

CATOMULT – Option “He-Man”

Not Vulnerable?

(1□)	Double	15+
	1 /1 /1	7-15 Canapé (can be good intermediate jump without a stopper)
	1NT	5-9 3-suited
	2□	10-14 3-suited
	2	Multi
	2	5-9 4+/4+ Majors
	2	Good Preempt in any suit
	2NT	Good Intermediate Jump in □ with a stopper
	3□	10-14 5+/5+ Both Majors
	3	Good Intermediate Jump in □ with no stopper
	3Major	Poor preempt
(1)	Double	15+
	1 /1	7-15 Canapé (can be good intermediate jump without a stopper)
	1NT	5-9 3-suited
	2□	10-14 3-suited
	2	Multi
	2	5-9 4+/4+ Majors
	2	Good Preempt in any suit
	2NT	Good Intermediate Jump in □ with a stopper
	3C	Good Intermediate Jump in □ with no stopper
	3	10-14 5+/5+ Both Majors
	3Major	Poor preempt

CATOMULT – Option “Wous”

Vulnerable?

(1□)	Double	15+	
	1 /1 /1	7-15	Canapé (can be good intermediate jump without a stopper)
	1NT	10-14	3-suited
	2□	10-14	5 Diamonds & a 5-card Major
	2		Multi
	2	5-9	4+/4+ Majors
	2		Good Preempt in any suit
	2NT		Good Intermediate Jump in □ with a stopper
	3□	10-14	5+/5+ Both Majors
	3		Good Intermediate Jump in □ with no stopper
	3Major		Poor preempt

(1)	Double	15+	
	1 /1	7-15	Canapé (can be good intermediate jump without a stopper)
	1NT	10-14	3-suited
	2□	10-15	Canapé (can be good intermediate jump without a stopper)
	2		Multi
	2	5-9	4+/4+ Majors
	2		Good Preempt in any suit
	2NT		Good Intermediate Jump in □ with a stopper
	3C		Good Intermediate Jump in □ with no stopper
	3	10-14	5+/5+ Both Majors
	3Suit		Poor preempt

EXECUTIVE SUMMARY

Style

- Only applies over a 1 \heartsuit or 1 \spadesuit opening by the opponents
- Same by Passed Hand or Balancing Seat
- Limited Michaels Cuebids

Overcalls

- Generally Overcalls at one level show 3+ in that suit, plus 5+ of another
- 1NT or 2 \heartsuit shows a 3-suited take-out type hand
- 2 \heartsuit = Weak Jump Major (Multi-Style)
- Overcall of 2 \heartsuit = Weak Both Majors
- Double shows 15+ balanced or 16+ unbalanced
- May need to pinch a card overcalling over 1
- After (1 \heartsuit /1 \spadesuit) Pass (Bid), Bidding reverts to natural

Responses

- Raise shows (4)5+ support with no interest in other suit
- Pass, next suit and higher than a raise = pass or correct
- 1NT, 2NT and new suit are natural
- Cuebid is game try, Jump cuebid = Good Raise in overcall suit
- Over Double, next suit shows 0-5, rest = 5+ Natural, Suit = Forcing

Rebids

- Rebidding overcall suit shows 4, with 5+ of higher or 5+ lower suit with extra strength
- Jumping is natural shows a max (3 of suit overcalled)
- Cue shows a max with 4 of suit overcalled
- Responding to Game Try is natural with rebidding suit showing 4 and jumping = max.
- Responding to 1NT & 2 \heartsuit is all pass or correct with 2NT asking for 5-card suit, Cue = Invitational with Major

Competition

- All doubles take-out
- Over canapé, raises = Natural to play, no interest in other suit
- Over canapé, pass, next suit and higher than a raise = pass or correct
- Over double of canapé, Redouble shows own suit
- 2NT over canapé is good raise

Inferences

- Pass then Double of Clubs/Diamonds is Penalties
- Pass then bid show Clubs/Diamonds on the side
- In the pass out seat can pass with Clubs/Diamonds more often, can bid 1NT without a stopper and hide 4-card Major

Detailed Overcalling Structure:

- (1□) Pass = None of the below ie 0-4 Any, or 0-14 balanced 3+ Clubs or 7-14 HCP, Distributional with Clubs. Pass then X = Penalties, Pass then Bid shows Clubs on the side.
- X = 15+ HCP balanced or 4441, 16+ unbalanced
- 1 = 7-15 HCP, 3 or 4 or 5 Diamonds with 5/6 Card Major
- 1 = 7-15 HCP, 3 or 4 Hearts with 5/6 Spades or 5/6 Diamonds
- 1 = 7-15 HCP, 3 or 4 Spades with 5/6 Diamonds or 5/6 Hearts
- 1NT = 5-9 HCP, 3-suited Take-out (short Club)
- 2□ = 10-14 HCP, 3-suited Take-out (short Club)
- 2 = 5-9 HCP with 5 or 6 of Major
- 2 = 5-9 HCP with 4+/4+ Majors
- 2 = 4-10 HCP with 6 or 7 of Minor
- 2NT = Good Intermediate Jump in any suit with a Club stopper
- 3□ = 10+ HCP 5+/5+ Both Majors
- 3 = Intermediate Jump in Diamonds, no stopper
- (1) X = 15+ HCP balanced or 4441, 16+ unbalanced
- 1 = 7-15 HCP, 3 or 4 Hearts with 5/6 Spades or 5/6 Clubs
- 1 = 7-15 HCP, 3 or 4 Spades with 5/6 Clubs or 5/6 Hearts
- 1NT = 5-9 HCP, 3-suited Take-out (short Diamond) or 5-9 HCP 5+/5+ Clubs & a Major
- 2□ = 10-14 HCP, 3-suited Take-out (short Diamond)
- 2 = 5-9 HCP with 5 or 6 of Major
- 2 = 5-9 HCP with 4+/4+ Majors
- 2 = 4-10 HCP with 6 or 7 of Minor
- 2NT = Good Intermediate Jump in any suit with a Diamond stopper
- 3□ = Intermediate Jump in Clubs (no Diamond stopper)
- 3 = 10+ HCP 5+/5+ Both Majors

Detailed Responses:

- (1 \square) Pass (Pass) Balance with 1NT more often (can hide 4-card Major),
Pass more often.
- (Bid) X = Take-out or strong
Bids = Natural, Constructive
2 \square = Natural
1NT = Weak Two Suiter (can have Clubs)
Jumps = Weak
- X First Step (eg 1 \square) = Negative 0-4(5) HCP, Otherwise natural stuff
With 2 \square as a Cue, Jump shows 6-card suit 4-7 HCP, One level
Response = 5+ Forcing.
- 1 Pass/1 \square /2 \square + = Pass or Correct
2 \square /3 \square = To play
1 \square /2 \square = Own Suit Forcing
1NT = 7-10 HCP with a stopper
2 \square = Artificial Game Try then see below
2NT = Balanced Invitation (13-14 HCP)
3 \square = Good Raise to 3 (5+)
- 1 Pass/1 \square /3 \square + = Pass or Correct
2 \square /3 \square = To play (Hates Spades)
2 \square /2 \square = Own Suit Forcing
1NT = 7-10 HCP with a stopper
2 \square = Artificial Game Try then see below
2NT = Balanced Invitation (13-14 HCP)
3 \square = Good Raise to 3 (5+)
- 1 Pass/2 \square /3 \square + = Pass or Correct
2 \square /3 \square = To play (Hates Hearts)
2 \square = Own Suit Forcing
1NT = 7-10 HCP with a stopper
2 \square = Artificial Game Try then see below
2NT = Balanced Invitation (13-14 HCP)
3 \square = Good Raise to 3 (5+)
- 1NT 2 \square = Artificial Game Try then two level = Natural min, Jump in Major
= 5-card Max, 2NT+ = Natural Max
2 \square /2 \square /2 \square = To play
3 \square /3 \square /3 \square = To play
2NT = Asking for 5-card suit (Preemptive)
3 \square = Asking for 4-card Major Invitation + (Jump with Max)

Detailed Responses (continued)

- 2 \square 2 /2 /2 = To play
3 /3 /3 = To play
2NT = Asking for 5-card suit (Preemptive)
3 \square = Artificial Game Try, then 3 level = Natural Min, 3NT, Jump = Max
- 2 Pass/2 /2 /3 = Pass or Correct
2NT = Artificial Game Try
3 \square / = Natural to play
- 2 Pass/2 = Preference
2NT = Artificial Game Try then:
3 \square = 5 Hearts then 3 = 5/4 Min, 3 = 5/4 Max, 3NT = 5/5 Min,
4 \square = 5/5 Max short Club, 4 = 5/5 Max short
3 = 4/4 Min then 3 /S = Signoff
3 = 5 Spades, 4 Hearts Min
3 = 5 Spades, 4 Hearts Max
3NT = 4/4 Max
- 2 Pass = To play, 6+ Spades
2NT = Game Try, Inquiry then 3 \square / = Min, 3 = \square Max, 3 = Max
3 \square / / = Pass or Correct
3 = To play, Non-Forcing
3NT = To play
4 \square / / = Pass or Correct

Rebids to Canapé Overcall

- Rebidding overcall suit shows 4, with 5+ of higher or 5+ lower suit with extra strength
- Jumping is natural shows a max (3 of suit overcalled)
- Cue shows a max with 4 of suit overcalled

Continuations over Canapé – 2♣ Game Try:

- (1♣) 1 (P) 2♣
2 = 4+ Diamonds, 5+ Major, Min then 2 / = Pass/Correct
2 = 3 Diamonds, 5+ Hearts, Min
2 = 3 Diamonds, 5+ Spades, Min
2NT = 3+ Diamonds, 5 Spades or Hearts Max, with stopper, then:
3♣ asks with 3 = 4 / 5 , 3 = 3 / 5 , 3 = 3 / 5 , 3NT = 4 / 5
3 = To play, Invitational
3NT = To play, opposite either hand
3♣ = 5/5 Diamonds & a Major then:
3 = To play Invitational
3 = Forcing Inquiry with 3 = Spades, 3NT = Hearts
3NT = to play
3 = 3+ Diamonds, 6 Hearts Max
3 = 3+ Diamonds, 5 Hearts Only, No stopper, then:
3 = Slam Try Hearts
3NT = To play
3 = 3+ Diamonds, 5 Spades Only, No stopper, then 3NT = To play
3NT = 3+ Diamonds, 6 Spades Max

- (1♣) 1 (P) 2♣
2 = 3 Hearts, 5+ Diamonds, Min
2 = 4 Hearts, 5+ Diamonds, Min
2 = 3 Hearts, 5+ Spades, Min
2NT = 4 Hearts, 5+ Diamonds or Spades Max, with stopper, then:
3♣ asks with 3 = , 3 = 5 , 3 = 6
3 = To play, Invitational
3NT = To play, opposite either hand
3♣ = 4 Hearts, Diamonds or Spades Max, No stopper, then:
3 = Pass with bid 3 with 5 , 3 with 6
3 = To play, Invitational
3 = Forcing with 3NT = Diamonds, 4 level = Spades
3NT = To play opposite either hand
3 = 3 Hearts, 5+ Diamonds Max, No stopper
3 = 3 Hearts, 5 Spades Max
3 = 3 Hearts, 6 Spades Max
3NT = 3 Hearts, 5+ Diamonds, Max, with stopper

Continuations over Canapé – 2 \heartsuit Game Try (continued):

- (1 \heartsuit) 1 (P) 2 \heartsuit
2 = 3 Spades, 5+ Diamonds, Min
2 = 3 Spades, 5+ Hearts, Min
2 = 4 Spades, 5+ Diamonds, Min
2NT = 4 Spades, 5+ Diamonds or Hearts Max, with stopper, then:
3 \heartsuit asks with 3 = , 3 =5 , 3 =6
3 = To play, Invitational
3NT = To play, opposite either hand
3 \heartsuit = 4 Spades, Diamonds or Hearts Max, No stopper, then:
3 = Pass with bid 3 with 5 , 3 with 6 ,
3 = Forcing, with 3 =Hearts, 3NT=
3 = To play, Invitational
3NT = To play opposite either hand
3 = 3 Spades, 5+ Diamonds Max, No stopper
3 = 3 Spades, 5 Hearts Max
3 = 3 Spades, 6 Hearts Max
3NT = 3 Spades, 5+ Diamonds, Max, with stopper

Interference:

- X = 15+ (XX) Pass = 0-5 HCP
Bids = Natural 5+, and above
- (Bid) Pass = 0-5 HCP
Bid = 5+ HCP, Natural, Forcing
Double = 5+ HCP no Natural bid
- Canapé: (X) Pass = (3)4+ Support
Next Suit = Pass or Correct
XX = Own Suit
Suit = Natural to play (can be lead direct with support)
Jumps = Pass or Correct
Raise (Both 2 & 3 level) = To play
Cue = Game Try
2NT = Good Raise to 3 of suit bid
- (Bid) Pass = Nothing to offer
Next Suit = Pass/Correct
X = Take-out
Suit = Natural
Jumps = Pass or correct
Raise = To play
Cue = Game Try
2NT = Good Raise to 3 of suit bid

Interference (continued)

- 1NT/2♣ : (X) Pass = Asking for 5-card suit
Suit = To play
Jump = To play
XX = Own Suit
2NT = Asking for 5-card suit (Preemptive)
3♣ = Asking for 4-card Major Invitation + (Jump with Max)
- (Suit) X = Penalties
New Suit = To play
2NT = Take-out
- 2 (X) Pass = 4+ Diamonds
2 / 2 / 3 = Pass or Correct
XX = Blood
2NT = Art. Game Try
3♣ / = Natural to play
- (Bid) X = Penalty at 2NT+, X = Take-out over 2
- 2 (X) Pass/2 = Preference
2NT = Artificial Game Try (then relay see below)
XX = Blood
3level = To play
- (Bid) X = Penalties
Rest = To play
- 2 (X) 3♣ = What you normally bid – Pass or Correct
3 / = Pass or Correct
4♣ / / = Pass or Correct
4 = Own Suit
5♣/5 = Own Suit
Pass = Spades, Lead direct, or Artificial Strong – All doubles penalties.
XX = Hearts, Lead Direct,
2NT = Diamonds, Lead Direct

Style Summary – For 1 \square Opening:

With Clubs:

Two Suiters, Three Suiters or Single Suiters with Clubs cannot be shown directly. Thus Pass almost always shows 3+ Clubs. With a two-suiter including Clubs, you have the choice of treating it as a single suiter via canapé or weak jump or pass and with a three-suiter you have the choice of showing as a two-suiter or single suiter via canapé or 2 or pass.

Style Summary – 4333:

Weak: Pass
Intermediate: Pass
Strong: Double

Style Summary – 4432:

Weak: Both Majors = 2 \square , Rest = Pass (or a frisky 1NT not-vulnerable)
Intermediate: Bid 2 \square with Doubleton Club, or 44 Majors
Strong: Double

Style Summary – 5431:

Weak: Both 1NT or 2 \square
Intermediate: Bid 2 \square or Canapé
Strong: Double

Style Summary – 5422:

Weak: With both Majors bid 2 \square , otherwise pass
Intermediate: Bid 2 \square or Canapé
Strong: Double

Style Summary – 64's:

Weak: Preempt in six card unless good 4-card Major (canapé or 2 \square)
Intermediate: Treat as Single Suiter for 6-card Major, Canapé for Minor
Strong: Double

Style Summary - Single Suited: 5332 or 6331 or 6322

Weak: Jump in Major = 2 \square , Jump in Minor = 2 \square
Intermediate: Either Canapé or 2NT or Int Jump (Minor) (With a 6223 or 2623 Over 1 \square , Have to Pass)
Strong: Double or 8PT

Style Summary – 5+5+:

Weak: With Majors bid 2 \square , with \heartsuit & \spadesuit or \heartsuit & \clubsuit bid Diamonds then Canapé
Intermediate: With Majors bid 3 \square , with \heartsuit & \spadesuit or \heartsuit & \clubsuit bid Diamonds then Canapé
Strong: With Majors bid 3 \square , with \heartsuit & \spadesuit or \heartsuit & \clubsuit Double