

# 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**
- 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**, no 4♥♠
- 2♦ = no 4♥♠, 4+♦, **INV**<sup>+</sup>
- 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~~

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

- $2\diamond = \text{GF}$  ( $\rightarrow$  all NAT)
- $2\spadesuit/2\text{NT} = \text{INV}$  art (bids above  $3\clubsuit =$  accept)

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

- $2\diamond = \text{GF}$
- $2\heartsuit = \text{INV}$  NAT
- $2\text{NT} = \text{INV}$  (bids above  $3\clubsuit =$  accept)

$1\diamond - 1\heartsuit$   
?

- $1\text{NT} = 12-14$  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♦ – 1♥  
 2♦ – 2NT  
 ?

- 3♣ = any minimum or ♣ values
- 3♦ = 7+♦, **GF**
- 3♥ = 3♥, **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

- $3\clubsuit = \text{NAT}$
- $3\diamond = \text{sign off (threshold for invite)}$

bidding higher suit denies lower stopper

$1\clubsuit - 2\heartsuit$   
?

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

!!

$1\clubsuit - 2\spadesuit$   
?

- $2\text{NT} = \text{BAL min}$
- $3\clubsuit = 5+\clubsuit \text{ min}$
- $3\diamond = 5+\clubsuit \text{ GF}$
- $3\heartsuit = 1-\heartsuit, 5+\clubsuit \text{ GF}$
- $3\spadesuit = 1-\spadesuit, 5+\clubsuit \text{ GF}$
- $3\text{NT} = \text{to play}$

$1\diamond - 2\spadesuit$   
?

- $2\text{NT} = \text{BAL min}$
- $3\clubsuit = 4+\clubsuit \text{ min}$
- $3\diamond = 5+\diamond \text{ min}$
- $3\heartsuit = 1-\heartsuit, 5+\diamond \text{ GF}$
- $3\spadesuit = 1-\spadesuit, 5+\diamond \text{ GF}$
- $3\text{NT} = \text{to play}$

### Two way checkback

After any  $1\mathbf{x} - 1\mathbf{y} - 1\mathbf{z}$  sequence (except:  $1\clubsuit - 1\diamond = \text{negative}$ ).



1 $\text{x}$  – 1 $\text{y}$

1 $\text{z}$  – ?

- 2 $\clubsuit$  = any invite, forces 2 $\diamond$
- 2 $\diamond$  = any **GF**

## 1.2 Negative 1 $\diamond$

1 $\clubsuit$  – ?

- 1 $\diamond$  = 0-6 or 16+ BAL or 5+ $\diamond$  7-11

1 $\clubsuit$  – 1 $\diamond$

?

- 1 $\heartsuit$  = 3+
- 1 $\spadesuit$  = 3+
- 1NT = 18-20 BAL
- 2 $\clubsuit$  = 5+ $\clubsuit$
- 2 $\diamond$ /2 $\heartsuit$ /2 $\spadesuit$  = serious revers (19+)
- 3 $\clubsuit$  = serious invite 19-20

1 $\clubsuit$  – 1 $\diamond$

1 $\heartsuit\spadesuit$  – ?

- 1 $\spadesuit$  = 4+ $\spadesuit$
- 1NT = 3- $\heartsuit$ , 3- $\spadesuit$
- 2 $\clubsuit$  = 5+ $\clubsuit$
- 2 $\diamond$  = 5+ $\diamond$  4-11
- 2 $\spadesuit$  over 1 $\heartsuit$  =  $\clubsuit\diamond$  10-11
- 2NT = 16+ BAL
- 3 $\clubsuit\diamond$  = 6+ $\clubsuit\diamond$  9-11 bad suit

## 1.3 1♥♠ opening

1♥ – ?

- 1♠ = 4+♠, no 3♥ OR 5♠ 3♥+ **GF**
- 1NT = 5-11HCP, (or 5-7HCP with 2-3 ♥)
- 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
- 4♠/5♣/5♦ = EXRKCB 0314

1♠ – ?

- 1NT = 5-11HCP, (or 5-7HCP with 2-3 ♠)
- 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

$1♥ - 1♠$

$2♥ - ?$

- $2NT = INV^+$  art

!!

$1♥ - 1♠$

$2♥ - 2NT$

?

- $3♣ =$  any minimum or NAT, F ( $\rightarrow 3♦ =$  ask)
- $3♦ = 4+♦$ , max
- $3♥ = 7+♥$ , max (cue = agreeing ♥)
- $3♠ = 3+♠$ , max

!!

$1♥ - 1♠$

$2♥ - 2NT$

$3♠ - ?$

- $4♣ =$  agreeing ♥
- $4♦ =$  agreeing ♠

$1♥ - 1♠$

$2♥ - 2NT$

$3♣/3♦ - ?$

- $3♠ =$  agreeing ♠, GF

$1\heartsuit - 1\spadesuit$   
 $2\heartsuit - 2\text{NT}$   
 $3\clubsuit - 3\diamondsuit$   
 ?

- $3\heartsuit = \text{min, no } 3\spadesuit$
- $3\spadesuit = \text{min, } 3\spadesuit$
- $3\text{NT} = \text{max, } 4\clubsuit$

$1\heartsuit - 1\spadesuit$   
 $2\heartsuit - 2\text{NT}$   
 $(3\clubsuit - 3\diamondsuit)$   
 $3\heartsuit - ?$

- $3\spadesuit = \text{agreeing } \heartsuit, \text{ ASK LSF}$

## 1.4 2/1 GF

$x - 2y$   
 ?

- $2\text{NT} = 5332 \text{ or } 5422, \text{ denies } 4\text{-card support}$
- $3y = 4\text{-card support or } 3\text{-card support with shortness}$

$x - 2y$   
 $2\text{NT} - ?$

- $3\clubsuit = \text{checkback}$

$x - 2y$   
 $2\text{NT} - 3\clubsuit$   
 ?

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

!

## 1.5 Responder's $2\text{NT}$ rebid

3-color auction

$x - y$   
 $z - ?$

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

$x - y$   
 $z - 2NT$   
 $?$

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

## 1.6 Rebid 2NT

Accepting transfer agrees suit.

$1\clubsuit - 1\heartsuit$   
 $2NT - 3\clubsuit$

- $3\diamond = 3\heartsuit$
- $3\heartsuit = 4\spadesuit$ , denies  $3\heartsuit$
- $3\spadesuit = 5\clubsuit$
- $3NT = 4\diamond$

$1\diamond - 1\heartsuit$   
 $2NT - 3\clubsuit$

- $3\diamond = 3\heartsuit$
- $3\heartsuit = 4\spadesuit$ , denies  $3\heartsuit$
- $3\spadesuit = 6\diamond$
- $3NT = 3+\clubsuit$

1♣ – 1♠

2NT – 3♣

- 3♦ = 4♥, may have 3♠
- 3♥ = 3♠, denies 4♥
- 3♠ = 5♣
- 3NT = 4♦

1♦ – 1♠

2NT – 3♣

- 3♦ = 4♥, may have 3♠
- 3♥ = 3♠, denies 4♥
- 3♠ = 6♦
- 3NT = 3+♣

## 1.7 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♥♠

- $4\spadesuit, 4\heartsuit = \text{Texas}$
- $4\text{NT} = \text{quantitative}$

**1NT –  $2\spadesuit$**

?

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

**1NT – 2NT**

?

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

**1NT –  $3\heartsuit$**

?

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

**Smolen**

**1NT –  $2\clubsuit$**

**$2\spadesuit$  – ?**

- $2\heartsuit = 5\heartsuit\ 4\spadesuit, \text{ to play}$
- $2\spadesuit = 5\spadesuit\ 4\heartsuit, \text{ to play}$
- $3\heartsuit = 5\spadesuit\ 4\heartsuit, \text{ GF}$
- $3\spadesuit = 5\heartsuit\ 4\spadesuit, \text{ GF}$

**1NT –  $2\spadesuit$**

**$2\heartsuit$  – ?**

- $2\spadesuit = 5\heartsuit\ 4\spadesuit, \text{ INV}$

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

## 1.8 2NT opening

2NT<sup>A</sup> opening = 21-22 BAL, may have 5♥♠

2NT – ?

- 3♣ = Puppet Stayman
- 3♦ = → ♥ + superaccepts
- 3♥ = → ♠ + superaccepts
- 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-♠

## 1.9 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 ♦

## 1.10 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♥♠ = 3-fit, 4-8DP
- 2x = (9)10, solid 5x
- 3♣ = (9)10, INV, 6♣
- 3x = 4-fit, solid 5x
- 2NT = 4-fit, solid 5♣
- 3♥♠ = 5-fit 4-6DP (or 4 with shortness)
- 3NT over 1♠ (3♠ over 1♥) = Two Tiered Splinters = 4+♥♠, unspecified singleton, (10)11DP

- $4\clubsuit/4\diamond/4\heartsuit$  = void splinter

P –  $1\heartsuit$

$2\clubsuit$  – ?

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

P –  $1\spadesuit$

$2\clubsuit$  – ?

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

P –  $1\heartsuit\spadesuit$

$2\clubsuit$  –  $2\heartsuit\spadesuit$

?

- $3x$  = NAT, unspecified singleton, +4-fit  $\heartsuit\spadesuit$  support

P –  $1\heartsuit\spadesuit$

$2\clubsuit$  –  $2\diamond$

?

- $2\heartsuit$  over  $1\spadesuit$  = Last Train (says nothing about  $\heartsuit$ )
- $2\heartsuit\spadesuit$  = SIGN-OFF
- $2NT$  = 11, BAL

- $3\heartsuit\spadesuit = 4\text{-card support}$
- $4\heartsuit\spadesuit = \text{to play}$
- any other bid = NAT, INV

## 1.11 Non Serious 3NT

After agreeing on  $\heartsuit(\spadesuit)$ , if GF, the no-jump  $3\spadesuit$  (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.

## 1.12 Reverses, jump shifts and jump reverses

$1x - 1y - ?$

- $2z, y < z = \text{reverse}$
- $3y, y > z = \text{jump shift}$
- $3z, y < z = \text{jump reverse}$

$1m - 1\heartsuit$   
?

- $1\spadesuit = 4\spadesuit, 12-17$
- $2\spadesuit = 4\spadesuit, (18)19+$

3-color reverse biddings:

$x - y$   
 $z - ?$

- $2y = \text{slow down}$
- 4th suit = ask for stopper GF
- 2NT = ask shape GF

$x - y$   
 $z - 2NT$   
?

- $3\clubsuit = 3y$

- $3\diamond = 5\text{x } 4\text{z } 2\text{y } 2$
- $3\heartsuit = 6\text{x } 4+\text{z } 2\text{y } 1-$
- $3\spadesuit = 6\text{x } 4+\text{z } 1\text{y } 2-$
- $3\text{NT} = \text{other}$

## 1.13 Preempt opening

$2\diamond - ?$

- $2\text{NT} = \text{OGUST (after } 2\diamond \text{ only!)}$

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

- $3\clubsuit = 5-7$ , bad  $\diamond$  quality
- $3\diamond = 5-7$ , good  $\diamond$  quality
- $3\heartsuit = 8-10$ , bad  $\diamond$  quality
- $3\spadesuit = 8-10$ , good  $\diamond$  quality

$2\heartsuit - ?$

- $2\spadesuit = \text{ASK LSF}$
- $2\text{NT} = 5+\spadesuit$
- $3\clubsuit = \clubsuit/\diamond \text{ GF}$
- $3\diamond = \text{INV to } 3\text{NT}$

$2\spadesuit - ?$

- $2\text{NT} = \text{ASK LSF}$
- $3\clubsuit = \clubsuit/\diamond \text{ GF}$
- $3\diamond = \text{INV to } 3\text{NT}$

$2\heartsuit/2\spadesuit - 3\clubsuit$   
?

- $3\diamond = 2+\clubsuit 2+\diamond$

- $3♥ = 1-♣$
- $3♠ = 1-♦$

$2♥/2♠ - 3♦$   
?

- 3OM = accept

$2x - ?$

- $4♣ = \text{RKCB } 0/1\text{-Q}/1\text{+Q}/2\text{-Q}/2\text{+Q}$

## 1.14 Acol $2♣$

$2♣$  opening = 23+ HCP or 9.5 winning tricks

$2♣ - ?$

- $2♦ = \text{positive } 4+, \text{ GF}$
- $2♥ = \text{negative } 3-$
- $2♠, 3♣, 3♦ = \text{own suit } 5+$
- $2\text{NT} = \text{own suit } (♥) 5+$

$2♣ - 2♥$   
?

- PASS = good ♥
- $2♠ = \text{NAT } (5+), \text{ F1}$
- $2\text{NT}/3♣/3♦ = \text{NF}$
- $3♥ = \text{NAT } (5+), \text{ GF}$

$2♣ - 2♥$   
 $2\text{NT} - ?$

System as after  $2\text{NT}$  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♠ – ?

- 2NT = no fit, relay
- 3♠ = fit

2♣ – 2♦  
2♠ – 2NT  
?

- 3♣ = 5♠ + 4♦
- 3♦ = 5♠ + 4♥
- 3♥ = 6+♠
- 3♠ = 5♠ + 4♣

## 1.15 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

## 1.16 Rebid with 3-card support

1♣ – 1♥

2♥ – ?

- 2♠ = 5+♥, INV<sup>+</sup>, 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<sup>+</sup>, ASK LSF
- 3♥ = 4♠, GF

## 1.17 Ask LSF

Basic ASK LSF sequences:

- $1\heartsuit - 2\heartsuit$   
 $2\heartsuit + 1^A$
- $1\clubsuit - 1\heartsuit$   
 $3\heartsuit - 3\heartsuit + 1^A$

More in: **mini splinter** and **responding to partner's preempt**.

**Answering:**

no shortness / lowest shortness / medium shortness / (highest shortness)

## 1.18 Gazilli

$1\heartsuit - 1\spadesuit$   
?

- $2\clubsuit = 5\heartsuit 4\clubsuit$  11-15 OR 16+ HCP **F1**

$1\heartsuit - 1NT$   
?

- $2\clubsuit = 5\heartsuit \clubsuit$  11-15 OR 16+ HCP **F1**
- $2\diamond = 5\heartsuit 4\diamond$  11-15
- $2\heartsuit = 11-15$
- $2\spadesuit = 6\heartsuit 5\spadesuit$  **GF**
- $2NT = 6\heartsuit 5\clubsuit\diamond$  **GF**
- $3\clubsuit = 5\heartsuit 5\clubsuit$  **GF**
- $3\diamond = 5\heartsuit 5\diamond$  **GF**
- $3\heartsuit =$  agreeing  $\heartsuit$  **GF**

$1\spadesuit - 1NT$   
?

- PASS = 5332 12-14

- $2\clubsuit = 5\spadesuit\ 11-15$  OR  $16+$  HCP **F1**
- $2\diamond = 5\spadesuit\ 4\diamond\ 11-15$
- $2\heartsuit = 5\spadesuit\ 4\heartsuit\ 11-15$
- $2\spadesuit = 11-15$
- $2NT = 6\spadesuit\ 5\clubsuit\diamond\ \mathbf{GF}$
- $3\clubsuit = 5\spadesuit\ 5\clubsuit\ \mathbf{GF}$
- $3\diamond = 5\spadesuit\ 5\diamond\ \mathbf{GF}$
- $3\heartsuit = 5\spadesuit\ 5\heartsuit\ \mathbf{GF}$
- $3\spadesuit = \text{agreeing } \spadesuit\ \mathbf{GF}$

$1\heartsuit - 1\spadesuit$

$2\clubsuit - ?$

- $\diamond = 8+$
- $\heartsuit = 2\heartsuit\ 5-7$
- $\spadesuit = \text{good } 5\spadesuit\ 5-7$
- $2NT = 1-\heartsuit\ 5-7$
- $3\clubsuit = 6+\clubsuit\ 5-7$
- $3\diamond = 6+\diamond\ 5-7$
- $3\heartsuit = \heartsuit\ \text{fit}, \mathbf{GF}$

$1\heartsuit - 1NT$

$2\clubsuit - ?$

- $2\diamond = 8+$
- $2\heartsuit = 2-3\heartsuit\ 5-7$
- $2\spadesuit = 5\spadesuit\ 5\clubsuit\diamond\ 5-7$
- $2NT = 1-\heartsuit\ 5-7$
- $3\clubsuit = 6+\clubsuit\ 5-7$
- $3\diamond = 6+\diamond\ 5-7$

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♠ = 6♠ 16+

## 1.19 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

- $3\diamond = \diamond$  shortness
- $3♥ = \spadesuit$  shortness
- $3♠ = \spadesuit$  shortness **GF** (max)

$1♠ - 2NT$

$3♣ - ?$

- $3\diamond = \clubsuit$  shortness
- $3♥ = \diamond$  shortness
- $3♠ = ♥$  shortness
- $3NT = ♥$  shortness **GF** (max)

## 2 Competitive bidding – dealing with interference

### 2.1 Dealing with opponent's overcall: 1♣ opening

1♣ – (×) – ?

- 

### 2.2 Dealing with opponent's overcall: 1♦ opening

1♦ – (×) – ?

- 

### 2.3 Dealing with opponent's overcall: 1♥ opening

1♥ – (1♠) – ?

- × = take out
- 1NT = ♣
- 2♣ = ♦
- 2♦ = constructive raise
- 2♥ = weak raise (4-6)



1♥ – (1NT) – ?

- ♠ = 10+, penalty
- 2♣/2♦/2♥/2♠ = NAT, NF
- 2NT = ♣♦
- 3♣ = INV+ fit
- 3♦ = mixed raise
- 3♥/4♣/4♦ = NAT+ fit

1♠ – (2♣) – ?

- ♠ = take out
- 2♦/2♥ = F1
- 2♠ = 6-10
- 2NT = GF+ fit
- 3♣ = INV+ fit
- 3♦ = mixed raise
- 3♥ = ♥+ fit, INV
- 3♠ = pre
- 4♣ = splinter
- 4♦/4♥ = NAT+ fit

1♠ – (2♦) – ?

- ♠ = take out
- 2♥ = F1
- 2♠ = 6-10
- 2NT = ♣ INV<sup>+</sup>
- 3♣ = GF+ fit
- 3♦ = INV+ fit
- 3♥ = mixed raise

- 3♠ = pre
- 4♣/4♥ = NAT+ fit
- 4♦ = splinter

1♠ – (2♥) – ?

- ♠ = take out
- 2♠ = 6-10
- 2NT = ♣ INV<sup>+</sup>
- 3♣ = ♦ INV<sup>+</sup>
- 3♦ = ♠, GF
- 3♥ = ♠, INV
- 3♠ = pre
- 4♣/4♦ = NAT+ fit
- 4♥ = splinter

1♠ – (3♣) – ?

- ♠ = take out
- 3♦ = ♥, INV<sup>+</sup>
- 3♥ = ♠, mini-maxi
- 3♠ = ♠, INV
- 3NT = to play
- 4♣ = slam try, no ♣ shortness
- 4♦ = slam try, ♣ shortness
- 4♥/4♠ = to play

1♠ – (3♦) – ?

- ♠ = take out
- 3♥ = ♠, mini-maxi
- 3♠ = ♠, INV

- 3NT = to play
- 4♣ = slam try, no ♦ shortness
- 4♦ = slam try, ♦ shortness
- 4♥/4♠ = to play

1♠ – (3♥) – ?

- ✕ = take out
- 3♠ = competitive
- 3NT = to play
- 4♣ = slam try, no ♦ shortness
- 4♦ = slam try, ♦ shortness
- 4♥ = slam try, ♥ void
- 4♠ = to play
- 4NT = minors

## 2.4 Dealing with opponent's overcall: 1♠ opening

1♠ – (1NT) – ?

- ✕ = 10+, penalty
- 2♣/2♦/2♥/2♠ = NAT, NF
- 2NT = ♣♦
- 3♣ = INV+ fit
- 3♦ = mixed raise
- 3♥/4♣/4♦ = NAT+ fit

1♠ – (2♣) – ?

- ✕ = take out
- 2♦/2♥ = F1

- $2\spadesuit = 6-10$
- $2NT = \text{GF} + \text{fit}$
- $3\clubsuit = \text{INV} + \text{fit}$
- $3\diamondsuit = \text{mixed raise}$
- $3\heartsuit = \heartsuit + \text{fit}, \text{INV}$
- $3\spadesuit = \text{pre}$
- $4\clubsuit = \text{splinter}$
- $4\diamondsuit/4\heartsuit = \text{NAT} + \text{fit}$

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

- $\times = \text{take out}$
- $2\heartsuit = \text{F1}$
- $2\spadesuit = 6-10$
- $2NT = \clubsuit \text{ INV}^+$
- $3\clubsuit = \text{GF} + \text{fit}$
- $3\diamondsuit = \text{INV} + \text{fit}$
- $3\heartsuit = \text{mixed raise}$
- $3\spadesuit = \text{pre}$
- $4\clubsuit/4\heartsuit = \text{NAT} + \text{fit}$
- $4\diamondsuit = \text{splinter}$

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

- $\times = \text{take out}$
- $2\spadesuit = 6-10$
- $2NT = \clubsuit \text{ INV}^+$
- $3\clubsuit = \diamondsuit \text{ INV}^+$
- $3\diamondsuit = \spadesuit, \text{GF}$
- $3\heartsuit = \spadesuit, \text{INV}$

- 3♠ = pre
- 4♣/4♦ = NAT+ fit
- 4♥ = splinter

1♠ – (3♣) – ?

- ✕ = take out
- 3♦ = ♥, INV<sup>+</sup>
- 3♥ = ♠, mini-maxi
- 3♠ = ♠, INV
- 3NT = to play
- 4♣ = slam try, no ♣ shortness
- 4♦ = slam try, ♣ shortness
- 4♥/4♠ = to play

1♠ – (3♦) – ?

- ✕ = take out
- 3♥ = ♠, mini-maxi
- 3♠ = ♠, INV
- 3NT = to play
- 4♣ = slam try, no ♦ shortness
- 4♦ = slam try, ♦ shortness
- 4♥/4♠ = to play

1♠ – (3♥) – ?

- ✕ = take out
- 3♠ = competitive
- 3NT = to play
- 4♣ = slam try, no ♦ shortness
- 4♦ = slam try, ♦ shortness

- $4♥ = \text{slam try, } ♥ \text{ void}$
- $4♠ = \text{to play}$
- $4NT = \text{minors}$

## 2.5 1NT – dealing with interference

1NT – (2♣) – ?

2♣ = ♣

- $× = \text{Stayman}$

SYSTEM ON

1NT – (2♣<sup>A</sup>) – ?

2♣ = 5/4 ♥♠

- $× = 8+$
- $2♦, 2♥, 2♠, 3♣ = \text{to play}$
- $2NT = \text{minors}$

1NT – (2♦) – ?

2♦ = ♦

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

1NT – (2♦<sup>A</sup>) – ?

2♦ = 6+ ♥♠

- ✕ = 8+
- 2♥, 2♠ = to play
- 2NT = Lebensohl
- 3♣ = 5+♦, INV<sup>+</sup>
- 3♦ = 5+♥, INV<sup>+</sup>
- 3♥ = 5+♠, INV<sup>+</sup>
- 3♠ = 5/5 ♣♦
- 3NT = to play
- 4♦, 4♥ = Texas

1NT – (2♥) – ?

- ✕ = negative
- 2♠ = to play
- 2NT = Lebensohl
- 3♣ = 5+♦, INV<sup>+</sup>
- 3♦ = 5+♠, INV<sup>+</sup>
- 3♥ = 1-♥, INV<sup>+</sup>
- 3♠ = 55 ♣♦, GF
- 3NT = no ♥ stopper
- 4♥ = Texas

1NT – (2♠) – ?

- ✕ = negative
- 2NT = Lebensohl
- 3♣ = 5+♦, INV<sup>+</sup>
- 3♦ = 5+♥, INV<sup>+</sup>

- $3♥ = 55♣♦$ , **GF**
- $3♠ = 1-♠$ , **INV**<sup>+</sup>
- 3NT = no ♠ stopper
- $4♦ = \text{Texas}$

1NT – (2NT<sup>A</sup>) – ?

2NT =  $♣♦$

- $× = 10+$
- $3♣ = \text{Stayman}$
- $3♦ = 5+♥$ , **INV**<sup>+</sup>
- $3♥ = 5+♠$ , **INV**<sup>+</sup>

1NT – (3♣) – ?

- $× = \text{negative}$
- $3♦ = 5+♥$ , **INV**<sup>+</sup>
- $3♥ = 5+♠$ , **INV**<sup>+</sup>
- $3♠ = 5+♦$ , **INV**<sup>+</sup>
- 3NT = to play

1NT – (3♦) – ?

- $× = \text{negative}$
- $3♥ = 5+♠$ , **INV**<sup>+</sup>
- $3♠ = 5+♥$ , **GF**
- 3NT = to play

1NT – (×<sup>A</sup>) – ?

$×$  artificial

SYSTEM ON



1NT – (×) – ?

× = penalty

- PASS = forces ××
- ××
- 2× = forces x+1

1NT – (×) – P<sup>A</sup> – (P)

××

- PASS = penalty
- 2♣ = 4♣ + 4× or 4333 or any other edge case
- 2♦ = 4♦ + 4♥♠
- 2♥ = 4♥ + 4♠

## 2.6 Transfers after 1♥♠ (×)

1♥ – (×) – ?

- ××
- 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<sup>+</sup>
- 2NT = 4+♥ INV<sup>+</sup>
- 3♣ = ♣, (3)4♥ INV<sup>+</sup>
- 3♦ = 4+♥, 6-9
- 3♥ = 4+♥, 0-5
- 3♠ = 4+♥, ASK LSF
- 3NT = semi-preempt, ♠, 4+♥

!!

- $4\clubsuit = \text{semi-preempt, } \clubsuit, 4+\heartsuit$
- $4\diamond = \text{semi-preempt, } \diamond, 4+\heartsuit$
- $4\heartsuit = \text{preempt}$

$1\spadesuit - (\times) - ?$

- $\times\times = 10+$  (may have  $3\spadesuit$ )
- $1\text{NT} = \text{TRSF to } 2\clubsuit$
- $2\clubsuit = \text{TRSF to } 2\diamond$
- $2\diamond = \text{TRSF to } 2\heartsuit$
- $2\heartsuit = \text{TRSF to } 2\spadesuit, \text{constructive } 8-10$
- $2\spadesuit = 4-7, 3\spadesuit$
- $2\text{NT} = 4\spadesuit \text{ INV}^+$
- $3\clubsuit = \clubsuit, (3)4\spadesuit \text{ INV}^+$
- $3\diamond = \diamond, (3)4\spadesuit \text{ INV}^+$
- $3\heartsuit = 4+\spadesuit, 6-9$
- $3\spadesuit = 4+\spadesuit, 0-5$
- $3\text{NT} = 4+\spadesuit, \text{ASK LSF}$
- $4\clubsuit = \text{semi-preempt, } \clubsuit, 4+\spadesuit$
- $4\diamond = \text{semi-preempt, } \diamond, 4+\spadesuit$
- $4\heartsuit = \text{semi-preempt, } \heartsuit, 4+\spadesuit$
- $4\spadesuit = \text{preempt}$

!!

## 2.7 Dealing with Michaels & Unusual 2NT

$1\clubsuit - (2\text{NT}) - ?$

$2\text{NT} = \clubsuit\diamond$

- $3\clubsuit = \heartsuit, \text{INV}^+$
- $3\diamond = \spadesuit, \text{INV}^+$
- $3\heartsuit = \text{to play}$

1♦ – (2NT) – ?

- 3♣ = INV<sup>+</sup>, fit
- 3♦ = simple raise 6-9
- 3♥ = 5+♠, GF
- 3♠ = 6♠, NF

!

1♠ – (2NT) – ?

- 3♣ = 5♥, GF
- 3♦ = INV<sup>+</sup>, fit
- 3♥ = 6♥, NF
- 3♠ = simple raise 6-9

!

1♣ – (2♦) – ?

2♦ = ♥♠

- 2♥ = ♣, INV<sup>+</sup>
- 2♠ = ♦, GF

1♥ – (2♥) – ?

- × = ownership
- 2♠ = INV<sup>+</sup>, fit
- 3♣♦ = 5+, GF
- 3♥ = simple raise 6-9
- 3♠ = splinter
- 4♣♦ = fit jump (5♣♦ with 2/3 honors, 7+, 4♥)

## 2.8 Acol interference

2♣ – (×/any) – ?

× = ♣

- ××/× = negative

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

2♣ – (P) – 2♦ – (any)  
?

- ✕ = take out
- PASS = forces penalty ✕

!

## 2.9 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

## 2.10 RKCB – dealing with interference

4NT – (✕/5♣♦) – ?

DOPI

4NT – (5♥♠) – ?

DEPO

# 3 Defensive bidding – how to overcall

## 3.1 Overcalls after 1<sub>NT</sub> opening

(1<sub>NT</sub>) – ?

- $\times = 5\clubsuit\spadesuit + 4\heartsuit$
- $\times$  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<sub>NT</sub>) –  $\times$  – (P) – ?

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

(1<sub>NT</sub>) –  $2\clubsuit$  – (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♣<sup>A</sup>) – ?

1♣ = 2+ or fully artificial

- 1♦ = NAT (5+)
- 2♣ = NAT
- 2♦ = Michaels

(1♣<sup>A</sup>) – ?

1♣ = 3+

- 1♦ = NAT (5+)
- 2♣ = Michaels
- 2♦ = weak (6+)

(1♦) – ?

- 2♦ = Michaels

(1♦) – 2♦ – (P) – ?

- 2♥♠ = preference
- 3♣ = ♥, INV<sup>+</sup>
- 3♦ = ♠, INV<sup>+</sup>
- 3♥♠ = mixed raise
- 4♥♠ = preempt

(1♥) – 2♥ – (P) – ?

- 2♠ = to play
- 2NT = show minor, **INV**<sup>+</sup>
- 3♣ = pass/correct
- 3♦ = ♠ fit, **INV**<sup>+</sup>
- 3♠ = mixed raise

(1♥) – 2♥ – (P) – 2NT  
(P) – ?

- 3♣♦ = to play
- 3♥ = ♣, accepting **INV**
- 3♠ = ♦, accepting **INV**

### 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♠ = 4♠, **INV** (8-11)

!

- 3NT = no 4♠, ♥ stopper
- 4♥ = ♣♦, no ♥ control, Slam Try
- 4♠ = to play

!!

(2♥) – × – (P) – 2NT  
(P) – 3♣♦ – (P) – ?

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

!!



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

- $3\heartsuit/3\diamondsuit =$  to play
- $3\spadesuit = 4\heartsuit$ , no  $\spadesuit$  stopper
- $3NT = 4\heartsuit$ ,  $\spadesuit$  stopper

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

- $4NT =$  two-suited OR weak  $\heartsuit$
- $5\clubsuit/5\diamondsuit =$  to play
- $5\heartsuit =$  Slam Try

### 3.4 Two-suiter overcalls

$(2\spadesuit) - 4\clubsuit - (P) - ?$

- $4\diamondsuit =$  agreeing  $\heartsuit$
- $4\heartsuit =$  SIGN-OFF
- $4\spadesuit =$  agreeing  $\clubsuit$
- $5\clubsuit =$  SIGN-OFF

$(2\spadesuit) - 4\diamondsuit - (P) - ?$

- $4\heartsuit =$  SIGN-OFF
- $4\spadesuit =$  agreeing  $\diamondsuit$
- $4NT =$  agreeing  $\heartsuit$
- $5\diamondsuit =$  SIGN-OFF

$(2\heartsuit) - 4\clubsuit - (P) - ?$

- $4\diamondsuit =$  agreeing  $\spadesuit$
- $4\heartsuit =$  agreeing  $\clubsuit$
- $4\spadesuit =$  SIGN-OFF
- $5\clubsuit =$  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

!

### 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
- $4♣/4♦$  = 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

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

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

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

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

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

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

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

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

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

- $4NT = RKCB 1403$
- $4\spadesuit/5\clubsuit/5\diamond = EX 0314$

## 3.6 Overcalls after 2NT opening

$(2NT) - ?$

- $\times = \clubsuit\spadesuit$  OR  $\heartsuit\heartsuit$
- $3\clubsuit = \clubsuit\heartsuit$  OR  $\heartsuit\spadesuit$
- $3\heartsuit = \heartsuit\spadesuit$  OR  $\spadesuit\spadesuit$

### 3.7 Dealing with Multi/Wilkosz

$(2\heartsuit) - ?$

- $\times = (13)14-16$  BAL, no  $5\heartsuit\spadesuit$ , may have minor singleton
- $2\heartsuit = 11-15, 5+\heartsuit$
- $2\spadesuit = 11-15, 5+\spadesuit$
- $2NT = 17-19, \text{BAL}$
- $3\clubsuit = \clubsuit$ , not 5332/5422
- $3\heartsuit = \heartsuit$ , not 5332/5422
- $3\heartsuit, 3\spadesuit = \text{solid suit, weaker than power double}$
- $3NT = \clubsuit\heartsuit$
- $4\clubsuit = \clubsuit + \heartsuit\spadesuit$
- $4\heartsuit = \heartsuit + \heartsuit\spadesuit$

!!

!!

$(2\heartsuit) - P - (P^A) - ?$

System like after  $2\heartsuit$  preempt.

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

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

!!

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

- PASS = no suitable call OR takeout with  $\heartsuit$  shortness
- $\times = \text{takeout with } \spadesuit \text{ shortness}$

!

!

- 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

!!



- $3\spadesuit$  = takeout with opps' suit shortness, **GF**
- $4\diamondsuit, 4\heartsuit$  = Texas

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

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

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

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

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

- PASS = **F1**
- $\times$  = penalty
- 2NT = do not want to defend, **GF**
- $3\clubsuit$  = NAT, **GF**
- $3\diamondsuit$  = NAT, **GF**
- $3\heartsuit$  = NAT, **GF**
- $3\spadesuit$  = maximum, no  $\spadesuit$  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<sup>A</sup>) – ?

1NT = 12-14 (or other weak no-trump range), BAL

- × = 15+, 13+ on balancing position
- 2♣ = 4♥♠, 12+
- 2♦ = TRSF to ♥
- 2♥ = TRSF to ♠
- 2♠ = 4♠, 5+♣♦
- 2NT = 4♥, 5+♣♦

### 3.9 Other

(1♦) – ?

- 3♦ = gambling ♣

(1♣) – ?

- 3♣ = ♣ preempt

1♣ – (×) – ?

- 2NT = preempt ♣
- 3♣ = limit raise

$1\clubsuit - (1x) - ?$

- $3\clubsuit =$  preempt

$\dots 5x - ?$

$5x =$  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

## 4 Defensive signaling

### 4.1 Opening lead – Polish (upside down) version

- Highest from the honour sequence
- Highest from inner sequence (AQJx  $\rightarrow$  Q)
- Higher from doubleton with an honour
- Lower from doubleton without an honour
- Fourth best from a long suit containing an honour
- Second best from small cards (also containing T and no 9)
- Middle from three cards (even if it is an honour)
- T9x  $\rightarrow$  9
- T9 or T9xx(...)  $\rightarrow$  T
- XT9(...)  $\rightarrow$  T

### 4.2 Other

- Upside down count and attitude (high-low odd / discouraging)
- Lavinthal (suit preference) discards