♣♣ Strefa MPJ 2024 Mixty ◆♥

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 ${\bf W}$ niniejszym pliku znajdują się tylko rzeczy nowe, często zmieniane albo łatwe do pomylenia.

0.1 Sekwencje szczególne

Gramy ASK LSF, brak krótkości najpierw.

1 ♣ 1nt	_
2♣	do gry
2 ♦	Stayman
2	♣+ krótkość
(1♥) 1NT (pass)	
2♣	$\rightarrow \blacklozenge$
2 ♦	ask $4 \spadesuit$
2♥	$\rightarrow \spadesuit$

```
2 \spadesuit
                 INV or ♣
(1♠) 1NT
(pass)
2♣
                 \rightarrow \blacklozenge
2♦
                 \rightarrow \blacktriangledown
                 INV or ♣
2♥
                 ask 4 VINV^+
2♠
1
       1
       2
2 \blacklozenge
                 4+♥
3♣
1NT
                 słabe ₳ lub 🔸
       2NT
       3♦
                 ♦ INV
2NT 3♦
3♥
                 cue, ustala 💙
       4♣
                 \rightarrow 3nt \rightarrow minor puppet
       3♠
       3NT
                 5♥4♠, F1
Po magistrze:
1x
       1
1z
       2♣
2
       3♥♠
                 6+ INV
       3NT
                 5332
1x
       1
1z
```

samoustalenie **GF**

3**%**

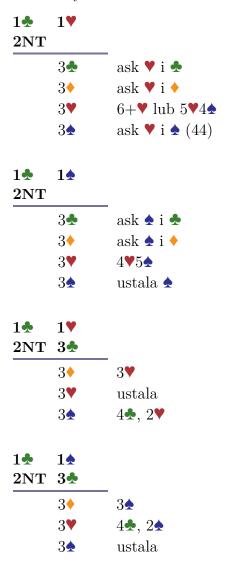
0.2 Negat

Z systemu Marka

```
1
     1
1♥
             dowolna ręka w miarę BAL do 14PC
                                                                  !!
                                                                  !!
1♠
             15+ 5+♣
             18-20 BAL
1NT
2♣
             11-14 6
                                                                   !
2
             acol ♣ | acol ♣♦
14
     1
1
     PASS
             5♥
             4+♠
     1♠
     2♥
             młode, krótkość ♥ INV+
     2♠
             młode, krótkość ♠ INV+
     2NT
             młode (5 • 4+ •), do wyboru na poziomie 3
     3♣
             GF ♦ z krótkością ♣
             GF ♦ bez krótkości
     3♦
     3
             GF ♦ z krótkością
     1
1
1
      1NT
             Brak fitu ♣, 0-7PC
      2
             3+♣, 0-7PC
             Do gry, 0-7PC
     2
     2♥
             młode, krótkość ♥ INV+
     2♠
             młode, krótkość ♠ INV+
     2NT
             INV (8-10) (3352 no bo co innego)
             INV (8-10)
     3♣
     3♦
             GF ♦ bez krótkości lub z krótkością ♣
     3
             GF ♦ z krótkością
```

0.3 Gadżet po 1♣

Odwrotny Gadżet Bartka



0.4 Gadżet po 1♦

Gadżet Krysi



!

```
3♣
                 ask
       3♦/3♥
                 to play
                 ask clubs
       3♠
1
       1
2nt
       3
3♦
                 3♥ (3♥ agreeing hearts, 3♠ ask clubs)
3♥
                 4♥ (agreeing hearts)
3♠
                 long diamonds, 2 \vee (4 - \text{agreeing hearts})
After any response 4 \blacklozenge = agreeing diamonds.
1
       1\(\psi\)
2nt
       3♠
       4♣
                 4♥ (agreeing)
       4
                 4+ (agreeing)
1
       1
2nt
       PASS
       3♣
                 ask
       3♦/3♠
                 to play
       3♥
                 4 \lor + 5 \spadesuit (ask)
1
       1
2nt
       3♣
3♦
                 long diamonds or 4\clubsuit, 2\spadesuit (3\blacktriangledown ask, 3\spadesuit agreeing spades)
3♥
                 3 \spadesuit (3 \spadesuit \text{ agreeing spades})
3♠
                 4♠ (agreeing spades)
1
       1
2nt
       3♥
                 3-4♠ (agreeing spades)
3♠
                 4♥ (agreeing hearts)
```

4♣

0.5 2♦ multi – obrona

Połowy nie pamiętam

$(2^{\diamondsuit}) - ?$

- $\times = (13)14-16$ BAL, no 5, may have minor singleton
- !!

!!

!

- 2 = 11-15, 5+
- 2♠ = 11-15, 5+♠
- 2NT = 17-19, BAL
- 3 = 4, not 5332/5422
- 3 = •, not 5332/5422
- $3 \checkmark$, $3 \spadesuit$ = solid suit, weaker then power double
- 3nt = ♣ !!
- 4♣ = ♣+♥
- 4♦ = ♦+₩

$$(2 \stackrel{\blacklozenge}{\bullet}) - P - (P^{A}) - ?$$

System like after $2 \blacklozenge$ preempt.

$$(2
ightharpoonup) - P - (2
ightharpoonup) - ?$$

- PASS = no suitable call OR takeout with ♠ shortness
- $\times = 14\text{-}16 \text{ BAL}$
- $2 \spadesuit = 11\text{-}15$, $5 + \spadesuit$, may be solid $4 \spadesuit$ with $1 \heartsuit$
- 2NT = 17-19, BAL

$$(2) - P - (2) - ?$$

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

$$(2 •) - P - (>2 •) - ?$$

•
$$\times$$
 = takeout

$$(2 \stackrel{\blacklozenge}{\bullet}) - P - (2 \stackrel{\blacktriangledown}{\blacktriangledown}) - P$$

 $(P) - ?$

• $2NT = \clubsuit$

$$(2^{\bullet}) - \times - (\times \times / \text{PASS}) - ?$$

- PASS = want to defend, doubles are penalty
- $2^{1} = 5 + 1$, to play
- 2NT = Lebensohl (see below)

•
$$3\Phi = \text{Stayman}$$

!!

- $3 \blacklozenge = \text{TRSF to } \bigvee, \text{GF} + \text{superaccepts}$
- 3 = TRSF to , GF + superaccepts
- $3 \spadesuit = \text{TRSF to NT}$, no \hspace stoppers
- $4 \blacklozenge$, $4 \blacktriangledown = Texas$

$$(2 \stackrel{\bullet}{\bullet}) - \times - (\times \times / \text{PASS}) - 2 \text{NT}$$

 $(P) - 3 \stackrel{\bullet}{\bullet} - (P) - ?$

- PASS = to play
- $3 \stackrel{\bullet}{\bullet} = \mathbf{GF}$, no $4 \stackrel{\bullet}{\bullet}$
- 3♥, 3♠ = **INV**

$$(2
ightharpoonup) - \times - (lapsilon/\spadesuit) - ?$$

- $\times = 9+$, F to 2NT, no 5, no shortness
- 2NT = Lebensohl (see below)
- 3 = Stayman
- $3 \stackrel{\bullet}{\bullet} = \text{TRSF to } \checkmark$, **GF** + superaccepts
- 3 = TRSF to , GF + superaccepts
- $3 \spadesuit$ = takeout with opps' suit shortness, **GF**

• $4 \blacklozenge$, $4 \blacktriangledown = \text{Texas}$

$$(2 \stackrel{\blacklozenge}{\bullet}) - \times - (2 \stackrel{\blacktriangledown}{\blacktriangledown} / \stackrel{\blacktriangle}{•}) - 2NT$$

 $(P) - 3 \stackrel{\clubsuit}{•} - (P) - ?$

- $PASS/3 \Rightarrow to play$
- 3♥, 3♠ = **INV**

$$(2 \stackrel{\blacklozenge}{\bullet}) - \times - (2 \stackrel{\blacktriangledown}{\lor} / \stackrel{\blacktriangle}{•}) - \times (P) - ?$$

- PASS = to play
- 2 = 4, **F**1
- 2NT = NAT, minimum
- $3 \clubsuit = NAT$, minimum
- $3 \stackrel{\bullet}{\bullet} = NAT$, minimum
- $3 \triangledown$ over $2 \spadesuit = NAT$, minimum
- cue $3 \checkmark$, $3 \spadesuit = \text{maximum}$, no stopper, no $4 \spadesuit$
- 3NT = maximum, stopper, no 4♠

$$(2
ightharpoonup) - \times - (2
ightharpoonup) - \times (2
ightharpoonup) - ?$$

- Pass $= \mathbf{F1}$
 - \times = penalty
 - 2NT = do not want to defend, GF
 - $3 \clubsuit = \text{NAT}, \mathbf{GF}$
 - $3 \Rightarrow = \text{NAT}, \mathbf{GF}$
 - $3 \checkmark = NAT, GF$
 - 3♠ = maximum, no ♠ stopper
 - 3NT = maximum, stopper

$$(2
ightharpoonup) - \times - (2
ightharpoonup) - \times (2
ightharpoonup) - P - (P) - ?$$

• $3 \spadesuit = \spadesuit$ shortness, **GF**

$$(2
ightharpoonup) - imes - (2
ightharpoonup) - imes (3
ightharpoonup) - ?$$

- PASS = 14-16, no $4 \triangleq$ OR power double, **F1**
- $\times = 14\text{-}16, 4\spadesuit$, defensive

0.6 Podniesienia z 3

Nie rebidujemy $2 \triangleq z \ 3(244)$. Z 43(42) rebidujemy $1 \triangleq a$, a nie $2 \checkmark$.

```
1♣
       1♥
2
                  \mathbf{GF}
2♠
                  INV ♠
2 \mathrm{NT}
3♣/3♥
                  INV
1♣
       1♥
2
        2
                  4 \lor (3 \clubsuit = ask)
2NT
3♣
                  3 \vee + \text{shortness } (3 \wedge = \text{ask, does not agree } \vee)
3♦
                  2326
3♥
                  2335
3♠
                  3325
                  2344
3NT
1.
       1
2
       2♠
3♣
3♦
                  \operatorname{BAL}
3♥
                  2425
3♠
                  1435
3NT
                  3415
```

```
1♣
        1♠
2♠
                   \mathbf{GF}
2\mathrm{NT}
                   INV
3\mathbf{x}
        1
14
2♠
        2nt
3♣
                   4 \spadesuit (3 \spadesuit = ask)
3♦
                   3♠+ shortness (3♥ = ask, does not agree ♠)
3♥
                   3325
3♠
                   3226
3\mathrm{NT}
                   3235
1♣
        1
2
        2nt
3♣
3♦
                   BAL
3♥
                   4225
3♠
                   4135
4♣
                   4315
1♦
        1
2♥
                   \mathbf{GF}
2 \spadesuit
2\mathrm{NT}
                   INV ♠
3♣ /3♥
                   INV
1
        1
2♥
        2♠
2\mathrm{NT}
                   4 \lor (3 - ask)
3♣
                  3 \vee + \text{ shortness } (3 \diamond = \text{ ask, does not agree } \vee)
3♦
                   2362
3♥
                   2353
                   3332
3♠
```

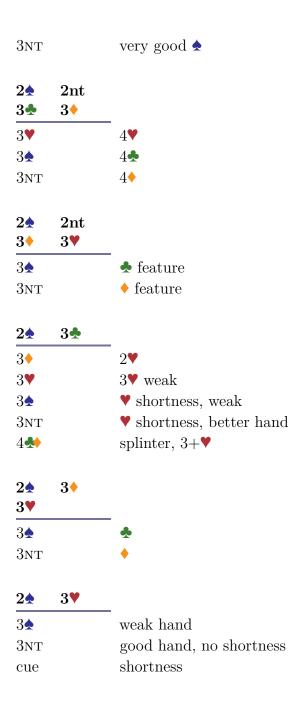
```
3\mathrm{NT}
                2352
1
      1
2♥
      2♠
3♦
3♥
                1453/1444
3♠
                3451/4441
      1♠
1
2♠
2\mathrm{NT}
                \mathbf{GF}
                \overline{INV}
3\mathbf{x}
      1♠
1♦
2♠
       2nt
                4 \spadesuit (3 \spadesuit = ask)
3♣
3♦
                3♥
                3262
                3253
3♠
                3352
3\mathrm{NT}
1
      1♠
2♠
      2nt
3♣
      3♦
3♥
                BAL
3♠
                4252
                4153
3\mathrm{NT}
4♣
                4351
1
       1♠
2♠
2\mathrm{NT}
                \mathbf{GF}
3\mathbf{x}
                INV
      1♠
1
2♠
       2nt
```

```
3♣
                  4 \spadesuit (3 \spadesuit = ask)
3♦
                  3 - + \text{shortness} (3 - + \text{sak}, \text{does not agree})
3♥
3♠
                  3523
3NT
                  3532
1
       1♠
2
       2nt
3♣
       3♦
3♥
                  BAL
3♠
                  4522
3NT
                  4513
4♣
                  4531
```

0.7 Szwedzkie otwarcie 2

```
2♥<sup>A</sup>
2♠
                  5+♠, F to 3♥♠
2NT
                  relay
3♣
                  \clubsuit GF (3\blacklozenge = ask)
3♦
                  ♥ INV<sup>+</sup>
3♥
                  preemptive
3♠/4♣♦
                  splinter
3NT
                  to play
2♥
       2
2\mathrm{NT}
                  ♠ shortness, better hand
3♣
                  2♠, ♣ feature costam bo featurami nie gramy
3♦
                  2\spadesuit, \blacklozenge feature
3♥
                  ♠ shortness, weak
3♠
                  3 \spadesuit, weak
3NT
                  3♠, no shortness
                 splinter, 3+
4♣
2♥
       2nt
```

```
4+444 (3) = ask
3♣
3♦
                \clubsuit feature (3\blacktriangledown = ask)
3♥
                bad hand
3♠
                ♠ feature
                very good ♥
3NT
2♥
       2nt
3♣
       3♦
3♥
                4
3♠
                4♣
3\mathrm{NT}
                4
2
       2nt
       3♥
3
3♠
                ♣ feature
                ♦ feature
3NT
2♥
       3
3♥
                weak
3♠
                better hand, no shortness
3NT/4♣
                shortness (3NT = 4 shortness)
2♠<sup>A</sup>
                relay
2\mathrm{NT}
3♣
                5+♥ F1
                3♦
3♥
                ♦ INV<sup>+</sup>
3♠
                preemptive
4♣
                splinter
3NT
                to play
2♠
       2nt
3♣
                4+4 (3\Rightarrow ask)
                \clubsuit feature (3\blacktriangledown = ask)
3♦
3♥
                ♥ feature
3♠
                weak hand
```



0.8 Forsujący rebid 1♠

Tu mieliśmy jakieś ustalenia ale ich nie pamiętam, grajmy nat

0.9 Lebensohl

Wszystkie sekwencje:

- po wejściach przeciwnika na 1NT
- po wejściach przeciwnika blokiem
- $(2) \times (PASS)$ better minor
- $(1) \times (2)$ better minor
- $(2^{A}) \times (\times \times)$
- coś jeszcze?

0.10 Acol

$$\begin{array}{ccc}
2 & 2 & \\
\hline
3 & \\
\hline
3 & \\
\hline
4 & \\
\hline
5 + 4 & \\
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0.11 Szlemiki

Pytanie o asy na 🛸; 4NT

Na kierach, po przekroczeniu 4NT; 5♠

Odpowiadamy na asy bez króli.

Odpowiedzi z renonsem: po kolei powyżej zwykłych odpowiedzi.

Kolorowe króle.

Odpowiedzi na pytanie o asy po (naszym) bloku: 0/1-Q/1+Q/2-Q/2+Q