

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 = 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**

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♠

$2\clubsuit - 2\diamond$

$2\spadesuit - 2\text{NT}$

?

- $3\clubsuit = 5\spadesuit + 4\diamond$
- $3\diamond = 5\spadesuit + 4\heartsuit$
- $3\heartsuit = 6+\spadesuit$
- $3\spadesuit = 5\spadesuit + 4\clubsuit$

Acol interference

$2\clubsuit - (\text{x}) - ?$

- \times = negative
- PASS = positive

10 Dealing with preempts

$(2\heartsuit) - ?$

- $3\spadesuit$ = strong hand, solid suit
- $3\heartsuit$ = Michaels, **F** to 4x
- $4\clubsuit/4\diamond$ = Leaping Michaels, **GF**
- $4\heartsuit = \clubsuit\diamond$, strong
- $4\text{NT} = \clubsuit\diamond$, weaker than $4\heartsuit$

$(2\heartsuit) - \times - (\text{P}) - ?$

- 2NT = Better Minor Lebensohl
- $3\clubsuit = 0-11, 5+\clubsuit$
- $2\spadesuit$ = weak
- $3\diamond = \text{INV}$ (8-11)

- $3\heartsuit = \text{no } 4\spadesuit, \text{ no } \heartsuit \text{ stopper}$
- $3\spadesuit = 5\spadesuit, \text{ INV (8-11)}$!
- $3\text{NT} = \text{no } 4\spadesuit, \heartsuit \text{ stopper}$
- $4\heartsuit = \clubsuit\spadesuit, \text{ no } \heartsuit \text{ control, Slam Try}$
- $4\spadesuit = \text{to play}$

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

- $3\diamondsuit = \text{weak}$
- $3\heartsuit = 4\spadesuit, \text{ no } \heartsuit \text{ stopper}$
- $3\spadesuit = 4\spadesuit, \text{ INV (8-11)}$!
- $3\text{NT} = 4\spadesuit, \heartsuit \text{ stopper}$

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

- $\times = \text{no } 4\spadesuit, 10+$

$(2\spadesuit) - ?$

- $3\spadesuit = \text{Michaels, F to } 4\text{x}$
- $4\clubsuit/4\diamondsuit = \text{Leaping Michaels, GF}$
- $4\spadesuit = \clubsuit\spadesuit, \text{ strong}$
- $4\text{NT} = \clubsuit\spadesuit, \text{ weaker than } 4\heartsuit$

(2♠) – × – (P) – ?

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

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♣♦ – 1M
2M – 2M +1^A
- 1M – 2x
2M – 2M +1^A
- 1♣♦ – 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♥ – 1♠

?

- 2♣ = 5♥ ♣ 11-15 OR 16+ HCP **F1**

1♥ – 1NT

?

- 2♣ = 5♥ 11-15 OR 16+ HCP **F1**
- 2♦ = 5♥ 4♦ 11-15
- 2♥ = 11-15
- 2♠ = 6♥ 5♠ **GF**
- 2NT = 6♥ 5♣♦ **GF**
- 3♣ = 5♥ 5♣ **GF**
- 3♦ = 5♥ 5♦ **GF**
- 3♥ = 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♠ = fixes ♠ **GF**

1♥ – 1♠

2♣ – ?

- 2♦ = 8+
- 2♥ = 2♥ 5-7
- 2♠ = 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+

- $3\diamond = 5\spadesuit 4\diamond 16+$
- $3\heartsuit = 5\spadesuit 4\heartsuit 16+$
- $3\spadesuit = 6\spadesuit 16+$

14 Mini Splinters

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

$1\heartsuit - ?$

- $2\spadesuit =$ mini splinter
- $2NT =$ inv + fit

$1\spadesuit - ?$

- $2NT =$ mini splinter
- $3\heartsuit =$ inv + fit

$1\heartsuit - 2\spadesuit$
?

- $2NT =$ **ASK LSF**

$1\spadesuit - 2NT$
?

- $3\clubsuit =$ **ASK LSF**

$1\heartsuit - 2\spadesuit$
 $2NT - ?$

- $3\clubsuit = \clubsuit$ shortness
- $3\diamond = \diamond$ shortness
- $3\heartsuit = \spadesuit$ shortness
- $3\spadesuit = \spadesuit$ shortness **GF** (max)

1♠ – 2NT

3♣ – ?

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

15 Transfers after 1M (✕)

1♥ – (✕) – ?

- ♠♠ = 10+
- 1♠ = NAT, 4+♠, **F1**
- 1NT = → 2♣
- 2♣ = → 2♦
- 2♦ = → 2♥, constructive 8-10
- 2♥ = 4-7, 3♥
- 3♦ = 4+♥, 6-9
- 3♥ = 0-6 HCP

1♠ – (✕) – ?

- ♠♠ = 10+
- 1NT = → 2♣
- 2♣ = → 2♦
- 2♦ = → 2♥
- 2♥ = → 2♠, constructive 8-10
- 2♠ = 4-7, 3♠
- 3♥ = 4+♠, 6-9
- 3♠ = 0-6 HCP

16 2NT overcall after major preempt

(2M) – ?

- 2NT = 16-18 BAL, promises M stopper

(2♥) – 2NT – (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, 3NT = ASK
- 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+♠

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

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

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

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

$(2♥) - 2NT - (P) - 3♦$
 $(P) - ?$

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

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

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

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

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

(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

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

- $\times = \clubsuit\spadesuit \text{ OR } \diamond\heartsuit$
- $3\clubsuit = \clubsuit\diamond \text{ OR } \heartsuit\spadesuit$
- $3\diamond = \clubsuit\heartsuit \text{ OR } \spadesuit\clubsuit$

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**

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

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

19 Other

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

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

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

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

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

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

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

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