

3)1H-X-?

1)1S/2S = 2 ms44+/6+'S, weak.

2)1NT/2C↔2C/2D => (similar to 13.1.2, 13.2.3).

3)2D/2H/2NT/3H= H support; 8-10/5-7/GT/4-.

4)3C/D= good 6+', GT.

5)3S/3NT/4C= H fit, S/D/C SHR, SPL.

4)1S-X-?

1)1NT/2C/2D ↔ 2C/2D/2H => (similar to 13.1.2, 13.2.3, 13.3.3).

2)2H/2S/2NT/3S/4D= S support; 8-10/5-7/GT/4-/5'S, 5-7.

3)3C/D= good 6+', GT.

4)3H/3NT/4C= S fit, H/D/C SHR, SPL.

15. At the 4th seat, Transfer Advances apply after any second-seat non-jump natural suit overcall at the 2 or 3 level. Bids between a simple cue-bid and a simple raise are rotated. Thus, a transfer into overcaller's suit now becomes the sound raise.

- Bids of NT are natural.
- Bids in other suits are natural and forcing.
- Raises of overcaller's suit are always pre-emptive.
- Jumps in new suits are fit-showing.
- Jumps in opener's suit are splinters.
- When RHO X, XX= lead-directing(Ax or Kx in partner suit), transfers apply.
- When RHO bids otherwise, transfers do **not** apply; NT= 2' support, 8-12 w. stopper in OPP suit; pass= 2-' or weak; X= NEG, 8-10; Raise= 3+', 6-9; Jump raise= 3+',10-12; CB= 3+',13+.

e.g.1)1D-2C-no-?2D ↔ H; 2H ↔ S; 2S= C support, sound; 3C= PRE; 3D= SPL; 3H/3S= values, C fit.

e.g.2)1H-2C-no-?2D/2NT=natural; 2H ↔ S; 2S=C support,sound;3C=PRE;3H=SPL;3D/3S=values, C fit.

e.g.3)1H-2D-no-?2NT=natural;2H ↔ S; 2S ↔ C; 3C ↔ D,sound;3D= PRE;3H= SPL;3S/4C= values, D fit.

e.g.4)1S-2D-no-?2H/2NT= natural; 2S ↔ 3C; 3C ↔ D, sound; 3D= PRE; 3S= SPL; 3H/4C= values, D fit.

e.g.5)2H(weak)-3C-no-?3D/3NT=natural;3H ↔ S;3S ↔ C,sound;4C= PRE;4H= SPL;4D/4S= values,C fit.

e.g.6)2D(weak)-2S-no-?3C/2NT=natural;3D ↔ H;3H ↔ S,sound;3S=PRE;4D=SPL;4C/4H= values, S fit.

e.g.7)3D-3S-no-? 3NT/4C= natural; 4D ↔ H; 4H ↔ S, sound, ST; 4S= to play.

e.g.8)1D-1S(↔ C)-no-? /1C-2D(2MS)-no-?/1D-2C-2Y-?/3C-3S(↔ 3NT w. stopper in C)-no-?...etc.

Transfer Advances do **not** apply.

Responses to the transfer(Partner as overcaller has 10+, 5+')

1)Usually ATRN, will pass a non-forcing bid.

2)If 2-'in transfer suit, rebid own suit= good 6+' suit, does not show extra values.

3)4th suit= natural w. extra values; may have 3' in transfer suit.

4)CB= good hand w. fit in transfer suit.

5)NT= natural w. extra values; usually 2' in transfer suit => rebid transfer suit= weak, closing.

An example of advancer rebid:

1D-2C-no-2D(↔ 2H)-no-2H(ATRN)-no-?

2S/3S= 5'H, 4'S, reverse/SPL w. C fit, S SHR, and H values;

2NT= natural, stopper in D, GT of 3NT;

3C/D/H= sound 3-card raise w. H values/stop-ask/GT.

16. Defense Signal

1)Lead as follows according to #cards:

- 2': high→low.
- 4': 2nd lowest→lowest, but in 4 small cards, lead 2nd highest, i.e., 3rd lowest.
- 6': 3rd lowest→lowest.
- 3': lowest→2nd lowest.
- 5': lowest→2nd lowest, but in 5 small cards, lead 2nd highest.
- 7': lowest→3rd lowest.

2)Rule of 14: the order of 2-A in a suit is 2-14, 14 - order of card led= #cards > card led.

Declarer has 3'/4'/5'/6':12/12/10/11 - order of signal card= #cards declarer has that > signal card.

3)New rule of 3rd seat: for a lead against NT, #cards in defenders and dummy>=11, follow the lowest.

4)ENC(encourage): lowest ; disencourage: 3rd lowest, but if maybe useful, 2nd lowest.

5)Suit preference(S/P): highest= higher suit; lowest= lower suit; middle= keep leading this suit.

6)Against suit contracts, following trumps, low/high= ENC lower/higher suit.

7)Against NT contracts, following 1st suit declarer leads, low/high = ENC lower/ higher suit.

8)Smith Echo: after declarer wins and leads a new suit, defender follows a 9+ card unnecessarily= welcome the suit of first lead.

9)Against NT contracts, lead and follow:

Lead	follow
A: AK-	If dummy 3+', show odd-even; dummy2', show ENC. W. Qxxx, the lowest; no Q, the 2nd lowest.
K: AKJ-(A during game), KQT-	If dummy and self 3+', follow the honor if having it. When dummy 3+', show odd-even. When dummy 2-', ENC when having honor.
Q: AKQ-, QJT-, QJ9-, KQ-(K during game)	If dummy3+', show odd-even.
J: AQJ-, KQJ-, JT9-, JT8-, QJ-(Q during game)	If dummy + defenders >= 11', the lowest.
T: AQT9-, AJT-, KJT-, T9-	If dummy2-', self 3+', ENC if having honor; when the suit is led the 2nd time, show odd-even of original.
9: AT9-, KT9-, QT9-, 98-	

10)Against suit contracts, lead and follow:

Lead	follow
A: AK- and even'(K against 5+ contract)	Dummy 3+' w. Q, show odd-even. Otherwise, lowest= may have 1 or 3 tricks; 3rd lowest= 2 tricks. Dummy 2' w. Q, lowest= holding J.
K: AK- and odd'(A during game)	
K: KQJ-(J during game), KQ	w. A, cover. If dummy has A, show odd-even.
Q: KQ-(K during game), AKQ-	w. honors, ENC. If no need to ENC, show odd-even. When the suit is led the 2nd time, show odd-even of original.
J: QJ-(Q during game), AQJ-	
T: JT-(J during game), AJT-, KJT-,AQT-	
9: T9-(T during game), AT9-, KT9-, QT9-	
8: 98-(9 during game), K98-, Q98-, J98-	
7-	If dummy wins w. Q-, show odd-even; if dummy Qx and declarer 4', lowst= holding J.