

# Bridge Bidding System

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# 1 1m opening

1♣ – ?

- 1♦ = 0-6
- 1♥ = 4+♥
- 1♠ = 4+♠
- 1NT = 7-10, no 4M
- 2♣ = 12-14 BAL or ♣, **GF**
- 2♦ = 5+♦, **GF**, may have 4M
- 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♦ = no 4M, 4+♦, **GF**
- 2♥ = 5♠ 4♥ 6-9
- 2♠ = 11+ BAL, no 4M
- 2NT = 11-12 BAL
- 3NT = 15-17 BAL

1♣ – 2♣  
?

- 2♦ = BAL
- 2♥ = 5♣ 4♥ ~~BAL~~
- 2♠ = 5♣ 4♠ ~~BAL~~
- 2NT = 5♣ 4♦ ~~BAL~~
- 3♣ = ♣ ~~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**

## 2 1M opening

1♥ – ?

- 1♠ = 4+♠, no 3♥ OR 5♠ 3♥+ **GF**
- 1NT = 5-11HCP, (or 5-7HCP with ♥ fit)
- 2♣ = **GF**, usually no 5-card (or 5+♣)
- 2♦ = 5♦, **GF**
- 2♥ = constructive raise
- 2♠ = mini splinter
- 2NT = limit raise

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

$1\spadesuit - ?$

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

### 3 1<sub>NT</sub> opening

1<sub>NT</sub> opening = (14)15-17 BAL

1<sub>NT</sub> – ?

- 2♣ = Stayman
- 2♦ = forces 2♥
- 2♥ = forces 2♠
- 2♠ = INV or TRSF to ♣
- 2<sub>NT</sub> = TRSF to ♦
- 3♣ = Puppet Stayman
- 3♦ = 55♣♦
- 3♥ = 3-♠ 1-♥, 54♣♦
- 3♠ = 3-♥ 1-♠, 54♣♦
- 3<sub>NT</sub> = to play
- 4♣ = 55♥♠
- 4♦, 4♥ = Texas
- 4<sub>NT</sub> = quantitative

1<sub>NT</sub> – 2♠

?

- 2<sub>NT</sub> = 14-15(16)
- 3♣ = (16)17

1<sub>NT</sub> – 2<sub>NT</sub>

?

- 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

## 4 Overcalling 1NT

(1NT) – ?

- ♠ = 5♣♦ + 4♥♠
- 2♣ = 54 ♥♠
- 2♦ = 6+ ♥♠
- 2♥ = 5♥ + 4♣♦
- 2♠ = 5♠ + 4♣♦

(1NT) – ♠ – (P) – ?

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

(1NT) – 2♣ – (P) – ?

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

(1NT) – 2♦ – (P) – ?

- 2♥ = PASS/correct
- 2♠ = INV with ♥

## 5 1NT – dealing with interference

1NT – (2♣) – ?

2♣ = ♣

- ✕ = Stayman

SYSTEM ON

1NT – (2♣<sup>A</sup>) – ?

2♣ = 5/4 ♥♠

- ✕ = 8+
- 2♥, 2♠, 3♣ = to play
- 2NT = minors

1NT – (2♦) – ?

2♦ = ♦

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

1NT – (2NT<sup>A</sup>) – ?

2NT = ♣♦

- ✕ = 10+
- 3♣ = Stayman
- 3♦ = 5+♥, INV<sup>+</sup>
- 3♥ = 5+♠, INV<sup>+</sup>

1NT – (3♣) – ?

- ✕ = negative
- 3♦ = 5+♥, INV<sup>+</sup>
- 3♥ = 5+♠, INV<sup>+</sup>
- 3♠ = 5+♦, INV<sup>+</sup>
- 3NT = to play

1NT – (3♦) – ?

- × = negative
- 3♥ = 5+♠, INV<sup>+</sup>
- 3♠ = 5+♥, GF
- 3NT = to play

1NT – (×<sup>A</sup>) – ?

× artificial  
SYSTEM ON

1NT – (×) – ?

× = penalty

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

1NT – (×) – P<sup>A</sup> – (P)

××

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

## 6 2NT opening

2NT<sup>A</sup> 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-♠

## 7 Drury

OFF in competition

P – 1M

?

- 1NT = 8-11, no fit
- 2♣ = 4-fit mixed raise (7)8-10DP OR 3-fit (9)10-11DP
- 2M = 3-fit, 4-8DP
- 2x = (9)10, solid 5x
- 3♣ = (9)10, INV, 6♣
- 3x = 4-fit, solid 5x
- 2NT = 4-fit, solid 5♣
- 3M = 5-fit 4-6DP (or 4 with shortness)
- 3NT over 1♠ (3♠ over 1♥) = Two Tiered Splinters = 4+M, unspecified singleton, (10)11DP
- 4♣/4♦/4♥ = void splinter

**P** – 1♥

**2♣** – ?

- 2♥ = no interest in the game
- 2♦ = **INV**
- 2NT = 18-20 BAL
- 2♠/3♣/3♦ = 55(54) Slam Try
- 3♠/4♣/4♦ = splinter
- 4♥ = to play

**P** – 1♠

**2♣** – ?

- 2♠ = no interest in the game
- 2♦ = **INV**
- 2NT = 18-20 BAL
- 3♣/3♦/3♥ = 55(54) Slam Try
- 4♣/4♦/4♥ = splinter
- 4♠ = to play

**P** – 1M

**2♣** – 2M

?

- 3x = NAT, unspecified singleton, +4-fit **M** support



P – 1M

2♣ – 2♦

?

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

## 8 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.

## 9 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+

## 10 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

## 11 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+, ~~BAL~~
- 3♥, 3♠, 4♣, 4♦ = agreeing suit

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

## 12 Dealing with preempts

(2♥) – ?

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

!!

$(2♥) - \times - (P) - ?$

- $2NT = \text{Better Minor Lebensohl}$
- $3♣ = 0-11, 5+♣$
- $2♠ = \text{weak}$
- $3♦ = \text{INV (8-11)}$
- $3♥ = \text{no } 4♠, \text{ no } ♥ \text{ stopper}$
- $3♠ = 5♠, \text{ INV (8-11)}$
- $3NT = \text{no } 4♠, ♥ \text{ stopper}$
- $4♥ = ♣♦, \text{ no } ♥ \text{ control, Slam Try}$
- $4♠ = \text{to play}$

!

!!

$(2♥) - \times - (P) - 2NT$

$(P) - 3m - (P) - ?$

- $3♦ = \text{weak}$
- $3♥ = 4♠, \text{ no } ♥ \text{ stopper}$
- $3♠ = 4♠, \text{ INV (8-11)}$
- $3NT = 4♠, ♥ \text{ stopper}$

!

$(2♥) - \times - (3♥) - ?$

- $\times = \text{no } 4♠, 10+$

$(2♠) - ?$

- $3♠ = \text{Michaels}$
- $4♣/4♦ = \text{Leaping Michaels, GF}$
- $4♠ = ♣♦, \text{ strong}$
- $4NT = ♣♦, \text{ weaker than } 4♥$

(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♠) – × – (P) – 2NT

(P) – 3m – (P) – ?

- 3♥/3♦ = to play
- 3♠ = 4♥, no ♠ stopper
- 3NT = 4♥, ♠ stopper

(2♠) – × – (4♠) – ?

- 4NT = two-suited OR weak ♥
- 5♣/5♦ = to play
- 5♥ = Slam Try

## 13 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

## 14 Ask LSF

All basic ASK LSF sequences:

- 1M – 2M  
2M+1<sup>A</sup>
- 1♣♦ – 1M  
2M – 2M+1<sup>A</sup>
- 1M – 2x  
2M – 2M+1<sup>A</sup>
- 1♣♦ – 1M  
3M – 3M+1<sup>A</sup>

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

**Answering:**

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

## 15 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♣ – ?

- 2♦ = 8+
- 2♥ = 2♥ 5-7
- 2♠ = 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♠ = 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+

- $3\diamond = 5\spadesuit 4\diamond 16+$
- $3\heartsuit = 5\spadesuit 4\heartsuit 16+$
- $3\spadesuit = 6\spadesuit 16+$

## 16 Mini Splinters

any shortness 9-11, 4-card support, not **GF**!

$1\heartsuit - ?$

- $2\spadesuit =$  mini splinter
- $2NT = \text{INV} + \text{fit}$

$1\spadesuit - ?$

- $2NT =$  mini splinter
- $3\heartsuit = \text{INV} + \text{fit}$

$1\heartsuit - 2\spadesuit$   
?

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

$1\spadesuit - 2NT$   
?

- $3\clubsuit = \text{ASK LSF}$

$1\heartsuit - 2\spadesuit$   
 $2NT - ?$

- $3\clubsuit = \clubsuit$  shortness
- $3\diamond = \diamond$  shortness
- $3\heartsuit = \spadesuit$  shortness
- $3\spadesuit = \spadesuit$  shortness **GF** (max)

1♠ – 2NT

3♣ – ?

- 3♦ = ♣ shortness
- 3♥ = ♦ shortness
- 3♠ = ♥ shortness
- 3NT = ♥ shortness **GF** (max)

## 17 Transfers after 1M (×)

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**<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♣ = 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<sup>+</sup>
- 3♣ = ♣, (3)4♠ INV<sup>+</sup>
- 3♦ = ♦, (3)4♠ INV<sup>+</sup>
- 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

!!

## 18 2NT overcall after major preempt

(2M) – ?

- 2NT = 16-18 BAL, promises **M** stopper

$(2♥) - 2NT - (P) - ?$

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

$(2♥) - 2NT - (P) - 3♣$

$(P) - 3♦ - (P) - ?$

- $\text{PASS} = \text{weak with } ♦$
- $3♥ = 3-♠$
- $3♠ = 4♠$
- $3NT = 5♠$
- $4♣ = 6+♠$

$(2♥) - 2NT - (P) - 3♣$

$(P) - 3♦ - (P) - 3♥$

$(P) - ?$

- $3♠ = \text{last train for a } 3NT \text{ game}$
- $3NT = \text{good } ♥ \text{ stopper}$

$(2♥) - 2NT - (P) - 3♣$

$(P) - 3♦ - (P) - 3♥$

$(P) - 3♠ - (P) - ?$

- 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+♥



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

- $3\spadesuit$  = 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) – ?

- 4♠ = RKCB 1403
- 4NT = EX ♠ 0314
- 5♣/5♦ = EX 0314

## 19 Overcalling 2NT

(2NT) – ?

- × = ♣♠ OR ♦♥
- 3♣ = ♣♦ OR ♥♠
- 3♦ = ♣♥ OR ♠♣

## 20 Dealing with Multi/Wilkosz

(2♦) – ?

- × = (13)14-16 BAL, no 5M, 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 then power double
- 3NT = ♣♦
- 4♣ = ♣+♥♠
- 4♦ = ♦+♥♠

!!

!!

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

System like after  $2\spadesuit$  preempt.

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

- 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, BAL

!!

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

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

!

!

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

- $\times$  = takeout

!

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

- 2NT =  $\clubsuit\spadesuit$

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

- PASS = want to defend, doubles are penalty
- $2\heartsuit\spadesuit$  = 5+ $\heartsuit\spadesuit$ , to play
- 2NT = Lebensohl (see below)
- $3\clubsuit$  = Stayman
- $3\spadesuit$  = TRSF to  $\heartsuit$ , GF+ superaccepts

!!

- $3\heartsuit = \text{TRSF to } \spadesuit, \text{ GF+ superaccepts}$
- $3\spadesuit = \text{TRSF to NT, no } \heartsuit\spadesuit \text{ stoppers}$
- $4\diamondsuit, 4\heartsuit = \text{Texas}$

$(2\diamondsuit) - \times - (\times\times/\text{PASS}) - 2\text{NT}$   
 $(\text{P}) - 3\clubsuit - (\text{P}) - ?$

- $\text{PASS} = \text{to play}$
- $3\diamondsuit = \text{GF, no 4M}$
- $3\heartsuit, 3\spadesuit = \text{INV}$

!!

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

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

!!

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

- $\text{PASS}/3\diamondsuit = \text{to play}$
- $3\heartsuit, 3\spadesuit = \text{INV}$

(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**

$(2\spadesuit) - \times - (2\heartsuit) - \times$   
 $(3\clubsuit) - ?$

- PASS = 14-16, no 4♠ OR power double, **F1**
- $\times = 14-16, 4\spadesuit$ , defensive

## 21 Other

$1\clubsuit - (1\heartsuit) - P - (2\heartsuit)$   
 $?$

- $\times = \clubsuit\spadesuit$ , choose
- 2NT =  $\clubsuit\spadesuit$ , choose
- 3♣ = to play

$1\clubsuit - (1\spadesuit) - P - (2\spadesuit)$   
 $?$

- $\times = \clubsuit\heartsuit$ , choose
- 2NT =  $\clubsuit\spadesuit$ , choose
- 3♣ = to play

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

- $\times = \spadesuit\heartsuit$ , choose
- 3♣ =  $\clubsuit\spadesuit$ , choose

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

- $\times = \spadesuit\clubsuit$ , choose
- 3♣ =  $\clubsuit\spadesuit$ , choose