

Other bids and rules

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(1♦) – ?

- 3♦ = gambling ♣

(1♣) – ?

- 3♣ = ♣ preempt

1♣ – (1×) – ?

- 2NT = preempt ♣
- 3♣ = limit raise

1♣ – (1x) – ?

- 3♣ = preempt

...5x – ?

5x = query kings

- 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

1 Random bids logi z pierdolenia po piwie

- $1\clubsuit - 1\heartsuit$
 $3\clubsuit$
 $3\clubsuit = \text{INV}, (15)16+, 6+\clubsuit$
- $1\diamond - (1\spadesuit) - 2\spadesuit$
 $2\spadesuit = \text{F to } 3\diamond$
- $(1\heartsuit) - \times - (1\text{NT}) - \times$
 $\times = 9+$
- $(2\diamond^{6\heartsuit}) - 4\clubsuit - (\text{P}) - 4\spadesuit$
 $4\spadesuit = \text{PASS with } \spadesuit, \text{ do not bid over } 5\clubsuit \text{ with } \heartsuit$
- $(2\diamond^{6\heartsuit}) - 3\text{NT}$
 $3\text{NT} = \text{not GF}$
- Still too weak for Leaping Michaels:
 $\spadesuit 7 \heartsuit \text{AKJT7 } \diamond \text{AQ852 } \clubsuit \text{A2}$ (18)
 $(2\spadesuit) - 3\spadesuit$
- $2\clubsuit - 2\heartsuit$
 $3\text{NT} - ?$
 $- 4\diamond, 4\heartsuit = \text{TRSF to } \heartsuit/\spadesuit$
 $- 4\clubsuit = \text{choose } \heartsuit\spadesuit \text{ or bid } 4\text{NT NAT}$
- Too weak for Michaels:
 $\spadesuit \text{KQ986 } \heartsuit 3 \diamond \text{AT986 } \clubsuit \text{A7}$ (13)
 $(3\heartsuit) - 3\spadesuit$
- Not enough points/shape for $3\spadesuit$:
 $\spadesuit \text{KQT8 } \heartsuit 85 \diamond \text{KJ8 } \clubsuit \text{A642}$ (13)
 $1\clubsuit - 1\spadesuit$
 $2\spadesuit$
- $1\text{x} - \times - 1\text{y} - \times$
 \times is penalty!

- $(2\spadesuit) - \times - (3\spadesuit) - \times$
 \times = both minors, but also okay to play $3\spadesuit \times$ or 3NT
- **GF** in **VUL**, **SIGN-OFF** in **non-VUL**:

$$\spadesuit \text{T6} \quad \heartsuit \text{K9832} \quad \diamondsuit \text{T62} \quad \clubsuit \text{A95} \quad (7)$$

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

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

- $(2\spadesuit) - 2\text{NT} - (\text{P}) - 3\clubsuit$
 $(\text{P}) - 3\diamondsuit - (\text{P}) - 3\spadesuit$
 $(\text{P}) - 3\text{NT} - (\text{P}) - 4\clubsuit$
 $?$

$$4\clubsuit = 5+\clubsuit$$

$$- 4\diamondsuit = \text{agreeing } \clubsuit$$

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

- $(2\heartsuit) - 2\text{NT} - (3\heartsuit) - 4\heartsuit$
 $4\heartsuit = \text{TRSF to } \spadesuit$

- $1\clubsuit - (1\spadesuit) - \times - (\text{P})$
 $1\text{NT} - (\text{P}) - 2\diamondsuit$

$$\times = 4\heartsuit: 3\text{-fit support ON}$$

$$2\diamondsuit = \text{two-way checkback}$$

- Good enough for Leaping Michaels:

$$\spadesuit - \heartsuit \text{AKJ42} \quad \diamondsuit \text{K2} \quad \clubsuit \text{AKJ852} \quad (19)$$

$$(2\diamondsuit \text{ } ^6\heartsuit) - 4\clubsuit$$

How to invite?

1. $1\spadesuit - (2\clubsuit) - 2\spadesuit - (3\clubsuit)$
 $?$

As there are two suits available, bidding either of them is a natural invite. Double is penalty.

2. $1\spadesuit - (2\diamondsuit) - 2\spadesuit - (3\diamondsuit)$
 $?$

There is only one suit available, so bidding it is an artificial invite.
Double is penalty.

3. $1\spadesuit - (2\heartsuit) - 2\spadesuit - (3\heartsuit)$
?

There is no inviting suit. Double is invite.