

Bridge Bidding System

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1 One side bidding

1.1 1♣♦ opening

1♣ – ?

- 1♦ = negative
- 1♥ = 4+♥
- 1♠ = 4+♠
- 1NT = 7-10, no 4♥♠
- 2♣ = **GF**: BAL or ♣
- 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♥ = 4+♥
- 1♠ = 4+♠
- 1NT = 6-10, no 4♥♠
- 2♣ = **GF**: BAL or ♣, no 4♥♠
- 2♦ = no 4♥♠, 4+♦, **INV**⁺
- 2♥ = 5♠ 4♥ 5-11

- $2\spadesuit = 11+$ BAL, no $4\heartsuit\spadesuit$
- $2\text{NT} = 11-12$ BAL
- $3\text{NT} = 15-17$ BAL

$1\clubsuit - 1\heartsuit/1\spadesuit$
?

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

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

- $2\diamondsuit = \text{INV art}$
- $2\spadesuit/2\text{NT} = \text{GF}$

!!

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

- $2\heartsuit = 3+\heartsuit$, **F1**
- $2\spadesuit = \text{GF}$
- $2\text{NT} = 3145$, **NF** ($3\diamondsuit$ to play)
- $3\clubsuit = \text{NAT}$, **NF**

$1\clubsuit - 1\spadesuit$
 $2\clubsuit - ?$

- $2\diamondsuit = \text{INV art}$ or $5\spadesuit 4\heartsuit \text{ GF}$
- $2\heartsuit = \text{GF art}$, no $4\heartsuit$
- $2\text{NT} = \text{GF}$

!!

!!

$1\clubsuit - 1\spadesuit$
 $2\clubsuit - 2\diamondsuit$
?

- $2\heartsuit = \text{NAT}$, **F1**

- $2\spadesuit = 3+\spadesuit$, **F1**
- $2\text{NT} = 3145$, **NF** ($3\diamond$ to play)
- $3\clubsuit = \text{NAT}$, **NF**
- $3\diamond = \text{GF art}$

!!

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

- $3\diamond = \text{agreeing } \heartsuit/\spadesuit$, **GF**

$1\clubsuit - 1\spadesuit$
 $2\clubsuit - 2\diamond$
 $2\text{NT}/3\clubsuit - ?$

- $3\heartsuit = 5\spadesuit 5\heartsuit$, **GF**
- $3\spadesuit = 6\spadesuit 4\heartsuit$, **GF**
- $3\text{NT} = 5\spadesuit 4\heartsuit$, **GF**

$1\diamond - 1\heartsuit$
 $?$

- $1\text{NT} = 12-14 \text{ BAL}$
- $2\diamond = 6+\diamond$

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

- $2\spadesuit = \text{GF art}$ (\rightarrow all NAT)
- $2\text{NT} = \text{INV art}$, **F** to $3\diamond$

!!

!!

$1\diamond - 1\heartsuit$
 $2\diamond - 2\text{NT}$
 $?$

- $3\clubsuit = \text{any minimum or } \clubsuit \text{ values}$
- $3\diamond = 7+\diamond$, **GF**
- $3\heartsuit = 3\heartsuit$, **GF**

1♦ – 1♠
?

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

1♦ – 1♠
2♦ – ?

- 2♥ = GF art
- 2NT = INV art, F to 3♦

!!

!!

1♦ – 1♠
2♦ – 2♥
?

- 2♠ = 3♠ (2NT = ASK LSF)
- 2NT = NAT
- 3♣ = 4♥

!!

1♦ – 1♠
2♦ – 2♥
3♣ – ?

- 3♦ = agreeing ♦
- 3♥ = agreeing ♥

1♦ – 1♠
2♦ – 2NT
?

- 3♣ = any minimum or ♣ values
- 3♦ = 7+♦, GF
- 3♥ = ♥ values max (4♦ = NF)
- 3♠ = 3♠ max

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 (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**

1.2 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

1.3 1♥♠ 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

- $3\clubsuit = \text{solid } 6\clubsuit, \text{ INV}$
- $3\diamond = \text{solid } 6\diamond, \text{ INV}$
- $3\heartsuit = \text{mixed raise}$
- $3\spadesuit = \text{splinter } \spadesuit$
- $3\text{NT} = \text{splinter } \diamond$
- $4\clubsuit = \text{splinter } \clubsuit$
- $4\diamond = 11\text{HCP}, 4\heartsuit, \text{no shortness}$
- $4\spadesuit/5\clubsuit/5\diamond = \text{EXRKCB } 0314$

$1\spadesuit - ?$

- $1\text{NT} = 5\text{-}11\text{HCP}, (\text{or } 5\text{-}7\text{HCP with } \spadesuit \text{ fit})$
- $2\clubsuit = \text{any GF}$
- $2\diamond = 5\diamond, \text{ GF}$
- $2\heartsuit = 5\heartsuit, \text{ GF}$
- $2\spadesuit = \text{constructive raise}$
- $2\text{NT} = \text{mini splinter}$
- $3\clubsuit = \text{solid } 6\clubsuit, \text{ INV}$
- $3\diamond = \text{solid } 6\diamond, \text{ INV}$
- $3\heartsuit = 3+\spadesuit, \text{ INV}$
- $3\spadesuit = \text{mixed raise}$
- $3\text{NT} = \text{splinter } \heartsuit$
- $4\clubsuit = \text{splinter } \clubsuit$
- $4\diamond = \text{splinter } \diamond$
- $4\heartsuit = 11\text{HCP}, 4\spadesuit, \text{no shortness}$

$1\heartsuit - 1\spadesuit$

$2\heartsuit - ?$

- $2\text{NT} = \text{INV}^+ \text{ art}$

!!

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

1.4 2/1 **GF**

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

$x - 2y$

$2NT - 3\clubsuit$

?

- $3\diamondsuit = 3y$
- other = denies $3y$

1.5 Responder's $2NT$ rebid

3-color auction

$x - y$

$z - ?$

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

$x - y$

$z - 2NT$

?

- $3\clubsuit = 3y$
- $3\diamondsuit = 5x\ 4z\ 2y\ 2$
- $3\heartsuit = 5x\ 5z\ 2y\ 1$
- $3\spadesuit = 5x\ 5z\ 1-y\ 2+$
- $3NT = 5x\ 4z\ 1-y\ 3+$

1.6 $1NT$ opening

$1NT$ opening = (14)15-17 BAL

$1NT - ?$

- $2\clubsuit = \text{Stayman}$
- $2\diamondsuit = \text{forces } 2\heartsuit$
- $2\heartsuit = \text{forces } 2\spadesuit$

- $2\spadesuit = \text{INV}$ or TRSF to \clubsuit
- $2\text{NT} = \text{TRSF to } \diamond$
- $3\clubsuit = \text{Puppet Stayman}$
- $3\diamond = 55\clubsuit\diamond$
- $3\heartsuit = 3\spadesuit\ 1\heartsuit, 54\clubsuit\diamond$
- $3\spadesuit = 3\heartsuit\ 1\spadesuit, 54\clubsuit\diamond$
- $3\text{NT} = \text{to play}$
- $4\clubsuit = 55\heartsuit\spadesuit$
- $4\diamond, 4\heartsuit = \text{Texas}$
- $4\text{NT} = \text{quantitative}$

1NT – $2\spadesuit$
?

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

1NT – 2NT
?

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

1NT – $3\heartsuit$
?

- $3\spadesuit = \text{NAT}$
- $3\text{NT} = \text{to play}$
- $4\heartsuit = \text{pick a } \clubsuit\diamond, \text{ good hand}$
- $4\text{NT} = \text{pick a } \clubsuit\diamond$

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

1.7 2_{NT} opening

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

2NT – ?

- 3♣ = Puppet Stayman
- 3♦ = forces 3♥, **GF**
- 3♥ = forces 3♠, **GF**
- 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-♠

1.8 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♣♦

- $5\clubsuit = 5\clubsuit, 4\diamond$
- $5\diamond = 5\diamond, 4\clubsuit$

... - $4\clubsuit$

$4\diamond - ?$

- $4\heartsuit = 4\clubsuit$
- $4\spadesuit = 4\diamond$
- $4NT = \text{SIGN-OFF}$

... - $4\clubsuit$

$4\diamond - 4\heartsuit$

?

- $4\spadesuit = \text{fit } \clubsuit, 1/4 \text{ Aces}$
- $4NT = \text{SIGN-OFF}$
- $5\clubsuit = \text{fit } \clubsuit, 0/3 \text{ Aces}$
- $5\diamond = \text{fit } \clubsuit, 2 \text{ Aces, no } Q\clubsuit$
- $5\heartsuit = \text{fit } \clubsuit 2 \text{ Aces, } Q\clubsuit$

... - $4\clubsuit$

$4\diamond - 4\spadesuit$

?

- $4NT = \text{SIGN-OFF}$
- $5\clubsuit = \text{fit } \diamond, 1/4 \text{ Aces}$
- $5\diamond = \text{fit } \diamond, 0/3 \text{ Aces}$
- $5\heartsuit = \text{fit } \diamond, 2 \text{ Aces, no } Q\diamond$
- $5\spadesuit = \text{fit } \diamond 2 \text{ Aces, } Q\diamond$

... - $4\clubsuit$

$4\heartsuit - ?$

- $4\spadesuit = \text{fit } \clubsuit, 1/4 \text{ Aces}$
- $4NT = \text{SIGN-OFF}$

- 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 ♦

1.9 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

- $2\heartsuit\spadesuit = 3\text{-fit}, 4\text{-}8\text{DP}$
- $2\text{x} = (9)10, \text{solid } 5\text{x}$
- $3\clubsuit = (9)10, \text{INV}, 6\clubsuit$
- $3\text{x} = 4\text{-fit}, \text{solid } 5\text{x}$
- $2\text{NT} = 4\text{-fit}, \text{solid } 5\clubsuit$
- $3\heartsuit\spadesuit = 5\text{-fit } 4\text{-}6\text{DP (or 4 with shortness)}$
- $3\text{NT over } 1\spadesuit (3\spadesuit \text{ over } 1\heartsuit) = \text{Two Tiered Splinters} = 4+\heartsuit\spadesuit, \text{unspecified singleton}, (10)11\text{DP}$
- $4\clubsuit/4\diamond/4\heartsuit = \text{void splinter}$

P – $1\heartsuit$

$2\clubsuit$ – ?

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

P – $1\spadesuit$

$2\clubsuit$ – ?

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

P – 1♥♠
 2♣ – 2♥♠
 ?

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

P – 1♥♠
 2♣ – 2♦
 ?

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

1.10 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.

1.11 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+

1.12 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

1.13 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 ♥

- $2\spadesuit = \text{NAT } (5+), \text{ F1}$
- $2\text{NT}/3\clubsuit/3\diamondsuit = \text{NF}$
- $3\heartsuit = \text{NAT } (5+), \text{ GF}$

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

System as after 2NT opening, except non-**GF** transfers: $3\diamondsuit, 3\heartsuit$ force $3\heartsuit, 3\spadesuit$.

$2\clubsuit - 2\diamondsuit$
 $?$

- $2\text{NT} = 23\text{-}24, \text{ BAL}$
- $2\heartsuit = \text{Kokish relay (see: Kokish relay)}$
- $2\spadesuit, 3\clubsuit, 3\diamondsuit = 5+, \text{ BAL}$
- $3\heartsuit, 3\spadesuit, 4\clubsuit, 4\diamondsuit = \text{agreeing suit}$

$2\clubsuit - 2\diamondsuit$
 $2\text{NT} - ?$

System as after 2NT opening

$2\clubsuit - 2\diamondsuit$
 $2\heartsuit - ?$

- $2\spadesuit = \text{no fit, relay}$
- $3\heartsuit = \text{fit}$

$2\clubsuit - 2\diamondsuit$
 $2\spadesuit - ?$

- $2\text{NT} = \text{no fit, relay}$
- $3\spadesuit = \text{fit}$

$2\clubsuit - 2\diamondsuit$
 $2\heartsuit - 2\spadesuit$
 $?$

- $2\text{NT} = 5\heartsuit + 4\clubsuit$

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

$2\clubsuit - 2\diamond$

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

?

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

1.14 Acol – Kokish relay

$2\clubsuit - 2\diamond$

?

- $2\heartsuit = \text{Kokish relay, forces } 2\spadesuit$
- $2\text{NT} = 23\text{-}24, \text{BAL}$

$2\clubsuit - 2\diamond$

$2\heartsuit - 2\spadesuit$

?

- $2\text{NT} = 25+, \text{BAL}$
- $3\clubsuit = 5\heartsuit + 4\diamond, 23+$
- $3\diamond = 6\heartsuit, 23+$
- $3\heartsuit = 5\heartsuit + 4\spadesuit, 23+$
- $3\spadesuit = 5\heartsuit + 4\clubsuit, 23+$

$2\clubsuit - 2\diamond$

$2\heartsuit - 2\spadesuit$

$2\text{NT} - ?$

SYSTEM ON

1.15 Rebids 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

1.16 Ask LSF

All basic ASK LSF sequences:

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

1.17 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

- $2\spadesuit = 5\heartsuit, =3\spadesuit$ 16+
- $2NT = 5332$ 18-20
- $3\clubsuit = 5\heartsuit$ $4\clubsuit$ 16+
- $3\diamond = 5\heartsuit$ $4\diamond$ 16+
- $3\heartsuit = 6\heartsuit$ 16+
- $3\spadesuit = 5\heartsuit$ $4\spadesuit$ **GF**

$1\heartsuit - 1NT$

$2\clubsuit - 2\diamond$

?

- $2\heartsuit = 5\heartsuit$ $4\clubsuit$ 11-15
- $2\spadesuit = 5\heartsuit$ $4\spadesuit$ 16+
- $2NT = 5332$ 18-20
- $3\clubsuit = 5\heartsuit$ $4\clubsuit$ 16+
- $3\diamond = 5\heartsuit$ $4\diamond$ 16+
- $3\heartsuit = 6\heartsuit$ 16+

$1\spadesuit - 1NT$

$2\clubsuit - 2\diamond$

?

- $2\heartsuit = 5\spadesuit$ $4\heartsuit$ 16+
- $2\spadesuit = 5\spadesuit$ $4\clubsuit$ 11-15
- $2NT = 5332$ 18-20
- $3\clubsuit = 5\spadesuit$ $4\clubsuit$ 16+
- $3\diamond = 5\spadesuit$ $4\diamond$ 16+
- $3\heartsuit = 5\spadesuit$ $4\heartsuit$ 16+
- $3\spadesuit = 6\spadesuit$ 16+

1.18 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 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⁺

- $3♥ = 5+♠, INV^+$
- $3♠ = 5+♣, INV^+$
- $3NT = \text{no } ♦ \text{ stopper}$
- $4♦, 4♥ = \text{Texas}$

$1NT - (2♦^A) - ?$

$2♦ = 6+ ♥♠$

- $× = 8+$
- $2♥, 2♠ = \text{to play}$
- $2NT = \text{Lebensohl}$
- $3♣ = 5+♦, INV^+$
- $3♦ = 5+♥, INV^+$
- $3♥ = 5+♠, INV^+$
- $3♠ = 5/5 ♣♦$
- $3NT = \text{to play}$
- $4♦, 4♥ = \text{Texas}$

$1NT - (2♥) - ?$

- $× = \text{negative}$
- $2♠ = \text{to play}$
- $2NT = \text{Lebensohl}$
- $3♣ = 5+♦, INV^+$
- $3♦ = 5+♠, INV^+$
- $3♥ = 1-♥, INV^+$
- $3♠ = 55 ♣♦, GF$
- $3NT = \text{no } ♥ \text{ stopper}$
- $4♥ = \text{Texas}$

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♠

2.2 Acol interference

2♣ - (×/^{any}) - ?

× = ♣

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

2♣ - (P) - 2♦ - (^{any})
?

- × = take out
- PASS = forces penalty ×

!

2.3 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

2.4 Transfers after 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

!!

2.5 RKCB – dealing with interference

4NT – (×/5♣♦) – ?

DOPI

4NT – (5♥♠) – ?

DEPO

3 Defensive bidding – how to overcall

3.1 Overcalls after 1_{NT} opening

(1_{NT}) – ?

- $\times = 5\clubsuit\spadesuit + 4\heartsuit$
- \times in balancing position = $5\clubsuit\spadesuit + 4\heartsuit$ or $6\clubsuit\spadesuit$
- $2\clubsuit = 54\heartsuit$
- $2\spadesuit = 6+\heartsuit$
- $2\heartsuit = 5\heartsuit + 4\clubsuit\spadesuit$
- $2\heartsuit = 5\heartsuit + 4\clubsuit\spadesuit$

(1_{NT}) – \times – (P) – ?

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

(1_{NT}) – $2\clubsuit$ – (P) – ?

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

(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

3.3 Dealing with preempts

(2♥) – ?

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

(2♠) – × – (P) – ?

- 2NT = Better Minor Lebensohl
- 3♣ = 0-11, 5+♣

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

!!

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

- $3\heartsuit/3\spadesuit = \text{to play}$
- $3\clubsuit = 4\heartsuit, \text{ no } \clubsuit \text{ stopper}$
- $3\text{NT} = 4\heartsuit, \clubsuit \text{ stopper}$

$(2\spadesuit) - \times - (4\spadesuit) - ?$

- $4\text{NT} = \text{two-suited OR weak } \heartsuit$
- $5\clubsuit/5\spadesuit = \text{to play}$
- $5\heartsuit = \text{Slam Try}$

3.4 Two-suiter overcalls

$(2\spadesuit) - 4\clubsuit - (\text{P}) - ?$

- $4\spadesuit = \text{agreeing } \heartsuit$
- $4\heartsuit = \text{SIGN-OFF}$
- $4\spadesuit = \text{agreeing } \clubsuit$
- $5\clubsuit = \text{SIGN-OFF}$

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

- $4\heartsuit = \text{SIGN-OFF}$
- $4\spadesuit = \text{agreeing } \spadesuit$
- $4\text{NT} = \text{agreeing } \heartsuit$
- $5\spadesuit = \text{SIGN-OFF}$

$(2♥) - 4♣ - (P) - ?$

- $4♦ = \text{agreeing } ♠$
- $4♥ = \text{agreeing } ♣$
- $4♠ = \text{SIGN-OFF}$
- $5♣ = \text{SIGN-OFF}$

$(2♥) - 4♦ - (P) - ?$

- $4♥ = \text{agreeing } ♠$
- $4♠ = \text{SIGN-OFF}$
- $4NT = \text{agreeing } ♦$
- $5♦ = \text{SIGN-OFF}$

$(3♣) - ?$

- $4♣ = ♦ + ♥♠, \text{ GF}$
- $4♦ = ♥♠, \text{ GF}$

$(3♣) - 4♣ - (P) - ?$

- $4♦ = \text{ASK } ♥♠$
- $4♥ = \text{agreeing } ♦$

!!

$(3♣) - 4♦ - (P) - ?$

- $4♥ = \text{SIGN-OFF}$
- $4♠ = \text{SIGN-OFF}$
- $4NT = \text{agreeing } ♥$
- $5♣ = \text{agreeing } ♠$

$(3♣) - 4♣ - (P) - 4♦$

$(P) - 4♥ - (P) - ?$

- $\text{PASS} = \text{SIGN-OFF}$
- $4♠ = \text{agreeing } ♦$

- 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

- $4\clubsuit/4\diamond = \text{NAT}$

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

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

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

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

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

- $3\clubsuit = \text{forces } 3\diamond, 1\spadesuit \text{ GF OR weak with } \diamond$
- $3\diamond = \text{forces } 3\heartsuit, 5+\heartsuit, \text{ weak or GF}$
- $3\heartsuit = \text{long minor/minors, no } \spadesuit \text{ shortness, } 3\spadesuit = \text{ASK}$
- $3\spadesuit = 4\heartsuit, \text{ GF}$
- $3\text{NT} = \text{to play}$
- $4\clubsuit = 6\clubsuit \ 5\heartsuit$, may have shortness
- $4\diamond = 6\diamond \ 5\heartsuit$, may have shortness
- $4\heartsuit = 6+\heartsuit$
- $4\spadesuit = \text{minors}$
- $4\text{NT} = \text{quantitative}$

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

- $\text{PASS} = \text{weak with } \diamond$
- $3\heartsuit = 3-\heartsuit$
- $3\spadesuit = 4\heartsuit$

- $3\text{NT} = 5\heartsuit$
- $4\clubsuit = 6+\heartsuit$

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

- $3\spadesuit$ = last train for a 3NT game
- 3NT = good \spadesuit stopper

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

- 3NT = weak own suit
- $4\clubsuit, 4\diamondsuit$ = own suit
- $4\heartsuit = 3\heartsuit$

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

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

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

- $4\clubsuit/4\diamondsuit$ = NAT, agreeing suit
- $4\heartsuit = 1\spadesuit$ both minors
- $4\spadesuit$ = void \spadesuit both minors

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

- $4\clubsuit = 4\heartsuit$
- 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 than 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+♣♦