

# 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

- $2\spadesuit = 5\clubsuit 4\spadesuit$  ~~BAL~~
- $2NT = 5\clubsuit 4\diamond$  ~~BAL~~
- $3\clubsuit = \clubsuit$  ~~BAL~~

$1\diamond - 2\diamond$   
?

- $2\heartsuit = \heartsuit$  stopper
- $2\spadesuit = \spadesuit$  stopper
- $2NT =$  both major stoppers
- $3\clubsuit =$  NAT
- $3\diamond =$  sign off (threshold for invite)

bidding higher suit denies lower stopper

$1\clubsuit - 2\heartsuit$   
?

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

$1\clubsuit - 2\spadesuit$   
?

- $2NT =$  BAL min
- $3\clubsuit = 5+\clubsuit$  min
- $3\diamond = 5+\clubsuit$  **GF**
- $3\heartsuit = 1-\heartsuit, 5+\clubsuit$  **GF**
- $3\spadesuit = 1-\spadesuit, 5+\clubsuit$  **GF**
- $3NT =$  to play

$1\diamond - 2\spadesuit$   
?

- $2NT =$  BAL min
- $3\clubsuit = 4+\clubsuit$  min
- $3\diamond = 5+\diamond$  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)
- $2♣ =$  any **GF**, usually no 5-card (or  $5+♣$ )
- $2♦ = 5♦$ , **GF**
- $2♥ =$  constructive raise
- $2♠ =$  mini splinter
- $2NT =$  limit raise
- $3♣ =$  solid  $6♣$ , **INV**
- $3♦ =$  solid  $6♦$ , **INV**
- $3♥ =$  mixed raise
- $3♠ =$  splinter  $♠$
- $3NT =$  splinter  $♦$
- $4♣ =$  splinter  $♣$
- $4♦ = 11HCP, 4♥$ , no shortness

1♠ – ?

- 1NT = 5-11HCP, (or 5-7HCP with ♠ fit)
- 2♣ = any **GF**, usually no 5-card (or 5+♣)
- 2♦ = 5♦, **GF**
- 2♥ = 5♥, **GF**
- 2♠ = constructive raise
- 2NT = mini splinter
- 3♣ = solid 6♣, **INV**
- 3♦ = solid 6♦, **INV**
- 3♥ = 3+♠, **INV**
- 3♠ = mixed raise
- 3NT = splinter ♥
- 4♣ = splinter ♣
- 4♦ = splinter ♦
- 4♥ = 11HCP, 4♠, 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♣♦

- $3\spadesuit = 3\heartsuit\ 1\spadesuit, 54\clubsuit\spadesuit$
- $3NT = \text{to play}$
- $4\clubsuit = 55\heartsuit\spadesuit$
- $4\diamondsuit, 4\heartsuit = \text{Texas}$
- $4NT = \text{quantitative}$

**1NT –  $2\spadesuit$**   
?

- $2NT = 14\text{--}15(16)$
- $3\clubsuit = (16)17$

**1NT – 2NT**  
?

- $3\clubsuit = \text{superaccept}$
- $3\diamondsuit = \text{accept}$

**1NT –  $3\heartsuit$**   
?

- $3\spadesuit = \text{NAT}$
- $3NT = \text{to play}$
- $4\heartsuit = \text{exclusion, choose } \clubsuit\spadesuit$
- $4NT = \text{choose } \clubsuit\spadesuit$

**Smolen**

**1NT –  $2\clubsuit$**

**$2\diamondsuit$  – ?**

- $2\heartsuit = 5\heartsuit\ 4\spadesuit, \text{ to play}$
- $2\spadesuit = 5\spadesuit\ 4\heartsuit, \text{ to play}$
- $3\heartsuit = 5\spadesuit\ 4\heartsuit, \text{ GF}$
- $3\spadesuit = 5\heartsuit\ 4\spadesuit, \text{ GF}$

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 Overcalls after 1NT opening

(1NT) – ?

- × = 5♣♦ + 4♥♠
- × in balancing position = 5♣♦ + 4♥♠ or 6♣♦
- 2♣ = 54 ♥♠
- 2♦ = 6+ ♥♠
- 2♥ = 5♥ + 4♣♦
- 2♠ = 5♠ + 4♣♦

(1NT) – × – (P) – ?

- 2♣ = PASS/correct

- $2\spadesuit = \text{show major}$
- $2\heartsuit = \text{own suit}$
- $2\clubsuit = \text{own suit}$

$(1\text{NT}) - 2\clubsuit - (\text{P}) - ?$

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

$(1\text{NT}) - 2\spadesuit - (\text{P}) - ?$

- $2\heartsuit = \text{PASS/correct}$
- $2\clubsuit = \text{INV with } \heartsuit$

## 5 $1\text{NT} - \text{dealing with interference}$

$1\text{NT} - (2\clubsuit) - ?$

$2\clubsuit = \clubsuit$

- $\times = \text{Stayman}$

SYSTEM ON

$1\text{NT} - (2\clubsuit^A) - ?$

$2\clubsuit = 5/4 \heartsuit\clubsuit$

- $\times = 8+$
- $2\spadesuit, 2\heartsuit, 2\clubsuit, 3\clubsuit = \text{to play}$
- $2\text{NT} = \text{minors}$

$1\text{NT} - (2\spadesuit) - ?$

$2\spadesuit = \spadesuit$

- $\times = \text{negative}$
- $2\heartsuit, 2\clubsuit = \text{to play}$
- $2\text{NT} = \text{Lebensohl}$



- $3\clubsuit = 5+\heartsuit, INV^+$
- $3\diamond = 1-\diamond, INV^+$
- $3\heartsuit = 5+\spadesuit, INV^+$
- $3\spadesuit = 5+\clubsuit, INV^+$
- $3NT = \text{no } \diamond \text{ stopper}$
- $4\diamond, 4\heartsuit = \text{Texas}$

$1NT - (2\diamond^A) - ?$

$2\diamond = 6+ \heartsuit\spadesuit$

- $\times = 8+$
- $2\heartsuit, 2\spadesuit = \text{to play}$
- $2NT = \text{Lebensohl}$
- $3\clubsuit = 5+\diamond, INV^+$
- $3\diamond = 5+\heartsuit, INV^+$
- $3\heartsuit = 5+\spadesuit, INV^+$
- $3\spadesuit = 5/5 \clubsuit\diamond$
- $3NT = \text{to play}$
- $4\diamond, 4\heartsuit = \text{Texas}$

$1NT - (2\heartsuit) - ?$

- $\times = \text{negative}$
- $2\spadesuit = \text{to play}$
- $2NT = \text{Lebensohl}$
- $3\clubsuit = 5+\diamond, INV^+$
- $3\diamond = 5+\spadesuit, INV^+$
- $3\heartsuit = 1-\heartsuit, INV^+$
- $3\spadesuit = 55 \clubsuit\diamond, GF$
- $3NT = \text{no } \heartsuit \text{ stopper}$

- $4\heartsuit = \text{Texas}$

$1\text{NT} - (2\spadesuit) - ?$

- $\times = \text{negative}$
- $2\text{NT} = \text{Lebensohl}$
- $3\clubsuit = 5+\diamondsuit, \text{INV}^+$
- $3\diamondsuit = 5+\heartsuit, \text{INV}^+$
- $3\heartsuit = 55\clubsuit, \text{GF}$
- $3\spadesuit = 1-\spadesuit, \text{INV}^+$
- $3\text{NT} = \text{no } \spadesuit \text{ stopper}$
- $4\diamondsuit = \text{Texas}$

$1\text{NT} - (2\text{NT}^{\text{A}}) - ?$

$2\text{NT} = \clubsuit\diamondsuit$

- $\times = 10+$
- $3\clubsuit = \text{Stayman}$
- $3\diamondsuit = 5+\heartsuit, \text{INV}^+$
- $3\heartsuit = 5+\spadesuit, \text{INV}^+$

$1\text{NT} - (3\clubsuit) - ?$

- $\times = \text{negative}$
- $3\diamondsuit = 5+\heartsuit, \text{INV}^+$
- $3\heartsuit = 5+\spadesuit, \text{INV}^+$
- $3\spadesuit = 5+\diamondsuit, \text{INV}^+$
- $3\text{NT} = \text{to play}$

$1\text{NT} - (3\diamondsuit) - ?$

- $\times = \text{negative}$
- $3\heartsuit = 5+\spadesuit, \text{INV}^+$

- $3\spadesuit = 5+\heartsuit, \text{GF}$
- $3\text{NT} = \text{to play}$

$1\text{NT} - (\spadesuit^A) - ?$

$\spadesuit$  artificial

SYSTEM ON

$1\text{NT} - (\spadesuit) - ?$

$\spadesuit = \text{penalty}$

- PASS = forces  $\spadesuit\spadesuit$
- $\spadesuit\spadesuit = \text{forces } 2\clubsuit$
- $2\heartsuit = \text{forces } \heartsuit+1$

$1\text{NT} - (\spadesuit) - \text{P}^A - (\text{P})$

$\spadesuit\spadesuit - (\text{P}) - ?$

- PASS = penalty
- $2\clubsuit = 4\clubsuit + 4\heartsuit$  or 4333 or any other edge case
- $2\diamondsuit = 4\diamondsuit + 4\heartsuit\spadesuit$
- $2\heartsuit = 4\heartsuit + 4\spadesuit$

## 6 $2\text{NT}$ opening

$2\text{NT}^A$  opening = 21-22 BAL, may have 5M

$2\text{NT} - ?$

- $3\clubsuit = \text{Puppet Stayman}$
- $3\diamondsuit = \text{forces } 3\heartsuit, \text{GF}$
- $3\heartsuit = \text{forces } 3\spadesuit, \text{GF}$
- $3\spadesuit = \text{forces } 3\text{NT}$
- $3\text{NT} = 5\spadesuit 4\heartsuit, \text{NF}$
- $4\clubsuit = 55 \text{ M}$

!

- $4\diamond, 4\heartsuit = \text{Texas}$
- $4\text{NT} = \text{quantitative}$

$2\text{NT} - 3\diamond$   
?

- $3\heartsuit = 2\heartsuit$
- $3\spadesuit = 4+\heartsuit$ , cue bid
- $3\text{NT} = 3\spadesuit$
- $4\clubsuit, 4\diamond = 4+\heartsuit$ , cue bid

$2\text{NT} - 3\heartsuit$   
?

- $3\spadesuit = 2\spadesuit$
- $3\text{NT} = 3\spadesuit$
- $4\clubsuit, 4\diamond = 4+\spadesuit$ , cue bid

$2\text{NT} - 3\spadesuit$   
 $3\text{NT} - ?$

- $4\clubsuit = 6+\clubsuit$
- $4\diamond = 6+\diamond$
- $4\heartsuit = 54\clubsuit\diamond 1-\heartsuit$
- $4\spadesuit = 54\clubsuit\diamond 1-\spadesuit$

## 7 Checkback $3\clubsuit$

Checkback  $3\clubsuit$  is not forced and does not promise 5th card of the suit. It does not deny  $3/4\diamond$ .

$1\clubsuit - 1\spadesuit$   
 $2\text{NT} - ?$

- $3\clubsuit = \text{checkback}$
- $3\diamond = 4+\diamond$

- $3♥ = 5♠ 4♥$
- $3♠ = \text{agreeing } ♠$

$1♣ - 1♠$

$2NT - 3♣$

- $3♦ = 4+♣$
- $3♥ = 3♠ 4+♣$
- $3♠ = 3♠$
- $3NT = \text{no } 3♠, \text{ no } 4♣$
- $4♣/4♦/4♥ = 4♠ \text{ cue}$

$1♣ - 1♥$

$2NT - ?$

- $3♣ = \text{checkback}$
- $3♦ = 4+♦$
- $3♥ = 5♥ 4♠ \text{ OR agreeing } ♥$
- $3♠ = 4♥ 4♠$

$1♣ - 1♥$

$2NT - 3♣$

- $3♦ = 4+♣$
- $3♥ = 3♥$
- $3♠ = 3♥ 4♣$
- $3NT = \text{no } 3♥, \text{ no } 4♣$
- $4♣/4♦/4♥ = 4♥ \text{ cue}$

$1♦ - 1♠$

$2NT - ?$

- $3♣ = \text{checkback}$
- $3♦ = 3+♦$
- $3♥ = 5♠ 4♥$

- $3\spadesuit = \text{agreeing } \spadesuit$

$1\diamond - 1\spadesuit$

$2\text{NT} - 3\clubsuit$

- $3\diamond = 6\diamond$ , no  $3\spadesuit$
- $3\heartsuit = 3\spadesuit 6\diamond$
- $3\spadesuit = 3\spadesuit$
- $3\text{NT} = \text{no } 3\spadesuit$ , no  $6\diamond$
- $4\clubsuit/4\diamond/4\heartsuit = 4\spadesuit \text{ cue}$

$1\diamond - 1\heartsuit$

$2\text{NT} - ?$

- $3\clubsuit = \text{checkback}$
- $3\diamond = 3+\diamond$
- $3\heartsuit = 5\heartsuit 4\spadesuit \text{ OR agreeing } \heartsuit$
- $3\spadesuit = 4\heartsuit 4\spadesuit$

$1\diamond - 1\heartsuit$

$2\text{NT} - 3\clubsuit$

- $3\diamond = 6\diamond$ , no  $3\heartsuit 4$
- $3\heartsuit = 3\heartsuit$
- $3\spadesuit = 3\heartsuit 6\diamond$
- $3\text{NT} = \text{no } 3\heartsuit$ , no  $6\diamond$
- $4\clubsuit/4\diamond/4\heartsuit = 4\heartsuit \text{ cue}$

## 8 Majors after checkback $3\clubsuit$

$1\clubsuit - 1\heartsuit$

$2\text{NT} - ?$

- $3\heartsuit = 5+\heartsuit 4\spadesuit \text{ OR agreeing } \heartsuit$
- $3\spadesuit = 4\heartsuit 4\spadesuit$

1♣♦ – 1♥

2NT – 3♥

?

- 3♠ = 4♠
- 3NT = no 4♠, no 4♥
- 4♣/4♦ = 4♥, cue

1♣♦ – 1♥

2NT – 3♥

3♠ – ?

- 3NT = agreeing ♥ (6+)
- 4♣/4♦ = agreeing ♠, cue
- 4♥ = to play

1♣♦ – 1♥

2NT – 3♠

?

- 3NT = no 4♠, no 4♥
- 4♣ = agreeing ♥
- 4♦ = agreeing ♠

## 9 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♣

- $3\mathbf{x} = 4\text{-fit, solid } 5\mathbf{x}$
- $2\text{NT} = 4\text{-fit, solid } 5\clubsuit$
- $3\mathbf{M} = 5\text{-fit } 4\text{-}6\text{DP (or 4 with shortness)}$
- $3\text{NT over } 1\spadesuit (3\spadesuit \text{ over } 1\heartsuit) = \text{Two Tiered Splinters} = 4+\mathbf{M}$ , unspecified singleton,  $(10)11\text{DP}$
- $4\clubsuit/4\diamond/4\heartsuit = \text{void splinter}$

**P –  $1\heartsuit$**

**$2\clubsuit$  – ?**

- $2\heartsuit = \text{no interest in the game}$
- $2\diamond = \text{INV}$
- $2\spadesuit = \text{ASK LSF}$ , usually 18-20 BAL
- $2\text{NT}/3\clubsuit/3\diamond = 55(54) \text{ Slam Try } (2\text{NT} = \spadesuit)$
- $3\text{NT}/3\spadesuit/4\clubsuit/4\diamond = \text{splinter } (3\text{NT} = 4\diamond)$
- $4\heartsuit = \text{to play}$

**P –  $1\spadesuit$**

**$2\clubsuit$  – ?**

- $2\spadesuit = \text{no interest in the game}$
- $2\diamond = \text{INV}$
- $2\text{NT} = \text{ASK LSF}$ , usually 18-20 BAL
- $3\clubsuit/3\diamond/3\heartsuit = 55(54) \text{ Slam Try}$
- $3\text{NT}/4\clubsuit/4\diamond/4\heartsuit = \text{splinter } (3\text{NT} = 4\heartsuit)$
- $4\spadesuit = \text{to play}$

**P –  $1\mathbf{M}$**

**$2\clubsuit$  –  $2\mathbf{M}$**

**?**

- $3\mathbf{x} = \text{NAT, unspecified singleton, } +4\text{-fit } \mathbf{M} \text{ support}$



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

## 10 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.

## 11 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+

## 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♣

## 13 Acol interference

Acol interference

2♣ – (x) – ?

- x = negative
- PASS = positive

## 14 Gazilli

1♥ – 1♠

?

- 2♣ = 5♥ ♣ 11-15 OR 16+ HCP **F1**

1♥ – 1NT

?

- 2♣ = 5♥ ♣ 11-15 OR 16+ HCP **F1**

- $2\diamond = 5♥ 4\diamond$  11-15
- $2♥ = 11-15$
- $2♠ = 6♥ 5♠$  **GF**
- $2NT = 6♥ 5♣♦$  **GF**
- $3♣ = 5♥ 5♣$  **GF**
- $3♦ = 5♥ 5♦$  **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+

## 15 Mini Splinters

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

1♥ – ?

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

1♠ – ?

- 2NT = mini splinter

- $3♥ = \text{INV} + \text{fit}$

$1♥ - 2♠$   
?

- $2NT = \text{ASK LSF}$

$1♠ - 2NT$   
?

- $3♣ = \text{ASK LSF}$

$1♥ - 2♠$   
 $2NT - ?$

- $3♣ = ♣ \text{ shortness}$
- $3♦ = ♦ \text{ shortness}$
- $3♥ = ♠ \text{ shortness}$
- $3♠ = ♠ \text{ shortness GF (max)}$

$1♠ - 2NT$   
 $3♣ - ?$

- $3♦ = ♣ \text{ shortness}$
- $3♥ = ♦ \text{ shortness}$
- $3♠ = ♥ \text{ shortness}$
- $3NT = ♥ \text{ shortness GF (max)}$