

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♦ = no 4M, 5+♦, **GF**
- 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♥ UNBAL
- 2♠ = 5♣ 4♠ UNBAL
- 2NT = 5♣ 4♦ UNBAL
- 3♣ = ♣ UNBAL

1♦ – 2♦

?

- 2♥ = ♥ stopper
- 2♠ = ♠ stopper
- 2NT = ♣ stopper
- 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 1NT opening

1NT opening = (14)15-17 BAL

1NT – ?

- 2♣ = Stayman
- 2♦ = forces 2♥
- 2♥ = forces 2♠
- 2♠ = inv or → ♣
- 2NT = → ♦
- 3♣ = Puppet Stayman

- $3\diamond = 55\clubsuit\diamond$
- $3♥ = 3-♠ 1-♥, 54\clubsuit\diamond$
- $3♠ = 3-♥ 1-♠, 54\clubsuit\diamond$
- $3NT = \text{to play}$
- $4♣ = 55♥♠$
- $4\diamond, 4♥ = \text{Texas}$
- $4NT = \text{Quantitative}$

1NT – 2♠

?

- $2NT = 14-15(16)$
- $3♣ = (16)17$

1NT – 2NT

?

- $3♣ = \text{superaccept}$
- $3\diamond = \text{accept}$

1NT – 3♥

?

- $3♠ = \text{NAT}$
- $3NT = \text{to play}$
- $4♥ = \text{exclusion, choose } \clubsuit\diamond$
- $4NT = \text{choose } \clubsuit\diamond$

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

3 Overcalling 1_{NT}

(1_{NT}) – ?

- $\times = 5\clubsuit + 4\heartsuit$
- $2\clubsuit = 54\heartsuit$
- $2\diamond = 6+\heartsuit$
- $2\heartsuit = 5\heartsuit + 4\clubsuit$
- $2\spadesuit = 5\spadesuit + 4\clubsuit$

(1_{NT}) – \times – (P) – ?

- $2\clubsuit = \text{PASS/correct}$
- $2\diamond = \text{own suit}$
- $2\heartsuit = \text{PASS/correct}$
- $2\spadesuit = \text{own suit}$
- $2\text{NT} = \text{show minor}$
- $3\diamond = \text{show major}$

(1_{NT}) – $2\clubsuit$ – (P) – ?

- $2\diamond = \text{show better major}$
- $2\heartsuit, 2\spadesuit = \text{preference}$

(1_{NT}) – $2\diamond$ – (P) – ?

- $2\heartsuit = \text{PASS/correct}$
- $2\spadesuit = \text{inv with } \heartsuit$

4 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 = minor

- ✕ = 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♠

5 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-♠

6 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 = 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

7 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+

8 Preempt opening

2♠ – ?

- 2NT = ASK LSF

2♥ – ?

- 2♠ = ASK LSF
- 2NT = 5+♠

9 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+, UNBAL
- 3♥, 3♠, 4♣, 4♦ = suit fixed

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

10 Dealing with preempts

TBD

11 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

12 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)

13 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**
- $2\diamondsuit = 5\heartsuit4\diamondsuit$ 11-15
- $2\heartsuit = 11-15$
- $2\spadesuit = 6\heartsuit5\spadesuit$ **GF**
- $2NT = 6\heartsuit5\clubsuit\diamondsuit$ **GF**
- $3\clubsuit = 5\heartsuit5\clubsuit$ **GF**

- $3\diamond = 5♥ 5\diamond$ GF
- $3♥ = \text{fixes } ♥$ 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
- $3♠ = \text{fixes } ♠$ GF

$1♥ - 1♠$
 $2♣ - ?$

- $♦ = 8+$
- $♥ = 2♥$ 5-7
- $♠ = \text{good } 5♠$ 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+

14 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)

15 Transfers after 1M (✕)

TBD

16 2_{NT} overcall after major preempt

(2_M) – ?

- 2_{NT} = 16-18 BAL, promises **M** stopper

(2♥) – 2_{NT} – (P) – ?

- 3♣ = forces 3♦, 1-♥ **GF** OR weak with ♦
- 3♦ = 4♠ **GF**
- 3♥ = forces 3♠, 5+♠, weak or **GF**
- 3♠ = long minor/minors, no ♥ shortness, 3_{NT} = ASK
- 3_{NT} = to play
- 4♣ = 6♣ 5♠, may have shortness
- 4♦ = 6♦ 5♠, may have shortness
- 4♥ = 6+♠
- 4♠ = minors
- 4_{NT} = quantitative

(2♥) – 2_{NT} – (P) – 3♣

(P) – 3♦ – (P) – ?

- PASS = weak with ♦
- 3♥ = 3-♠
- 3♠ = 4♠
- 3_{NT} = 5♠
- 4♣ = 6+♠

$(2♥) - 2NT - (P) - 3♣$
 $(P) - 3♦ - (P) - 3♥$
 $(P) - ?$

- $3♠ = \text{no } ♥ \text{ stopper}$
- $3NT = \text{good } ♥ \text{ stopper}$

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

- $3NT = 3♠$
- $4♣, 4♦ = \text{own suit}$

$(2♥) - 2NT - (P) - 3♦$
 $(P) - ?$

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

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

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

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

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

(2♥) – 2NT – (P) – 4♥
(P) – 4♠ – (P) – ?

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

(2♠) – 2NT – (P) – ?

- 3♣ = forces 3♦, 1-♠ GF OR weak with ♦
- 3♦ = forces 3♥, 5+♥, weak or GF
- 3♥ = long minor/minors, no ♠ shortness, 3♠ = ASK
- 3♠ = 4♥, GF
- 3NT = to play
- 4♣ = 6♣ 5♥, may have shortness
- 4♦ = 6♦ 5♥, may have shortness
- 4♥ = 6+♥
- 4♠ = minors
- 4NT = quantitative

(2♠) – 2NT – (P) – 3♣
(P) – 3♦ – (P) – ?

- PASS = weak with ♦
- 3♥ = 3-♥
- 3♠ = 4♥
- 3NT = 5♥
- 4♣ = 6+♥

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

- $3\spadesuit = \text{no } \spadesuit \text{ stopper}$
- $3\text{NT} = \text{good } \spadesuit \text{ stopper}$

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

- $3\text{NT} = 3\heartsuit$
- $4\clubsuit, 4\diamondsuit = \text{own suit}$

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

- $\text{PASS} = \text{weak, } 5+\heartsuit$
- $3\text{NT} = \text{PASS/correct}$
- $4\clubsuit/4\diamondsuit = \text{NAT}$

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

- $4\clubsuit/4\diamondsuit = \text{NAT, fixed}$
- $4\heartsuit = 1\spadesuit \text{ both minors}$
- $4\spadesuit = \text{void } \spadesuit \text{ both minors}$

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

- $4\clubsuit = 4\heartsuit$
- $3\text{NT} = \text{to play}$

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

- $4\spadesuit = \text{RKCB } 1403$
- $4\text{NT} = \text{EX } \spadesuit \text{ 0314}$
- $5\clubsuit/5\diamond = \text{EX } \text{0314}$

17 Overcalling 2NT

$(2\text{NT}) - ?$

- $\times = \clubsuit\spadesuit \text{ OR } \diamond\heartsuit$
- $\clubsuit = \clubsuit\diamond \text{ OR } \heartsuit\spadesuit$
- $\diamond = \clubsuit\heartsuit \text{ OR } \diamond\spadesuit$

18 Dealing with Multi/Wilkosz

$(2\diamond) - ?$

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

$(2\spadesuit) - P - (P^A) - ?$

System like after $2\spadesuit$ preempt.

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

- 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
- 2NT = 17-19, BAL

!!

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

- PASS = no suitable call OR takeout with \heartsuit shortness
- \times = takeout with \spadesuit shortness
- 2NT = 17-19, BAL

!

$(2\spadesuit) - P - (>2\clubsuit) - ?$

- \times = takeout

!

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

- 2NT = minors

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

- PASS = want to defend, doubles are penalty
- $2\heartsuit\spadesuit$ = 5+ $\heartsuit\spadesuit$, to play
- 2NT = Lebensohl (see below)
- $3\clubsuit$ = Stayman
- $3\spadesuit$ = $\rightarrow \heartsuit$, GF + superaccepts

- $3♥ = \rightarrow ♠, \text{GF} + \text{superaccepts}$
- $3♠ = \rightarrow \text{NT}, \text{no } ♥♠ \text{ stoppers}$
- $4♦, 4♥ = \text{Texas}$

$(2♦) - \times - (\times\times/\text{PASS}) - 2\text{NT}$
 $(P) - 3♣ - (P) - ?$

- $\text{PASS} = \text{to play}$
- $3♦ = \text{GF}, \text{no } 4\text{M}$
- $3♥, 3♠ = \text{INV}$

$(2♦) - \times - (♥/♠) - ?$

- $\times = 9+, \text{F to } 2\text{NT}, \text{no } 5♥♠, \text{no } ♥♠ \text{ shortness}$
- $2\text{NT} = \text{Lebensohl (see below)}$
- $3♣ = \text{Stayman}$
- $3♦ = \rightarrow ♥, \text{GF} + \text{superaccepts}$
- $3♥ = \rightarrow ♠, \text{GF} + \text{superaccepts}$
- $3♠ = \text{takeout with opps' suit shortness, GF}$
- $4♦, 4♥ = \text{Texas}$

$(2♦) - \times - (2♥/♠) - 2\text{NT}$
 $(P) - 3♣ - (P) - ?$

- $\text{PASS}/3♦ = \text{to play}$
- $3♥, 3♠ = \text{INV}$

(2♦) – × – (2♥/♠) – ×
(P) – ?

- PASS = to play
- 2♠ = 4♠, **F1**
- 2NT = NAT, minimum
- 3♣ = NAT, minimum
- 3♦ = NAT, minimum
- 3♥ over 2♠ = NAT, minimum
- cue 3♥, 3♠ = maximum, no stopper, no 4♠
- 3NT = maximum, stopper, no 4♠

(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**

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

- PASS = 14-16, no $4\clubsuit$ OR power double, **F1**
- $\times = 14-16, 4\clubsuit$, defensive

19 Other

$1\clubsuit - (1\heartsuit) - P - (2\heartsuit)$
 $?$

- $\times = \clubsuit\spadesuit$, choose
- 2NT = $\clubsuit\spadesuit$, choose
- $3\clubsuit =$ to play

$1\clubsuit - (1\spadesuit) - P - (2\spadesuit)$
 $?$

- $\times = \clubsuit\heartsuit$, choose
- 2NT = $\clubsuit\spadesuit$, choose
- $3\clubsuit =$ to play

$1\spadesuit - (1\clubsuit) - P - (2\clubsuit)$
 $?$

- $\times = \spadesuit\heartsuit$, choose
- $3\clubsuit = \clubsuit\spadesuit$, choose

$1\spadesuit - (1\heartsuit) - P - (2\heartsuit)$
 $?$

- $\times = \spadesuit\clubsuit$, choose
- $3\clubsuit = \clubsuit\spadesuit$, choose