Other bids and rules

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(1♦) – ?

- 3♦ = gambling ♣

(1♣) – ?

- 3♣ = ♣ preempt

1♣ – (×) – ?

- 2NT = preempt ♣
- 3♣ = limit raise

1♣ – (1x) – ?

- 3♣ = preempt

...5x – ?

5x = query kings, ♥♠ agreed

- 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

...5x – ?

5x = query kings, ♣♦ agreed

- 5x+1 = 0 kings
- 5x+2 = 1 king ...

1 Random bids

- 1♣ – 1♥
  3♣

  3♣ = **INV**, (15)16+, 6+♣
- 1♦ – (1♠) – 2♠

  2♠ = **F** to 3♦
- (1♥) – × – (1NT) – ×

  × = 9+
- (2♦ $^{6\heartsuit\spadesuit}$) – 4♣ – (P) – 4♠

  4♠ = PASS with ♠, do not bid over 5♣ with ♥
- (2♦ $^{6\heartsuit\spadesuit}$) – 3NT

  3NT = not **GF**
- Still too weak for Leaping Michaels:

  ♠7 ♥AKJT7 ♦AQ852 ♣A2 (18)

  (2♠) – 3♠
- 2♣ – 2♥
  3NT – ?

  – 4♦, 4♥ = TRSF to ♥/♠

  – 4♣ = choose ♥♠ or bid 4NT NAT
- Too weak for Michaels:

  ♠KQ986 ♥3 ♦AT986 ♣A7 (13)

  (3♥) – 3♠
- Not enough points/shape for 3♠:

  ♠KQT8 ♥85 ♦KJ8 ♣A642 (13)

1♣ – 1♠
2♠

- 1**x** – × – 1**y** – ×

  × is penalty!

- (2♠) – × – (3♠) – ×

  × = both minors, but also okay to play 3♠× or 3NT

- **GF** in **VUL**, SIGN-OFF in **non-VUL**:

  ♠T6 ♥K9832 ♦T62 ♣A95 (7)

  (2♠) – 2NT – (P) – 3♦
  (P) – 3♥ – (P) – ?

- (2♠) – 2NT – (P) – 3♣
  (P) – 3♦ – (P) – 3♠
  (P) – 3NT – (P) – 4♣
  ?

  4♣ = 5+♣

  – 4♦ = agreeing ♣

  – 4♥, 4NT = to play

- (2♥) – 2NT – (3♥) – 4♥

  4♥ = TRSF to ♠

- 1♣ – (1♠) –× – (P)
  1NT – (P) – 2♦

  × = 4♥: 3-fit support ON
  2♦ = two-way checkback

- Good enough for Leaping Michaels:

  ♠– ♥AKJ42 ♦K2 ♣AKJ852 (19)

  (2♦ [6♥♠]) – 4♣

How to invite?

1. 1♠ – (2♣) – 2♠ – (3♣)

?

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

2. 1♠ – (2♦) – 2♠ – (3♦)
   ?
   There is only one suit available, so bidding it is an artificial invite. Double is penalty.

3. 1♠ – (2♥) – 2♠ – (3♥)
   ?
   There is no inviting suit. Double is invite.