Bridge Bidding System

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1 1m opening

1♣ – ?

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

1♦ – ?

- 1♥ = 4+♥
- 1♠ = 4+♠
- 1NT = 6-10, no 4**M**, no ♦ support
- 2♣ = 12-14 BAL or ♣, **GF**
- 2♦ = no 4**M**, 4+♦, **INV**$^{+}$
- 2♥ = 5♠ 4♥ 6-9
- 2♠ = 11+ BAL, no 4**M**
- 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♦ – ?

- 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♦
?

- 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 = **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 1**x** – 1**y** – 1**z** 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**
- 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**
- 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♠ = 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♥ = pick a ♣♦, good hand

- 4NT = pick a ♣♦

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 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 ♥

5 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♠

6 2NT opening

2NT[A] opening = 21-22 BAL, may have 5**M**

2NT – ?

- 3♣ = Puppet Stayman
- 3♦ = forces 3♥, **GF**
- 3♥ = forces 3♠, **GF**
- 3♠ = forces 3NT
- 3NT = 5♠ 4♥, **NF** !
- 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 2NT opening – extended

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

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 ♦

8 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
- 2**M** = 3-fit, 4-8DP
- 2**x** = (9)10, solid 5**x**
- 3♣ = (9)10, **INV**, 6♣
- 3**x** = 4-fit, solid 5**x**
- 2NT = 4-fit, solid 5♣
- 3**M** = 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**
- 2♠ = **ASK LSF**, usually 18-20 BAL
- 2NT/3♣/3♦ = 55(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(54) Slam Try
- 3NT/4♣/4♦/4♥ = splinter (3NT = 4♥)

- 4♠ = to play

P – 1M
2♣ – 2M
?

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

P – 1M
2♣ – 2♦
?

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

9 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

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 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**

13 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♠ = 5♠, **INV** (8-11) !
- 3NT = no 4♠, ♥ stopper
- 4♥ = ♣♦, no ♥ control, Slam Try !!
- 4♠ = to play

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

- 3♦ = weak

- 3♥ = 4♠, no ♥ stopper
- 3♠ = 4♠, **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) – 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 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 !

15 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♠ = NAT (5+), **F1**
- 2NT/3♣/3♦ = **NF**
- 3♥ = NAT (5+), **GF**

2♣ – 2♥
2NT – ?

System as after 2NT opening, except non-**GF** transfers: 3♦, 3♥ force 3♥, 3♠.

2♣ – 2♦
?

- 2NT = 23-24, BAL
- 2♥ = Kokish relay (see: Kokish relay)
- 2♠, 3♣, 3♦ = 5+, ~~BAL~~
- 3♥, 3♠, 4♣, 4♦ = agreeing suit

2♣ – 2♦
2NT – ?

System as after 2NT opening

2♣ – 2♦
2♥ – ?

- 2♠ = no fit, relay
- 3♥ = fit

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♣

16 Acol – Kokish relay

2♣ – 2♦
?

- 2♥ = Kokish relay, forces 2♠
- 2NT = 23-24, BAL

2♣ – 2♦
2♥ – 2♠
?

- 2NT = 25+, BAL
- 3♣ = 5♥+4♦, 23+
- 3♦ = 6♥, 23+
- 3♥ = 5♥+4♠, 23+
- 3♠ = 5♥+4♣, 23+

2♣ – 2♦
2♥ – 2♠
2NT – ?

SYSTEM ON

17 Acol interference

2♣ – (×/any) – ?

× = ♣

- ××/× = negative
- PASS = positive
- own suit = 4+ HCP, 5+ cards, **GF**

2♣ – (P) – 2♦ – (any)
?

- × = take out !
- PASS = forces penalty ×

18 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**

19 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)

20 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

21 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♥ = 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+

22 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)

23 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♠ = 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

24 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♠ = 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**

25 Overcalls after 2NT opening

(2NT) – ?

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

26 Dealing with Multi/Wilkosz

(2♦) – ?

- × = (13)14-16 BAL, no 5**M**, 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**M** !!
- 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

27 RKCB – dealing with interference

4NT – (×/5♣♦) – ?

DOPI

4NT – (5♥♠) – ?

DEPO

28 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