

Bridge Bidding System

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1 1m opening

1♣ – ?

- 1♦ = 0-6
- 1♥ = 4+♥
- 1♠ = 4+♠
- 1NT = 7-10, no 4M
- 2♣ = 12-14 BAL or ♣, **GF**
- 2♦ = 5+♦, **GF**, may have 4M
- 2♥ = 5♠ 4♥ 6-9
- 2♠ = 11+ BAL, no 4M
- 2NT = 11-12 BAL
- 3NT = 15-17 BAL

1♦ – ?

- 1♥ = 4+♥
- 1♠ = 4+♠
- 1NT = 6-10, no 4M, no ♦ support
- 2♣ = 12-14 BAL or ♣, **GF**
- 2♦ = no 4M, 4+♦, **GF**
- 2♥ = 5♠ 4♥ 6-9
- 2♠ = 11+ BAL, no 4M
- 2NT = 11-12 BAL
- 3NT = 15-17 BAL

1♣ – 2♣
?

- 2♦ = BAL
- 2♥ = 5♣ 4♥ ~~BAL~~
- 2♠ = 5♣ 4♠ ~~BAL~~
- 2NT = 5♣ 4♦ ~~BAL~~
- 3♣ = ♣ ~~BAL~~

1♦ – 2♦
?

- 2♥ = ♥ stopper
 - 2♠ = ♠ stopper
 - 2NT = both major stoppers
 - 3♣ = NAT
 - 3♦ = sign off (threshold for invite)
- bidding higher suit denies lower stopper

1♣♦ – 2♥
?

- 2NT = **ASK LSF**

1♣ – 2♠
?

- 2NT = BAL min
- 3♣ = 5+♣ min
- 3♦ = 5+♣ **GF**
- 3♥ = 1-♥, 5+♣ **GF**
- 3♠ = 1-♠, 5+♣ **GF**
- 3NT = to play

1♦ – 2♠
?

- 2NT = BAL min
- 3♣ = 4+♣ min
- 3♦ = 5+♦ min
- 3♥ = 1-♥, 5+♦ **GF**
- 3♠ = 1-♠, 5+♦ **GF**
- 3NT = to play

Two way checkback

After any 1x – 1y – 1z sequence (except: 1♣ – 1♦ = negative).

1x – 1y
1z – ?

- 2♣ = any invite, forces 2♦
- 2♦ = any **GF**

2 1M opening

1♥ – ?

- 1♠ = 4+♠, no 3♥ OR 5♠ 3♥+ **GF**
- 1NT = 5-11HCP, (or 5-7HCP with ♥ fit)
- 2♣ = **GF**, usually no 5-card (or 5+♣)
- 2♦ = 5♦, **GF**
- 2♥ = constructive raise
- 2♠ = mini splinter
- 2NT = limit raise

- $3\clubsuit = \text{solid } 6\clubsuit, \text{ INV}$
- $3\diamondsuit = \text{solid } 6\diamondsuit, \text{ INV}$
- $3\heartsuit = \text{mixed raise}$
- $3\spadesuit = \text{splinter } \spadesuit$
- $3\text{NT} = \text{splinter } \diamondsuit$
- $4\clubsuit = \text{splinter } \clubsuit$
- $4\diamondsuit = 11\text{HCP}, 4\heartsuit, \text{ no shortness}$

$1\spadesuit - ?$

- $1\text{NT} = 5\text{-}11\text{HCP}$, (or $5\text{-}7\text{HCP}$ with \spadesuit fit)
- $2\clubsuit = \text{GF}$, usually no 5-card (or $5+\clubsuit$)
- $2\diamondsuit = 5\diamondsuit, \text{ GF}$
- $2\heartsuit = 5\heartsuit, \text{ GF}$
- $2\spadesuit = \text{constructive raise}$
- $2\text{NT} = \text{mini splinter}$
- $3\clubsuit = \text{solid } 6\clubsuit, \text{ INV}$
- $3\diamondsuit = \text{solid } 6\diamondsuit, \text{ INV}$
- $3\heartsuit = 3+\spadesuit, \text{ INV}$
- $3\spadesuit = \text{mixed raise}$
- $3\text{NT} = \text{splinter } \heartsuit$
- $4\clubsuit = \text{splinter } \clubsuit$
- $4\diamondsuit = \text{splinter } \diamondsuit$
- $4\heartsuit = 11\text{HCP}, 4\spadesuit, \text{ no shortness}$

3 1NT opening

1NT opening = (14)15-17 BAL

1NT – ?

- 2♣ = Stayman
- 2♦ = forces 2♥
- 2♥ = forces 2♠
- 2♠ = INV or TRSF to ♣
- 2NT = TRSF to ♦
- 3♣ = Puppet Stayman
- 3♦ = 55♣♦
- 3♥ = 3-♠ 1-♥, 54♣♦
- 3♠ = 3-♥ 1-♠, 54♣♦
- 3NT = to play
- 4♣ = 55♥♠
- 4♦, 4♥ = Texas
- 4NT = quantitative

1NT – 2♠

?

- 2NT = 14-15(16)
- 3♣ = (16)17

1NT – 2NT

?

- 3♣ = superaccept
- 3♦ = accept

1NT – 3♥
?

- 3♠ = NAT
- 3NT = to play
- 4♥ = exclusion, choose ♣♦
- 4NT = choose ♣♦

Smolen

1NT – 2♣
2♦ – ?

- 2♥ = 5♥ 4♠, to play
- 2♠ = 5♠ 4♥, to play
- 3♥ = 5♠ 4♥, **GF**
- 3♠ = 5♥ 4♠, **GF**

1NT – 2♦
2♥ – ?

- 2♠ = 5♥ 4♠, **INV**

1NT – 2♥
2♠ – ?

- 3♥ = 5♠ 4♥, **INV**

1NT – 2♦
2♥ – 2♠
?

- PASS, 2NT, 3♥ = to play
- 3NT, 4♥, 4♠ = to play

1NT – 2♥

2♠ – 3♥

?

- PASS, 3♠ = to play
- 3NT, 4♥, 4♠ = to play

4 Overcalling 1NT

(1NT) – ?

- ♠ = 5♣♦ + 4♥♠
- 2♣ = 54 ♥♠
- 2♦ = 6+ ♥♠
- 2♥ = 5♥ + 4♣♦
- 2♠ = 5♠ + 4♣♦

(1NT) – ♠ – (P) – ?

- 2♣ = PASS/correct
- 2♦ = show major
- 2♥ = own suit
- 2♠ = own suit

(1NT) – 2♣ – (P) – ?

- 2♦ = show better major
- 2♥, 2♠ = preference

(1NT) – 2♦ – (P) – ?

- 2♥ = PASS/correct
- 2♠ = INV with ♥

5 1NT – dealing with interference

1NT – (2♣) – ?

2♣ = ♣

- ✕ = Stayman

SYSTEM ON

1NT – (2♣^A) – ?

2♣ = 5/4 ♥♠

- ✕ = 8+
- 2♥, 2♠, 3♣ = to play
- 2NT = minors

1NT – (2♦) – ?

2♦ = ♦

- ✕ = negative
- 2♥, 2♠ = to play
- 2NT = Lebensohl
- 3♣ = 5+♥, INV⁺
- 3♦ = 1-♦, INV⁺
- 3♥ = 5+♠, INV⁺
- 3♠ = 5+♣, INV⁺
- 3NT = no ♦ stopper
- 4♦, 4♥ = Texas

1NT – (2♦^A) – ?

2♦ = 6+ ♥♠

- ♠ = 8+
- 2♥, 2♠ = to play
- 2NT = Lebensohl
- 3♣ = 5+♦, INV⁺
- 3♦ = 5+♥, INV⁺
- 3♥ = 5+♠, INV⁺
- 3♠ = 5/5 ♣♦
- 3NT = to play
- 4♦, 4♥ = Texas

1NT – (2♥) – ?

- ♠ = negative
- 2♠ = to play
- 2NT = Lebensohl
- 3♣ = 5+♦, INV⁺
- 3♦ = 5+♠, INV⁺
- 3♥ = 1-♥, INV⁺
- 3♠ = 55 ♣♦, GF
- 3NT = no ♥ stopper
- 4♥ = Texas

1NT – (2♠) – ?

- ✕ = negative
- 2NT = Lebensohl
- 3♣ = 5+♦, INV⁺
- 3♦ = 5+♥, INV⁺
- 3♥ = 55♣♦, GF
- 3♠ = 1-♠, INV⁺
- 3NT = no ♠ stopper
- 4♦ = Texas

1NT – (2NT^A) – ?

2NT = ♣♦

- ✕ = 10+
- 3♣ = Stayman
- 3♦ = 5+♥, INV⁺
- 3♥ = 5+♠, INV⁺

1NT – (3♣) – ?

- ✕ = negative
- 3♦ = 5+♥, INV⁺
- 3♥ = 5+♠, INV⁺
- 3♠ = 5+♦, INV⁺
- 3NT = to play

1NT – (3♦) – ?

- × = negative
- 3♥ = 5+♠, INV⁺
- 3♠ = 5+♥, GF
- 3NT = to play

1NT – (×^A) – ?

× artificial
SYSTEM ON

1NT – (×) – ?

× = penalty

- PASS = forces ××
- ××
- 2x = forces x+1

1NT – (×) – P^A – (P)

××

- PASS = penalty
- 2♣ = 4♣ + 4x or 4333 or any other edge case
- 2♦ = 4♦ + 4♥♠
- 2♥ = 4♥ + 4♠

6 2NT opening

2NT^A opening = 21-22 BAL, may have 5M

2NT – ?

- 3♣ = Puppet Stayman
- 3♦ = forces 3♥, **GF**
- 3♥ = forces 3♠, **GF**
- 3♠ = forces 3NT
- 3NT = 5♠ 4♥
- 4♣ = 55 M
- 4♦, 4♥ = Texas
- 4NT = quantitative

2NT – 3♦
?

- 3♥ = =2♥
- 3♠ = 4+♥, cue bid
- 3NT = =3♠
- 4♣, 4♦ = 4+♥, cue bid

2NT – 3♥
?

- 3♠ = =2♠
- 3NT = =3♠
- 4♣, 4♦ = 4+♠, cue bid

2NT – 3♠

3NT – ?

- 4♣ = 6+♣
- 4♦ = 6+♦
- 4♥ = 54♣♦ 1-♥
- 4♠ = 54♣♦ 1-♠

7 Drury

OFF in competition

P – 1M

?

- 1NT = 8-11, no fit
- 2♣ = 4-fit mixed raise (7)8-10DP OR 3-fit (9)10-11DP
- 2M = 3-fit, 4-8DP
- 2x = (9)10, solid 5x
- 3♣ = (9)10, INV, 6♣
- 3x = 4-fit, solid 5x
- 2NT = 4-fit, solid 5♣
- 3M = 5-fit 4-6DP (or 4 with shortness)
- 3NT over 1♠ (3♠ over 1♥) = Two Tiered Splinters = 4+M, unspecified singleton, (10)11DP
- 4♣/4♦/4♥ = void splinter

P – 1♥

2♣ – ?

- 2♥ = no interest in the game
- 2♦ = INV
- 2NT = 18-20 BAL
- 2♠/3♣/3♦ = 55(54) Slam Try
- 3♠/4♣/4♦ = splinter
- 4♥ = to play

P – 1♠

2♣ – ?

- 2♠ = no interest in the game
- 2♦ = INV
- 2NT = 18-20 BAL
- 3♣/3♦/3♥ = 55(54) Slam Try
- 4♣/4♦/4♥ = splinter
- 4♠ = to play

P – 1M

2♣ – 2M

?

- 3x = NAT, unspecified singleton, +4-fit M support

P – 1M

2♣ – 2♦

?

- 2♥ over 2♠ = Last Train (says nothing about ♥)
- 2M = SIGN-OFF
- 2NT = 11, BAL
- 3M = 4-card support
- 4M = to play
- any other bid = NAT, INV

8 Michaels & Unusual 2NT

(1♣^A) – ?

1♣ = 2+ or fully artificial

- 1♦ = NAT (5+)
- 2♣ = NAT
- 2♦ = Michaels

(1♣^A) – ?

1♣ = 3+

- 1♦ = NAT (5+)
- 2♣ = Michaels
- 2♦ = weak (6+)

(1♦) – ?

- 2♦ = Michaels

9 Non Serious 3NT

After agreeing on ♥ (♠), if GF, the no-jump 3♠ (3NT) bid is an invite (usually no shortness) to Slam. The (serious) cue bid instead of non serious bid forces partner to show their cue.

10 Reverses, jump shifts and jump reverses

1x – 1y – ?

- 2z, y < z = reverse
- 3y, y > z = jump shift
- 3z, y < z = jump reverse

1m – 1♥ – ?

- 1♠ = 4♠, 12-17
- 2♠ = 4♠, (18)19+

11 Preempt opening

2♦ – ?

- 2NT = OGUST (after 2♦ only!)

2♦ – 2♦
?

- 3♣ = 5-7, bad ♦ quality
- 3♦ = 5-7, good ♦ quality
- 3♥ = 8-10, bad ♦ quality
- 3♠ = 8-10, good ♦ quality

2♥ – ?

- 2♠ = **ASK LSF**
- 2NT = 5+♠

2♠ – ?

- 2NT = **ASK LSF**

12 Acol 2♣

2♣ opening = 23+ HCP or 9.5 winning tricks

2♣ – ?

- 2♦ = positive 4+, **GF**
- 2♥ = negative 3-
- 2♠, 3♣, 3♦ = own suit 5+
- 2NT = own suit (♥) 5+

2♣ – 2♥
?

- PASS = good ♥
- 2♠ = 5+, **F1**
- 2NT = min, BAL, **NF**

any other bid = **GF**

2♣ – 2♦
?

- 2NT = min, BAL
- 2♥, 2♠, 3♣, 3♦ = 5+, ~~BAL~~
- 3♥, 3♠, 4♣, 4♦ = agreeing suit

2♣ – 2♦
 2NT – ?

System as after 2NT opening

2♣ – 2♦
 2♥ – ?

- 3♥ = fit
- 3♠ = no fit, relay

2♣ – 2♦
 2♠ – ?

- 2NT = no fit, relay
- 3♠ = fit

2♣ – 2♦
 2♥ – 2♠
 ?

- 2NT = 5♥ + 4♣
- 3♣ = 5♥ + 4♦
- 3♦ = 6 + ♥
- 3♥ = 5♥ + 4♠

2♣ – 2♦
 2♠ – 2NT
 ?

- 3♣ = 5♠ + 4♦
- 3♦ = 5♠ + 4♥
- 3♥ = 6 + ♠
- 3♠ = 5♠ + 4♣

Acol interference

2♣ – (x) – ?

- x = negative
- PASS = positive

13 Dealing with preempts

(2♥) – ?

- 3♠ = strong hand, solid suit
- 3♥ = Michaels
- 4♣/4♦ = Leaping Michaels, GF
- 4♥ = ♣♦, strong
- 4NT = ♣♦, weaker than 4♥

!!

(2♥) – x – (P) – ?

- 2NT = Better Minor Lebensohl
- 3♣ = 0-11, 5+♣
- 2♠ = weak
- 3♦ = INV (8-11)
- 3♥ = no 4♠, no ♥ stopper
- 3♠ = 5♠, INV (8-11)
- 3NT = no 4♠, ♥ stopper
- 4♥ = ♣♦, no ♥ control, Slam Try
- 4♠ = to play

!

!!

$(2♥) - \times - (P) - 2NT$
 $(P) - 3m - (P) - ?$

- $3♦ = \text{weak}$
- $3♥ = 4♠$, no ♥ stopper
- $3♠ = 4♠$, **INV** (8-11)
- $3NT = 4♠$, ♥ stopper

!

$(2♥) - \times - (3♥) - ?$

- $\times = \text{no } 4♠, 10+$

$(2♠) - ?$

- $3♠ = \text{Michaels}$
- $4♣/4♦ = \text{Leaping Michaels}$, **GF**
- $4♠ = 4♦$, strong
- $4NT = 4♦$, weaker than $4♥$

$(2♠) - \times - (P) - ?$

- $2NT = \text{Better Minor Lebensohl}$
- $3♣ = 0-11, 5+♣$
- $3♦/3♥ = \text{INV}$ (8-11)
- $3♠ = \text{no } 4♥, \text{ no } ♠ \text{ stopper}$
- $3NT = \text{no } 4♥, ♠ \text{ stopper}$
- $4♥ = \text{to play}$
- $4♥ = 4♦$, no ♠ control, Slam Try

!!

(2♠) – × – (P) – 2NT
(P) – 3m – (P) – ?

- 3♥/3♦ = to play
- 3♠ = 4♥, no ♠ stopper
- 3NT = 4♥, ♠ stopper

(2♠) – × – (4♠) – ?

- 4NT = two-suited OR weak ♥
- 5♣/5♦ = to play
- 5♥ = Slam Try

14 Rebid with 3-card support

1♣ – 1♥
2♥ – ?

- 2♠ = 5+♥, INV⁺, ASK LSF
- 2NT = 4♥, INV
- 3♣ = 4♥ + 4♣, INV
- 3♦ = 4♥, GF

1♣ – 1♠
2♠ – ?

- 2NT = 4♠, INV
- 3♣ = 4♠ + 4♣, INV
- 3♦ = 5♠, INV⁺, ASK LSF
- 3♥ = 4♠, GF

15 Ask LSF

All basic ASK LSF sequences:

- $1M - 2M$
 $2M+1^A$
- $1\clubsuit\spadesuit - 1M$
 $2M - 2M+1^A$
- $1M - 2x$
 $2M - 2M+1^A$
- $1\clubsuit\spadesuit - 1M$
 $3M - 3M+1^A$

More in: **mini splinter** and **responding to partner's preempt**.

Answering:

no shortness / lowest shortness / medium shortness / (highest shortness)

16 Gazilli

$1\heartsuit - 1\spadesuit$
?

- $2\clubsuit = 5\heartsuit\clubsuit$ 11-15 OR 16+ HCP **F1**

$1\heartsuit - 1NT$
?

- $2\clubsuit = 5\heartsuit\clubsuit$ 11-15 OR 16+ HCP **F1**
- $2\diamond = 5\heartsuit4\diamond$ 11-15
- $2\heartsuit = 11-15$
- $2\spadesuit = 6\heartsuit5\spadesuit$ **GF**
- $2NT = 6\heartsuit5\clubsuit\spadesuit$ **GF**
- $3\clubsuit = 5\heartsuit5\clubsuit$ **GF**

- $3\diamond = 5♥ 5\diamond$ GF
- $3♥ =$ agreeing ♥ GF

$1♠ - 1NT$

?

- PASS = 5332 12-14
- $2♣ = 5♠ ♣$ 11-15 OR 16+ HCP F1
- $2♦ = 5♠ 4♦$ 11-15
- $2♥ = 5♠ 4♥$ 11-15
- $2♠ =$ 11-15
- $2NT = 6♠ 5♣♦$ GF
- $3♣ = 5♠ 5♣$ GF
- $3♦ = 5♠ 5♦$ GF
- $3♥ = 6♠ 5♥$ GF
- $3♠ =$ agreeing ♠ GF

$1♥ - 1♠$

$2♣ - ?$

- $♦ =$ 8+
- $♥ = 2♥$ 5-7
- $♠ =$ good $5♠$ 5-7
- $2NT = 1-♥$ 5-7
- $3♣ = 6+♣$ 5-7
- $3♦ = 6+♦$ 5-7

1♥ – 1NT

2♣ – ?

- 2♦ = 8+
- 2♥ = 2-3♥ 5-7
- 2♠ = 55♣♦ 5-7
- 2NT = 1-♥ 5-7
- 3♣ = 6+♣ 5-7
- 3♦ = 6+♦ 5-7

1♠ – 1NT

2♣ – ?

- 2♦ = 8+
- 2♥ = 5♥ 5-7
- 2♠ = 2-3♠ 5-7
- 2NT = 1-♠ 5-7
- 3♣ = 6+♣ 5-7
- 3♦ = 6+♦ 5-7

1♥ – 1♠

2♣ – 2♦

?

- 2♥ = 5♥ 4♣ 11-15
- 2♠ = 5♥, =3♠ 16+
- 2NT = 5332 18-20
- 3♣ = 5♥ 4♣ 16+
- 3♦ = 5♥ 4♦ 16+
- 3♥ = 6♥ 16+
- 3♠ = 5♥ 4♠ **GF**

1♥ – 1NT

2♣ – 2♦

?

- 2♥ = 5♥ 4♣ 11-15
- 2♠ = 5♥ 4♠ 16+
- 2NT = 5332 18-20
- 3♣ = 5♥ 4♣ 16+
- 3♦ = 5♥ 4♦ 16+
- 3♥ = 6♥ 16+

1♠ – 1NT

2♣ – 2♦

?

- 2♥ = 5♠ 4♥ 16+
- 2♠ = 5♠ 4♣ 11-15
- 2NT = 5332 18-20
- 3♣ = 5♠ 4♣ 16+
- 3♦ = 5♠ 4♦ 16+
- 3♥ = 5♠ 4♥ 16+
- 3♠ = 6♠ 16+

17 Mini Splinters

any shortness 9-11, 4-card support, not **GF**!

1♥ – ?

- 2♠ = mini splinter
- 2NT = **INV** + fit

1♠ – ?

- 2NT = mini splinter
- 3♥ = INV + fit

1♥ – 2♠
?

- 2NT = ASK LSF

1♠ – 2NT
?

- 3♣ = ASK LSF

1♥ – 2♠
2NT – ?

- 3♣ = ♣ shortness
- 3♦ = ♦ shortness
- 3♥ = ♠ shortness
- 3♠ = ♠ shortness GF (max)

1♠ – 2NT
3♣ – ?

- 3♦ = ♣ shortness
- 3♥ = ♦ shortness
- 3♠ = ♥ shortness
- 3NT = ♥ shortness GF (max)

18 Transfers after 1M (×)

1♥ – (×) – ?

- ×× = 10+ (may have 3♥)
- 1♠ = NAT, 4+♠, **F1**
- 1NT = TRSF to 2♣
- 2♣ = TRSF to 2♦
- 2♦ = TRSF to 2♥, constructive 8-10
- 2♥ = 4-7, 3♥
- 2♠ = ♠, (3)4♥ **INV⁺**
- 2NT = 4+♥ **INV⁺**
- 3♣ = ♣, (3)4♥ **INV⁺**
- 3♦ = 4+♥, 6-9
- 3♥ = 4+♥, 0-5
- 3♠ = 4+♥, **ASK LSF**
- 3NT = semi-preempt, ♠, 4+♥
- 4♣ = semi-preempt, ♣, 4+♥
- 4♦ = semi-preempt, ♦, 4+♥
- 4♥ = preempt

!!

1♠ – (×) – ?

- ×× = 10+ (may have 3♠)
- 1NT = TRSF to 2♣
- 2♣ = TRSF to 2♦
- 2♦ = TRSF to 2♥
- 2♥ = TRSF to 2♠, constructive 8-10

- $2\spadesuit = 4-7, 3\spadesuit$
- $2\text{NT} = 4\spadesuit \text{ INV}^+$
- $3\clubsuit = \clubsuit, (3)4\spadesuit \text{ INV}^+$
- $3\diamondsuit = \diamondsuit, (3)4\spadesuit \text{ INV}^+$
- $3\heartsuit = 4+\spadesuit, 6-9$
- $3\spadesuit = 4+\spadesuit, 0-5$
- $3\text{NT} = 4+\spadesuit, \text{ASK LSF}$
- $4\clubsuit = \text{semi-preempt}, \clubsuit, 4+\spadesuit$
- $4\diamondsuit = \text{semi-preempt}, \diamondsuit, 4+\spadesuit$
- $4\heartsuit = \text{semi-preempt}, \heartsuit, 4+\spadesuit$
- $4\spadesuit = \text{preempt}$

!!

19 2NT overcall after major preempt

(2M) – ?

- $2\text{NT} = 16-18 \text{ BAL}$, promises **M** stopper

(2♥) – 2NT – (P) – ?

- $3\clubsuit = \text{forces } 3\diamondsuit, 1-\heartsuit \text{ GF OR weak with } \diamondsuit$
- $3\diamondsuit = 4\spadesuit \text{ GF}$
- $3\heartsuit = \text{forces } 3\spadesuit, 5+\spadesuit, \text{weak or GF}$
- $3\spadesuit = \text{long minor/minors, no } \heartsuit \text{ shortness, } 3\text{NT} = \text{ASK}$
- $3\text{NT} = \text{to play}$
- $4\clubsuit = 6\clubsuit 5\spadesuit$, may have shortness
- $4\diamondsuit = 6\diamondsuit 5\spadesuit$, may have shortness
- $4\heartsuit = 6+\spadesuit$

- $4\spadesuit = \text{minors}$
- $4\text{NT} = \text{quantitative}$

$(2\heartsuit) - 2\text{NT} - (\text{P}) - 3\clubsuit$
 $(\text{P}) - 3\diamond - (\text{P}) - ?$

- $\text{PASS} = \text{weak with } \diamond$
- $3\heartsuit = 3\spadesuit$
- $3\spadesuit = 4\spadesuit$
- $3\text{NT} = 5\spadesuit$
- $4\clubsuit = 6+\spadesuit$

$(2\heartsuit) - 2\text{NT} - (\text{P}) - 3\clubsuit$
 $(\text{P}) - 3\diamond - (\text{P}) - 3\heartsuit$
 $(\text{P}) - ?$

- $3\spadesuit = \text{last train for a } 3\text{NT game}$
- $3\text{NT} = \text{good } \heartsuit \text{ stopper}$

$(2\heartsuit) - 2\text{NT} - (\text{P}) - 3\clubsuit$
 $(\text{P}) - 3\diamond - (\text{P}) - 3\heartsuit$
 $(\text{P}) - 3\spadesuit - (\text{P}) - ?$

- $3\text{NT} = \text{weak own suit}$
- $4\clubsuit, 4\diamond = \text{own suit}$
- $4\heartsuit = \clubsuit\diamond: 4\spadesuit \text{ agreeing } \clubsuit, 4\text{NT agreeing } \diamond$
- $4\spadesuit = 3\spadesuit$

$(2♥) - 2NT - (P) - 3♦$
 $(P) - ?$

- $3♥ = \text{minors}$
- $3♠ = 4♠$
- $3NT = \text{to play}$

$(2♥) - 2NT - (P) - 3♥$
 $(P) - 3♠ - (P) - ?$

- $PASS = \text{weak, } 5+♠$
- $3NT = PASS/\text{correct}$
- $4♣/4♦ = NAT$

$(2♥) - 2NT - (P) - 3♠$
 $(P) - 3NT - (P) - ?$

- $4♣/4♦ = NAT, \text{ agreeing suit}$
- $4♥ = 1♠, \text{ both minors}$
- $4♠ = \text{void } ♠, \text{ both minors}$

$(2♥) - 2NT - (P) - 4♥$
 $(P) - 4♠ - (P) - ?$

- $4NT = RKCB \ 1430$
- $5x = EX \ 0314$

$(2\spadesuit) - 2NT - (P) - ?$

- $3\clubsuit =$ forces $3\diamondsuit$, 1- \spadesuit **GF** OR weak with \diamondsuit
- $3\diamondsuit =$ forces $3\heartsuit$, 5+ \heartsuit , weak or **GF**
- $3\heartsuit =$ long minor/minors, no \spadesuit shortness, $3\spadesuit =$ ASK
- $3\spadesuit = 4\heartsuit$, **GF**
- $3NT =$ to play
- $4\clubsuit = 6\clubsuit$ 5 \heartsuit , may have shortness
- $4\diamondsuit = 6\diamondsuit$ 5 \heartsuit , may have shortness
- $4\heartsuit = 6+\heartsuit$
- $4\spadesuit =$ minors
- $4NT =$ quantitative

$(2\spadesuit) - 2NT - (P) - 3\clubsuit$

$(P) - 3\diamondsuit - (P) - ?$

- PASS = weak with \diamondsuit
- $3\heartsuit = 3-\heartsuit$
- $3\spadesuit = 4\heartsuit$
- $3NT = 5\heartsuit$
- $4\clubsuit = 6+\heartsuit$

$(2\spadesuit) - 2NT - (P) - 3\clubsuit$

$(P) - 3\diamondsuit - (P) - 3\heartsuit$

$(P) - ?$

- $3\spadesuit =$ last train for a $3NT$ game
- $3NT =$ good \spadesuit stopper

$(2\spadesuit) - 2NT - (P) - 3\clubsuit$
 $(P) - 3\diamond - (P) - 3\heartsuit$
 $(P) - 3\spadesuit - (P) - ?$

- 3NT = weak own suit
- 4 \clubsuit , 4 \diamond = own suit
- 4 \heartsuit = 3 \heartsuit

$(2\spadesuit) - 2NT - (P) - 3\diamond$
 $(P) - 3\heartsuit - (P) - ?$

- PASS = weak, 5+ \heartsuit
- 3NT = PASS/correct
- 4 \clubsuit /4 \diamond = NAT

$(2\spadesuit) - 2NT - (P) - 3\heartsuit$
 $(P) - 3\spadesuit - (P) - ?$

- 4 \clubsuit /4 \diamond = NAT, agreeing suit
- 4 \heartsuit = 1 \spadesuit both minors
- 4 \spadesuit = void \spadesuit both minors

$(2\spadesuit) - 2NT - (P) - 3\spadesuit$
 $(P) - ?$

- 4 \clubsuit = 4 \heartsuit
- 3NT = to play

$(2\spadesuit) - 2NT - (P) - 4\diamond$
 $(P) - 4\heartsuit - (P) - ?$

- 4 \spadesuit = RKCB 1403
- 4NT = EX \spadesuit 0314
- 5 \clubsuit /5 \diamond = EX 0314

20 Overcalling 2_{NT}

(2_{NT}) – ?

- \times = $\clubsuit\spadesuit$ OR $\diamond\heartsuit$
- $3\clubsuit$ = $\clubsuit\spadesuit$ OR $\heartsuit\spadesuit$
- $3\diamond$ = $\clubsuit\heartsuit$ OR $\diamond\spadesuit$

21 Dealing with Multi/Wilkosz

(2 \diamond) – ?

- \times = (13)14-16 BAL, no 5 \mathbf{M} , may have minor singleton
- $2\heartsuit$ = 11-15, 5+ \heartsuit
- $2\spadesuit$ = 11-15, 5+ \spadesuit
- 2_{NT} = 17-19, BAL
- $3\clubsuit$ = \clubsuit , not 5332/5422
- $3\diamond$ = \diamond , not 5332/5422
- $3\heartsuit$, $3\spadesuit$ = solid suit, weaker than power double
- 3_{NT} = $\clubsuit\spadesuit$
- $4\clubsuit$ = \clubsuit + $\heartsuit\spadesuit$
- $4\diamond$ = \diamond + $\heartsuit\spadesuit$

!!

!!

(2 \diamond) – P – (P^A) – ?

System like after 2 \diamond preempt.

(2 \diamond) – P – (2 \heartsuit) – ?

- PASS = no suitable call OR takeout with \spadesuit shortness
- \times = 14-16 BAL
- $2\spadesuit$ = 11-15, 5+ \spadesuit , may be solid 4 \spadesuit with 1- \heartsuit
- 2_{NT} = 17-19, BAL

!!

(2♦) – P – (2♠) – ?

- PASS = no suitable call OR takeout with ♥ shortness
- ✕ = takeout with ♠ shortness
- 2NT = 17-19, BAL

!

!

(2♦) – P – (>2♠) – ?

- ✕ = takeout

!

(2♦) – P – (2♥) – P
(P) – ?

- 2NT = ♣♦

(2♦) – ✕ – (✕✕/PASS) – ?

- PASS = want to defend, doubles are penalty
- 2♥♠ = 5+♥♠, to play
- 2NT = Lebensohl (see below)
- 3♣ = Stayman
- 3♦ = TRSF to ♥, GF+ superaccepts
- 3♥ = TRSF to ♠, GF+ superaccepts
- 3♠ = TRSF to NT, no ♥♠ stoppers
- 4♦, 4♥ = Texas

!!

(2♦) – ✕ – (✕✕/PASS) – 2NT
(P) – 3♣ – (P) – ?

- PASS = to play
- 3♦ = GF, no 4M
- 3♥, 3♠ = INV

!!

$(2\spadesuit) - \times - (\heartsuit/\spadesuit) - ?$

- $\times = 9+$, **F** to 2NT, no $5\heartsuit\spadesuit$, no $\heartsuit\spadesuit$ shortness
- 2NT = Lebensohl (see below)
- $3\clubsuit$ = Stayman
- $3\spadesuit$ = TRSF to \heartsuit , **GF**+ superaccepts
- $3\heartsuit$ = TRSF to \spadesuit , **GF**+ superaccepts
- $3\spadesuit$ = takeout with opps' suit shortness, **GF**
- $4\spadesuit, 4\heartsuit$ = Texas

!!

$(2\spadesuit) - \times - (2\heartsuit/\spadesuit) - 2NT$
 $(P) - 3\clubsuit - (P) - ?$

- PASS/ $3\spadesuit$ = to play
- $3\heartsuit, 3\spadesuit$ = **INV**

$(2\spadesuit) - \times - (2\heartsuit/\spadesuit) - \times$
 $(P) - ?$

- PASS = to play
- $2\spadesuit = 4\spadesuit$, **F1**
- 2NT = NAT, minimum
- $3\clubsuit$ = NAT, minimum
- $3\spadesuit$ = NAT, minimum
- $3\heartsuit$ over $2\spadesuit$ = NAT, minimum
- cue $3\heartsuit, 3\spadesuit$ = maximum, no stopper, no $4\spadesuit$
- 3NT = maximum, stopper, no $4\spadesuit$

(2♦) – × – (2♥) – ×
 (2♠) – ?

- PASS = **F1**
- × = penalty
- 2NT = do not want to defend, **GF**
- 3♣ = NAT, **GF**
- 3♦ = NAT, **GF**
- 3♥ = NAT, **GF**
- 3♠ = maximum, no ♠ stopper
- 3NT = maximum, stopper

(2♦) – × – (2♥) – ×
 (2♠) – P – (P) – ?

- 3♠ = ♠ shortness, **GF**

(2♦) – × – (2♠) – ×
 (3♥) – ?

- PASS = 14-16, no 4♠ OR power double, **F1**
- × = 14-16, 4♠, defensive

22 Other

1♣ – (1♥) – P – (2♥)
 ?

- × = ♣ ♠, choose
- 2NT = ♣ ♦, choose
- 3♣ = to play

1♣ – (1♠) – P – (2♠)
?

- × = ♣♥, choose
- 2NT = ♣♦, choose
- 3♣ = to play

1♦ – (1♠) – P – (2♠)
?

- × = ♦♥, choose
- 3♣ = ♣♦, choose

1♦ – (1♥) – P – (2♥)
?

- × = ♦♠, choose
- 3♣ = ♣♦, choose