Bridge Bidding System

Krysia & Kacper

May 22, 2024

1 One side bidding 3
1.1 1♣ opening 3
1.2 1♦ opening 5
1.3 Negative 1♦ 6
1.4 Two-way checkback 7
1.5 Flannery 7
1.6 1♥♠ opening 7
1.7 2/1 GF 10
1.8 Responder's 2NT rebid 10
1.9 Rebid 2NT 11
1.10 1NT opening 12
1.11 2NT opening 12
1.12 Minor Puppet Stayman 13
1.13 Drury 16
1.14 Non Serious 3NT 18
1.15 Reverses, jump shifts and jump reverses 18
1.16 Preempt opening 19
1.17 Acol with controls 19
1.18 Rebid with 3-card support 19
1.19 Ask LSF 19
1.20 Gazilli 19
1.21 Mini Splinters 22
2 Competitive bidding – dealing with interference 24
2.1 1♣♦ (×) 24
2.2 1♥♠ (×) 24
2.3 1♣ opening: dealing with opponent's overcall 25
2.4 1♣ opening: dealing with opponent's preempt overcall 26

2.5 1♦ opening: dealing with opponent's overcall 26
2.6 1♦ opening: dealing with opponent's preempt overcall 26
2.7 1♥ opening: dealing with opponent's overcall 26
2.8 1♥ opening: dealing with opponent's preempt overcall 26
2.9 1♠ opening: dealing with opponent's overcall 26
2.10 1♠ opening: dealing with opponent's preempt overcall 27
2.11 1NT – dealing with interference 27
2.12 Dealing with Michaels & Unusual 2nt 30
2.13 Acol interference – controls 31
2.14 LSF – dealing with interference 31
2.15 RKCB – dealing with interference 32
3 Defensive bidding – how to overcall 33
3.1 Overcalls after 1NT opening 33
3.2 Michaels & Unusual 2nt 34
3.3 Dealing with preempts 35
3.4 Two-suiter overcalls 37
3.5 2NT overcall after major preempt 39
3.6 Overcalls after 2NT opening 42
3.7 Dealing with Multi/Wilkosz 43
3.8 Overcalls after mini 1NT opening 46
3.9 Other 46
4 Defensive signaling 48
4.1 Opening lead – Polish (upside down) version 48
4.2 Other 48

1 One side bidding

1.1 1♣ opening

1♣ – ?

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

1♣ – 1♥/1♠
?

- 2♣ = 5+♣, 12-15 ~~BAL~~
- 3♣ = 6+♣, (15)16-18 ~~BAL~~

1♣ – 1♥
2♣ – ?

- 2♦ = GF (→ all NAT)

- 2♠/2NT = **INV** art (bids above 3♣ = accept)

1♣ – 1♠
2♣ – ?

- 2♦ = **GF**
- 2♥ = **INV** NAT
- 2NT = **INV** (bids above 3♣ = accept)

1♣ – 2♣
?

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

1♣ – 2♣
2♦ – ?

- 2♥ = 5♣ 4♥ ~~BAL~~
- 2♠ = 5♣ 4♠ ~~BAL~~
- 2NT = 12-14/18+ BAL
- 3♣ = 6♣, no 4♥♠
- 3♦ = 5♣ 4♦, **GF**
- 3NT = 15-17 BAL

1♣ – 2♠
?

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

- 3♠ = 1-♠, 5+♣ **GF**
- 3NT = to play

1.2 1♦ opening

1♦ – ?

- 1♥ = 4+♥
- 1♠ = 4+♠
- 1NT = 6-10, no 4♥♠
- 2♣ = **GF**, no 4♥♠
- 2♦ = no 4♥♠, 4+♦, **INV**$^+$
- 2♥ = 5♠ 4♥ 5-11
- 2♠ = 11+ BAL, no 4♥♠
- 2NT = 11-12 BAL
- 3NT = 15-17 BAL

1♦ – 1♥
?

- 1NT = 12-14 BAL
- 2♦ = 6+♦

1♦ – 1♠
?

- 1NT = 12-14 BAL, may have 1♠
- 2♦ = 6+♦

1♦ – 1♥♠
2♦ – ?

- 2♥♠ = **NF**
- 3rd suit = stopper, **GF**
- 2NT = **GF**

- 3♦ = **INV**

1♦ – 2♦
?

- 2♥ = ♥ stopper
- 2♠ = ♠ stopper
- 2NT = both major stoppers
- 3♣ = NAT
- 3♦ = sign off (treshold for invite)

bidding higher suit denies lower stopper

1♦ – 2♠
?

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

1.3 Negative 1♦

1♣ – ?

- 1♦ = 0-6 or 16+ BAL or 5+♦ 7-11

1♣ – 1♦
?

- 1♥ = 3+
- 1♠ = 3+
- 1NT = 18-20 BAL
- 2♣ = 5+♣

- 2♦/2♥/2♠ = serious revers (19+)
- 3♣ = serious invite 19-20

1♣ – 1♦
1♥♠ – ?

- 1♠ = 4+♠
- 1NT = 3-♥, 3-♠
- 2♣ = 5+♣
- 2♦ = 5+♦ 4-11
- 2♠ over 1♥ = ♣♦ 10-11
- 2NT = 16+ BAL
- 3♣♦ = 6+♣♦ 9-11 bad suit

1.4 Two-way checkback

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

1x – 1y
1z – ?

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

1.5 Flannery

1♣♦ – 2♥
?

- 2NT = **ASK LSF** **!!**

1.6 1♥♠ opening

1♥ – ?

- 1♠ = 4+♠, no 3♥ OR 5♠ 3♥+ **GF**

- 1NT = 5-11HCP, (or 5-7HCP with 2-3 ♥)
- 2♣ = any **GF**
- 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
- 4♠/5♣/5♦ = EXRKCB 0314

1♠ – ?

- 1NT = 5-11HCP, (or 5-7HCP with 2-3 ♠)
- 2♣ = any **GF**
- 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

1♥ – 1♠
2♥ – ?

- 2NT = **INV$^+$** art **!!**

1♥ – 1♠
2♥ – 2NT
?

- 3♣ = any minimum or NAT, **F** (→ 3♦ = ask) **!!**
- 3♦ = 4+♦, max
- 3♥ = 7+♥, max (cue = agreeing ♥)
- 3♠ = 3+♠, max

1♥ – 1♠
2♥ – 2NT
3♠ – ?

- 4♣ = agreeing ♥
- 4♦ = agreeing ♠

1♥ – 1♠
2♥ – 2NT
3♣/3♦ – ?

- 3♠ = agreeing ♠, **GF**

1♥ – 1♠
2♥ – 2NT
3♣ – 3♦
?

- 3♥ = min, no 3♠
- 3♠ = min, 3♠
- 3NT = max, 4♣

1♥ – 1♠
2♥ – 2NT
(3♣ – 3♦)
3♥ – ?

- 3♠ = agreeing ♥, **ASK LSF**

1.7 2/1 GF

After 2/1 bid, up to 3 level, we only bid our shape (not strength). Then, unserious bids are used to balance.

x – 2y
?

- 2NT = 5332 or 5422, denies 4-card support
- 3y = 4-card support or 3-card support with shortness

x – 2y
2NT – ?

- 3♣ = checkback

x – 2y
2NT – 3♣
?

- 3♦ = 3y !
- other = denies 3y

1.8 Responder's 2NT rebid

3-color auction

x – y
z – ?

- 4th suit = ask for stopper, **GF**
- 2NT = ask shape, **GF**

x – **y**
z – **2NT**
?

- 3♣ = 3y
- 3♦ = 5x 4z 2y 2
- 3♥ = 5x 5z 2y 1
- 3♠ = 5x 5z 1-y 2+
- 3NT = 5x 4z 1-y 3+

1.9 Rebid 2NT

Accepting transfer agrees suit.

1♣ – **1♥**
2NT – **3♣**

- 3♦ = 3♥
- 3♥ = 4♠, denies 3♥
- 3♠ = 5♣
- 3NT = 4♦

1♦ – **1♥**
2NT – **3♣**

- 3♦ = 3♥
- 3♥ = 4♠, denies 3♥
- 3♠ = 6♦
- 3NT = 3+♣

1♣ – **1♠**
2NT – **3♣**

- 3♦ = 4♥, may have 3♠
- 3♥ = 3♠, denies 4♥

- 3♠ = 5♣
- 3NT = 4♦

1♦ – 1♠
2NT – 3♣

- 3♦ = 4♥, may have 3♠
- 3♥ = 3♠, denies 4♥
- 3♠ = 6♦
- 3NT = 3+♣

1.10 1NT opening

TODO

1.11 2NT opening

2NT[A] opening = 21-22 BAL, may have 5♥♠

2NT – ?

- 3♣ = Puppet Stayman
- 3♦ = →♥+ superaccepts
- 3♥ = →♠+ superaccepts
- 3♠ = forces 3NT
- 3NT = 5♠ 4♥, **NF** !
- 4♣ = 55 ♥♠
- 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-♠

1.12 Minor Puppet Stayman

2NT – 3♣
3♦ – ?

- 4♣ = Minor Puppet Stayman

2NT – 3♣
3♥♠ – ?

- 4♣ = Minor Puppet Stayman
- 4♦ = Minor Puppet, ask 3s

2NT – 3♣
(3♦ – 3♥♠)
3NT – ?

- 4♣ = Minor Puppet Stayman

- 4♦ = Minor Puppet, ask 3s

All above rules apply also after 1NT – 3♣ sequence.

2NT – 3♦
3♥ – ?

- 4♣ = Minor Puppet Stayman
- 4♦ = Minor Puppet, ask 3s

2NT – 3♥
3♠ – ?

- 4♣ = Minor Puppet Stayman
- 4♦ = Minor Puppet, ask 3s

... – 4♣
?

- 4♦ = 4♣♦, no 5♣♦
- 4♥ = 5+♣
- 4♠ = 5+♦
- 4NT = no 4♣♦
- 5♣ = 5♣, 4♦
- 5♦ = 5♦, 4♣

... – 4♣
4♦ – ?

- 4♥ = 4♣
- 4♠ = 4♦
- 4NT = SIGN-OFF

... – 4♣
4♦ – 4♥
?

- 4♠ = fit ♣, 1/4 Aces

- 4NT = SIGN-OFF
- 5♣ = fit ♣, 0/3 Aces
- 5♦ = fit ♣, 2 Aces, no Q♣
- 5♥ = fit ♣ 2 Aces, Q♣

... – 4♣
4♦ – 4♠
?

- 4NT = SIGN-OFF
- 5♣ = fit ♦, 1/4 Aces
- 5♦ = fit ♦, 0/3 Aces
- 5♥ = fit ♦, 2 Aces, no Q♦
- 5♠ = fit ♦ 2 Aces, Q♦

... – 4♣
4♥ – ?

- 4♠ = fit ♣, 1/4 Aces
- 4NT = SIGN-OFF
- 5♣ = fit ♣, 0/3 Aces
- 5♦ = fit ♣, 2 Aces, no Q♣
- 5♥ = fit ♣ 2 Aces, Q♣

... – 4♣
4♠ – ?

- 4NT = SIGN-OFF
- 5♣ = fit ♦, 1/4 Aces
- 5♦ = fit ♦, 0/3 Aces
- 5♥ = fit ♦, 2 Aces, no Q♦
- 5♠ = fit ♦ 2 Aces, Q♦

... – 4♦
?

- 4♥ = 3+♣, 3+♦
- 4♠ = 3+♣, 2♦ (4NT = SIGN-OFF, other bids agreeing ♣)
- 4NT = 2♣, 3+♦ (all bids agreeing ♦)

... – 4♦
4♥ – ?

- 4♠ = agreeing ♣
- 4NT = SIGN-OFF
- 5♣ = agreeing ♦

1.13 Drury

OFF in competition

P – 1♥♠
?

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

P – 1♥
2♣ – ?

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

P – 1♠
2♣ – ?

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

P – 1♥♠
2♣ – 2♥♠
?

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

P – 1♥♠
2♣ – 2♦
?

- 2♥ over 1♠ = Last Train (says nothing about ♥)
- 2♥♠ = SIGN-OFF
- 2NT = 11, BAL
- 3♥♠ = 4-card support
- 4♥♠ = to play

- any other bid = NAT, **INV**

1.14 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.

1.15 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+

3-color reverse biddings:

x – y
z – ?

- 2y = slow down
- 4th suit = ask for stopper **GF**
- 2NT = ask shape **GF**

x – y
z – 2NT
?

- 3♣ = 3y
- 3♦ = 5x 4z 2y 2

- 3♥ = 6**x** 4+**z** 2**y** 1-
- 3♠ = 6**x** 4+**z** 1**y** 2-
- 3NT = other

1.16 Preempt opening

TODO

1.17 Acol with controls

TODO

1.18 Rebid with 3-card support

TODO

1.19 Ask LSF

Basic ASK LSF sequences:

- 1♥♠ – 2♥♠
  2♥♠+1[A]
- 1♣♦ – 1♥♠
  3♥♠ – 3♥♠+1[A]

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

Answering:

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

1.20 Gazilli

1♥ – 1♠
?

- 2♣ = 5♥ 4♣ 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♥ = 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♥ = 5♠ 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
- 3♥ = ♥ fit, **GF**

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♠ = 6♠ 16+

1.21 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)

2 Competitive bidding – dealing with interference

2.1 1♣♦ (×)

TODO

2.2 1♥♠ (×)

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♠ = 4-7, 3♠
- 2NT = 4♠**INV**$^{+}$
- 3♣ = ♣, (3)4♠**INV**$^{+}$
- 3♦ = ♦, (3)4♠**INV**$^{+}$
- 3♥ = 4+♠, 6-9
- 3♠ = 4+♠, 0-5
- 3NT = 4+♠, **ASK LSF** **!!**
- 4♣ = semi-preempt, ♣, 4+♠
- 4♦ = semi-preempt, ♦, 4+♠
- 4♥ = semi-preempt, ♥, 4+♠
- 4♠ = preempt

2.3 1♣ opening: dealing with opponent's overcall

TODO

2.4 1♣ opening: dealing with opponent's preempt overcall

TODO

2.5 1♦ opening: dealing with opponent's overcall

TODO

2.6 1♦ opening: dealing with opponent's preempt overcall

TODO

2.7 1♥ opening: dealing with opponent's overcall

TODO

2.8 1♥ opening: dealing with opponent's preempt overcall

TODO

2.9 1♠ opening: dealing with opponent's overcall

TODO

2.10 1♠ opening: dealing with opponent's pre-empt overcall

TODO

2.11 1NT – dealing with interference

1NT – (2♣) – ?

2♣ = ♣

- × = Stayman

SYSTEM ON

1NT – (2♣[A]) – ?

2♣ = 5/4 ♥♠

- × = 8+
- 2♦, 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 ××
- ×× = forces 2♣
- 2**x** = forces **x+1**

1NT – (×) – P[A] – (P)
×× – (P) – ?

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

2.12 Dealing with Michaels & Unusual 2NT

1♣ – (2NT) – ?

2NT = ♣♦

- 3♣ = ♥, **INV+**
- 3♦ = ♠, **INV+**
- 3♥♠ = to play

1♦ – (2NT) – ?

- 3♣ = **INV+**, fit
- 3♦ = simple raise 6-9
- 3♥ = 5+♠, **GF**
- 3♠ = 6♠, **NF** !

1♠ – (2NT) – ?

- 3♣ = 5♥, **GF**
- 3♦ = **INV+**, fit

- 3♥ = 6♥, **NF** !
- 3♠ = simple raise 6-9

1♣ – (2♦) – ?

2♦ = ♥♠

- 2♥ = ♣, **INV+**
- 2♠ = ♦, **GF**

1♥ – (2♥) – ?

- × = ownership
- 2♠ = **INV+**, fit
- 3♣♦ = 5+, **GF**
- 3♥ = simple raise 6-9
- 3♠ = splinter
- 4♣♦ = fit jump (5♣♦ with 2/3 honors, 7+, 4♥)

2.13 Acol interference – controls

TODO

2.14 LSF – dealing with interference

...
ASK – (•) – ?

- × = no shortness
- PASS = shortness in •
- other suit = shortness in this suit
- agreed suit = other shortness (if there is no place to bid it)

...
ASK – (×) – **?**

- ×× = no shortness
- PASS = shortness in doubled suit
- other suit = shortness in this suit

2.15 RKCB – dealing with interference

4NT – (×/**5**♣♦) – **?**

DOPI

4NT – (**5**♥♠) – **?**

DEPO

3 Defensive bidding – how to overcall

3.1 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♦ = 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 ♥

3.2 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

(1♦) – 2♦ – (P) – ?

- 2♥♠ = preference
- 3♣ = ♥, **INV+**
- 3♦ = ♠, **INV+**
- 3♥♠ = mixed raise
- 4♥♠ = preempt

(1♥) – 2♥ – (P) – ?

- 2♠ = to play
- 2NT = show minor, **INV+**
- 3♣ = pass/correct
- 3♦ = ♠ fit, **INV+**
- 3♠ = mixed raise

(1♥) – 2♥ – (P) – 2NT
(P) – ?

- 3♣♦ = to play
- 3♥ = ♣, accepting **INV**
- 3♠ = ♦, accepting **INV**

3.3 Dealing with preempts

(2♥) – ?

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

(2♥) – × – (P) – ?

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

- 3NT = no 4♠, ♥ stopper
- 4♥ = ♣♦, no ♥ control, Slam Try !!
- 4♠ = to play

(2♥) – × – (P) – 2NT
(P) – 3♣♦ – (P) – ?

- 3♦ = weak
- 3♥ = 4♠, no ♥ stopper
- 3♠ = 5♠, **INV** (8-11) !
- 3NT = 4♠, ♥ stopper

(2♥) – × – (3♥) – ?

- × = no 4♠, 10+

(2♠) – ?

- 3♠ = Michaels
- 4♣/4♦ = Leaping Michaels, **GF**
- 4♠ = ♣♦, strong
- 4NT = ♣♦, weaker then 4♥

(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) – 3♣♦ – (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

3.4 Two-suiter overcalls

(2♠) – 4♣ – **(P) – ?**

- 4♦ = agreeing ♥
- 4♥ = SIGN-OFF
- 4♠ = agreeing ♣
- 5♣ = SIGN-OFF

(2♠) – 4♦ – **(P) – ?**

- 4♥ = SIGN-OFF
- 4♠ = agreeing ♦
- 4NT = agreeing ♥
- 5♦ = SIGN-OFF

(2♥) – 4♣ – **(P) – ?**

- 4♦ = agreeing ♠
- 4♥ = agreeing ♣
- 4♠ = SIGN-OFF
- 5♣ = SIGN-OFF

(2♥) – 4♦ – (P) – ?

- 4♥ = agreeing ♠
- 4♠ = SIGN-OFF
- 4NT = agreeing ♦
- 5♦ = SIGN-OFF

(3♣) – ?

- 4♣ = ♦+♥♠, **GF**
- 4♦ = ♥♠, **GF**

(3♣) – 4♣ – (P) – ?

- 4♦ = ASK ♥♠
- 4♥ = agreeing ♦ !!

(3♣) – 4♦ – (P) – ?

- 4♥ = SIGN-OFF
- 4♠ = SIGN-OFF
- 4NT = agreeing ♥
- 5♣ = agreeing ♠

(3♣) – 4♣ – (P) – 4♦
(P) – 4♥ – (P) – ?

- PASS = SIGN-OFF
- 4♠ = agreeing ♦
- 4NT = agreeing ♥
- 5♦ = SIGN-OFF

(3♣) – 4♣ – (P) – 4♦
(P) – 4♠ – (P) – ?

- PASS = SIGN-OFF
- 4NT = agreeing ♦

- 5♣ = agreeing ♠
- 5♦ = SIGN-OFF

(3♦) – ?

- 4♣ = NAT !

3.5 2NT overcall after major preempt

(2♥♠) – ?

- 2NT = 16-18 BAL, promises ♥♠ 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♠ = last train for a 3NT game
- 3NT = good ♥ stopper

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

- 3NT = weak own suit
- 4♣, 4♦ = own suit
- 4♥ = ♣♦: 4♠ agreeing ♣, 4NT agreeing ♦
- 4♠ = 3♠

(2♥) – 2NT – (P) – 3♦
(P) – ?

- 3♥ = minors
- 3♠ = 4♠
- 3NT = to play

(2♥) – 2NT – (P) – 3♥
(P) – 3♠ – (P) – ?

- PASS = weak, 5+♠
- 3NT = PASS/correct
- 4♣/4♦ = NAT

(2♥) – 2NT – (P) – 3♠
(P) – 3NT – (P) – ?

- 4♣/4♦ = NAT, agreeing suit
- 4♥ = 1♠, both minors
- 4♠ = void ♠, 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♠) – 2NT – (P) – 3♣
(P) – 3♦ – (P) – 3♥
(P) – ?

- 3♠ = last train for a 3NT game
- 3NT = good ♠ stopper

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

- 3NT = weak own suit
- 4♣, 4♦ = own suit
- 4♥ = 3♥

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

- PASS = weak, 5+♥
- 3NT = PASS/correct
- 4♣/4♦ = NAT

(2♠) – 2NT – (P) – 3♥
(P) – 3♠ – (P) – ?

- 4♣/4♦ = NAT, agreeing suit
- 4♥ = 1♠ both minors
- 4♠ = void ♠ both minors

(2♠) – 2NT – (P) – 3♠
(P) – ?

- 4♣ = 4♥
- 3NT = to play

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

- 4NT = RKCB 1403
- 4♠/5♣/5♦ = EX **0314**

3.6 Overcalls after 2NT opening

(2NT) – ?

- × = ♣♠ OR ♦♥
- 3♣ = ♣♦ OR ♥♠
- 3♦ = ♣♥ OR ♦♠

3.7 Dealing with Multi/Wilkosz

(2♦) – ?

- × = (13)14-16 BAL, no 5♥♠, may have minor singleton !!
- 2♥ = 11-15, 5+♥
- 2♠ = 11-15, 5+♠
- 2NT = 17-19, BAL
- 3♣ = ♣, not 5332/5422
- 3♦ = ♦, not 5332/5422
- 3♥, 3♠ = solid suit, weaker then power double
- 3NT = ♣♦ !!
- 4♣ = ♣+♥♠
- 4♦ = ♦+♥♠

(2♦) – P – (P[A]) – ?

System like after 2♦ preempt.

(2♦) – P – (2♥) – ?

- PASS = no suitable call OR takeout with ♠ shortness
- × = 14-16 BAL !!
- 2♠ = 11-15, 5+♠, may be solid 4♠ with 1-♥
- 2NT = 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 4♥♠ !!
- 3♥, 3♠ = INV

(2♦) – × – (♥/♠) – ?

- × = 9+, F to 2NT, no 5♥♠, no ♥♠ shortness
- 2NT = Lebensohl (see below)
- 3♣ = Stayman !!
- 3♦ = TRSF to ♥, GF+ superaccepts
- 3♥ = TRSF to ♠, GF+ superaccepts

- 3♠ = takeout with opps' suit shortness, **GF**
- 4♦, 4♥ = Texas

(2♦) – × – **(2♥/♠) – 2NT**
(P) – 3♣ – (P) – ?

- PASS/3♦ = to play
- 3♥, 3♠ = **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♦) – × – (2♠) – ×
(3♥) – ?

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

3.8 Overcalls after mini 1NT opening

(1NT[A]) – ?

1NT = 12-14 (or other weak no-trump range), BAL

- × = 15+, 13+ on balancing position
- 2♣ = 44♥♠, 12+
- 2♦ = TRSF to ♥
- 2♥ = TRSF to ♠
- 2♠ = 4♠, 5+♣♦
- 2NT = 4♥, 5+♣♦

3.9 Other

(1♦) – ?

- 3♦ = gambling ♣

(1♣) – ?

- 3♣ = ♣ preempt

1♣ – (×) – ?

- 2NT = preempt ♣
- 3♣ = limit raise

1♣ – (1x) – ?

- 3♣ = preempt

...5x – ?

5x = query kings, ♥♠ agreed

- agreed suit = no kings
- 5x+1 = lowest side-suit king or two other kings
- 5x+2 = middle side-suit king or two other kings
- 5x+3 = highest side-suit king or two other kings

...5x – ?

5x = query kings, ♣♦ agreed

- 5x+1 = 0 kings
- 5x+2 = 1 king ...

4 Defensive signaling

4.1 Opening lead – Polish (upside down) version

- Highest from the honour sequence
- Highest from inner sequence (AQJx → Q)
- Higher from doubleton with an honour
- Lower from doubleton without an honour
- Fourth best from a long suit containing an honour
- Second best from small cards (also containing T and no 9)
- Middle from three cards (even if it is an honour)
- T9x → 9
- T9 or T9xx(...) → T
- XT9(...) → T

4.2 Other

- Upside down count and attitude (high-low odd / discouraging)
- Lavinthal (suit preference) discards