

Bridge Bidding System

Krystyna Gasińska, Bartek Słupik

January 28, 2024

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**

- $2\diamond = \text{no } 4\mathbf{M}, 4+\diamond, \mathbf{GF}$
- $2\heartsuit = 5\spadesuit 4\heartsuit 6-9$
- $2\spadesuit = 11+ \text{BAL}, \text{no } 4\mathbf{M}$
- $2\text{NT} = 11-12 \text{ BAL}$
- $3\text{NT} = 15-17 \text{ BAL}$

$1\clubsuit - 2\clubsuit$
?

- $2\diamond = \text{BAL}$
- $2\heartsuit = 5\clubsuit 4\heartsuit \text{ UNBAL}$
- $2\spadesuit = 5\clubsuit 4\spadesuit \text{ UNBAL}$
- $2\text{NT} = 5\clubsuit 4\diamond \text{ UNBAL}$
- $3\clubsuit = \clubsuit \text{ UNBAL}$

$1\diamond - 2\diamond$
?

- $2\heartsuit = \heartsuit \text{ stopper}$
- $2\spadesuit = \spadesuit \text{ stopper}$
- $2\text{NT} = \clubsuit \text{ stopper}$
- $3\clubsuit = \text{sign off (threshold for invite)}$

bidding higher suit denies lower stopper

$1\clubsuit\diamond - 2\heartsuit$
?

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

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♦ = 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♥ = exclusion, choose ♣♦
- 4NT = choose ♣♦

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 1NT

(1NT) – ?

- ♠ = 5♣♦ + 4♥♠
- 2♣ = 5♦♥♠
- 2♦ = 6♥♠
- 2♥ = 5♥ + 4♣♦
- 2♠ = 5♠ + 4♣♦

(1NT) – ♠ – (P) – ?

- 2♣ = PASS/correct
- 2♦ = own suit
- 2♥ = PASS/correct
- 2♠ = own suit
- 2NT = show minor
- 3♦ = show major

(1NT) – 2♣ – (P) – ?

- 2♦ = show better major
- 2♥, 2♠ = preference

(1NT) – 2♦ – (P) – ?

- 2♥ = PASS/correct
- 2♠ = inv with ♥

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

TBD

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

TBD

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♣♦ – 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**

- $3\clubsuit = 5\spadesuit 5\clubsuit$ GF
- $3\diamondsuit = 5\spadesuit 5\diamondsuit$ GF
- $3\heartsuit = 6\spadesuit 5\heartsuit$ GF
- $3\spadesuit = \text{fixes } \spadesuit$ GF

$1\heartsuit - 1\spadesuit$

$2\clubsuit - ?$

- $\diamondsuit = 8+$
- $\heartsuit = 2\heartsuit 5-7$
- $\spadesuit = \text{good } 5\spadesuit 5-7$
- $2\text{NT} = 1-\heartsuit 5-7$
- $3\clubsuit = 6+\clubsuit 5-7$
- $3\diamondsuit = 6+\diamondsuit 5-7$

$1\heartsuit - 1\text{NT}$

$2\clubsuit - ?$

- $2\diamondsuit = 8+$
- $2\heartsuit = 2-3\heartsuit 5-7$
- $2\spadesuit = 55\clubsuit\diamondsuit 5-7$
- $2\text{NT} = 1-\heartsuit 5-7$
- $3\clubsuit = 6+\clubsuit 5-7$
- $3\diamondsuit = 6+\diamondsuit 5-7$

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 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

- $4\clubsuit = 6\clubsuit\ 5\spadesuit$, may have shortness
- $4\diamond = 6\diamond\ 5\spadesuit$, may have shortness
- $4\heartsuit = 6+\spadesuit$
- $4\spadesuit = \text{minors}$
- $4\text{NT} = \text{quantitative}$

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

- PASS = weak with \diamond
- $3\heartsuit = 3\spadesuit$
- $3\spadesuit = 4\spadesuit$
- $3\text{NT} = 5\spadesuit$
- $4\clubsuit = 6+\spadesuit$

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

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

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

- $3\text{NT} = 3\spadesuit$
- $4\clubsuit, 4\diamond = \text{own suit}$

$(2\heartsuit) - 2NT - (P) - 3\diamond$
 $(P) - ?$

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

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

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

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

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

$(2\heartsuit) - 2NT - (P) - 4\heartsuit$
 $(P) - 4\spadesuit - (P) - ?$

- $4NT = RKCB \ 1430$
- $5\text{x} = EX \ 0314$

(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♠ = no ♠ stopper
- 3NT = good ♠ stopper

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

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

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

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

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

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

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

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

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

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

17 Overcalling 2_{NT}

TBD

18 Dealing with Multi/Wilkosz

(2♦) – ?

- ✕ = (13)14-16 BAL, no 5M, may have minor singleton
- 2♥ = 11-15, 5+♥
- 2♠ = 11-15, 5+♠
- 2_{NT} = 17-19, BAL, may have 5M
- 3♣ = ♣, not 5332/5422
- 3♦ = ♦, not 5332/5422
- 3♥, 3♠ = solid suit, weaker than power double
- 3_{NT} = minors
- 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-♥
- 2_{NT} = 17-19, BAL

!!

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

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

!

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

- \times = takeout

!

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

- 2NT = minors

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

- PASS = want to defend, doubles are penalty
- $2\heartsuit = 5 + \heartsuit$, to play
- 2NT = Lebensohl (see below)
- $3\clubsuit$ = Stayman
- $3\spadesuit = \rightarrow \heartsuit, GF +$ superaccepts
- $3\heartsuit = \rightarrow \spadesuit, GF +$ superaccepts
- $3\clubsuit = \rightarrow NT$, no \heartsuit stoppers
- $4\spadesuit, 4\heartsuit =$ Texas

$(2\spadesuit) - \times - (\times\times/PASS) - 2NT$
 $(P) - 3\clubsuit - (P) - ?$

- PASS = to play
- $3\spadesuit = GF$, no 4M
- $3\heartsuit, 3\clubsuit = INV$

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

- $\times = 9+$, **F** to 2NT, no $5\heartsuit\spadesuit$, no $\heartsuit\spadesuit$ shortness
- 2NT = Lebensohl (see below)
- $3\clubsuit$ = Stayman
- $3\spadesuit = \rightarrow \heartsuit$, **GF** + superaccepts
- $3\heartsuit = \rightarrow \spadesuit$, **GF** + superaccepts
- $3\spadesuit$ = takeout with opps' suit shortness, **GF**
- $4\spadesuit, 4\heartsuit$ = Texas

$(2\spadesuit) - \times - (2\heartsuit/\spadesuit) - 2NT$

$(P) - 3\clubsuit - (P) - ?$

- PASS/ $3\spadesuit$ = to play
- $3\heartsuit, 3\spadesuit$ = **INV**

$(2\spadesuit) - \times - (2\heartsuit/\spadesuit) - \times$

$(P) - ?$

- PASS = to play
- $2\spadesuit = 4\spadesuit$, **F1**
- 2NT = NAT, minimum
- $3\clubsuit$ = NAT, minimum
- $3\spadesuit$ = NAT, minimum
- $3\heartsuit$ over $2\spadesuit$ = NAT, minimum
- cue $3\heartsuit, 3\spadesuit$ = maximum, no stopper, no $4\spadesuit$
- 3NT = maximum, stopper, no $4\spadesuit$

(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

19 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