

# 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+♦, INV<sup>+</sup>
- 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

- $2\spadesuit = 5\clubsuit 4\spadesuit$  ~~BAL~~
- $2NT = 5\clubsuit 4\diamond$  ~~BAL~~
- $3\clubsuit = \clubsuit$  ~~BAL~~

$1\diamond - 2\diamond$   
?

- $2\heartsuit = \heartsuit$  stopper
- $2\spadesuit = \spadesuit$  stopper
- $2NT =$  both major stoppers
- $3\clubsuit =$  NAT
- $3\diamond =$  sign off (threshold for invite)

bidding higher suit denies lower stopper

$1\clubsuit - 2\heartsuit$   
?

- $2NT =$  **ASK LSF**

$1\clubsuit - 2\spadesuit$   
?

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

$1\diamond - 2\spadesuit$   
?

- $2NT =$  BAL min
- $3\clubsuit = 4+\clubsuit$  min
- $3\diamond = 5+\diamond$  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)
- $2♣ =$  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

1♠ – ?

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

### 3 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♣♦

- $3\spadesuit = 3\heartsuit\ 1\spadesuit, 54\clubsuit\spadesuit$
- $3NT = \text{to play}$
- $4\clubsuit = 55\heartsuit\spadesuit$
- $4\diamondsuit, 4\heartsuit = \text{Texas}$
- $4NT = \text{quantitative}$

**1NT –  $2\spadesuit$**   
?

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

**1NT – 2NT**  
?

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

**1NT –  $3\heartsuit$**   
?

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

**Smolen**

**1NT –  $2\clubsuit$**

**$2\diamondsuit$  – ?**

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

1NT – 2♦

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 Overcalls after 1NT opening

(1NT) – ?

- ♠ = 5♣♦ + 4♥♠
- ♠ in balancing position = 5♣♦ + 4♥♠ or 6♣♦
- 2♣ = 54 ♥♠
- 2♦ = 6+ ♥♠
- 2♥ = 5♥ + 4♣♦
- 2♠ = 5♠ + 4♣♦

(1NT) – ♠ – (P) – ?

- 2♣ = PASS/correct



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

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

- $2\spadesuit = \text{show better major}$
- $2\heartsuit, 2\clubsuit = \text{preference}$

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

- $2\heartsuit = \text{PASS/correct}$
- $2\clubsuit = \text{INV with } \heartsuit$

## 5 $1\text{NT} - \text{dealing with interference}$

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

$2\clubsuit = \clubsuit$

- $\times = \text{Stayman}$

SYSTEM ON

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

$2\clubsuit = 5/4 \heartsuit\clubsuit$

- $\times = 8+$
- $2\spadesuit, 2\heartsuit, 2\clubsuit, 3\clubsuit = \text{to play}$
- $2\text{NT} = \text{minors}$

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

$2\spadesuit = \spadesuit$

- $\times = \text{negative}$
- $2\heartsuit, 2\clubsuit = \text{to play}$
- $2\text{NT} = \text{Lebensohl}$

- $3\clubsuit = 5+\heartsuit, INV^+$
- $3\diamond = 1-\diamond, INV^+$
- $3\heartsuit = 5+\spadesuit, INV^+$
- $3\spadesuit = 5+\clubsuit, INV^+$
- $3NT = \text{no } \diamond \text{ stopper}$
- $4\diamond, 4\heartsuit = \text{Texas}$

$1NT - (2\diamond^A) - ?$

$2\diamond = 6+ \heartsuit\spadesuit$

- $\times = 8+$
- $2\heartsuit, 2\spadesuit = \text{to play}$
- $2NT = \text{Lebensohl}$
- $3\clubsuit = 5+\diamond, INV^+$
- $3\diamond = 5+\heartsuit, INV^+$
- $3\heartsuit = 5+\spadesuit, INV^+$
- $3\spadesuit = 5/5 \clubsuit\diamond$
- $3NT = \text{to play}$
- $4\diamond, 4\heartsuit = \text{Texas}$

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

- $\times = \text{negative}$
- $2\spadesuit = \text{to play}$
- $2NT = \text{Lebensohl}$
- $3\clubsuit = 5+\diamond, INV^+$
- $3\diamond = 5+\spadesuit, INV^+$
- $3\heartsuit = 1-\heartsuit, INV^+$
- $3\spadesuit = 55 \clubsuit\diamond, GF$
- $3NT = \text{no } \heartsuit \text{ stopper}$

- $4\heartsuit = \text{Texas}$

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

- $\times = \text{negative}$
- $2\text{NT} = \text{Lebensohl}$
- $3\clubsuit = 5+\diamondsuit, \text{INV}^+$
- $3\diamondsuit = 5+\heartsuit, \text{INV}^+$
- $3\heartsuit = 55\clubsuit, \text{GF}$
- $3\spadesuit = 1-\spadesuit, \text{INV}^+$
- $3\text{NT} = \text{no } \spadesuit \text{ stopper}$
- $4\diamondsuit = \text{Texas}$

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

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

- $\times = 10+$
- $3\clubsuit = \text{Stayman}$
- $3\diamondsuit = 5+\heartsuit, \text{INV}^+$
- $3\heartsuit = 5+\spadesuit, \text{INV}^+$

$1\text{NT} - (3\clubsuit) - ?$

- $\times = \text{negative}$
- $3\diamondsuit = 5+\heartsuit, \text{INV}^+$
- $3\heartsuit = 5+\spadesuit, \text{INV}^+$
- $3\spadesuit = 5+\diamondsuit, \text{INV}^+$
- $3\text{NT} = \text{to play}$

$1\text{NT} - (3\diamondsuit) - ?$

- $\times = \text{negative}$
- $3\heartsuit = 5+\spadesuit, \text{INV}^+$

- $3\spadesuit = 5+\heartsuit, \text{GF}$
- $3\text{NT} = \text{to play}$

$1\text{NT} - (\spadesuit^A) - ?$

$\spadesuit$  artificial

SYSTEM ON

$1\text{NT} - (\spadesuit) - ?$

$\spadesuit = \text{penalty}$

- PASS = forces  $\spadesuit\spadesuit$
- $\spadesuit\spadesuit = \text{forces } 2\clubsuit$
- $2\heartsuit = \text{forces } \heartsuit+1$

$1\text{NT} - (\spadesuit) - \text{P}^A - (\text{P})$

$\spadesuit\spadesuit - (\text{P}) - ?$

- PASS = penalty
- $2\clubsuit = 4\clubsuit + 4\heartsuit$  or 4333 or any other edge case
- $2\diamondsuit = 4\diamondsuit + 4\heartsuit\spadesuit$
- $2\heartsuit = 4\heartsuit + 4\spadesuit$

## 6 $2\text{NT}$ opening

$2\text{NT}^A$  opening = 21-22 BAL, may have 5M

$2\text{NT} - ?$

- $3\clubsuit = \text{Puppet Stayman}$
- $3\diamondsuit = \text{forces } 3\heartsuit, \text{GF}$
- $3\heartsuit = \text{forces } 3\spadesuit, \text{GF}$
- $3\spadesuit = \text{forces } 3\text{NT}$
- $3\text{NT} = 5\spadesuit 4\heartsuit, \text{NF}$
- $4\clubsuit = 55 \text{ M}$

!

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

$2\text{NT} - 3\spadesuit$   
?

- $3\heartsuit = 2\heartsuit$
- $3\spadesuit = 4+\heartsuit$ , cue bid
- $3\text{NT} = 3\spadesuit$
- $4\clubsuit, 4\spadesuit = 4+\heartsuit$ , cue bid

$2\text{NT} - 3\heartsuit$   
?

- $3\spadesuit = 2\spadesuit$
- $3\text{NT} = 3\spadesuit$
- $4\clubsuit, 4\spadesuit = 4+\spadesuit$ , cue bid

$2\text{NT} - 3\spadesuit$   
 $3\text{NT} - ?$

- $4\clubsuit = 6+\clubsuit$
- $4\spadesuit = 6+\spadesuit$
- $4\heartsuit = 54\clubsuit\spadesuit 1-\heartsuit$
- $4\spadesuit = 54\clubsuit\spadesuit 1-\spadesuit$

## 7 $2\text{NT}$ opening – extended

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

- $4\clubsuit = \text{Minor Puppet Stayman}$

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

- $4\clubsuit = \text{Minor Puppet Stayman}$

- $4\spadesuit = \text{Minor Puppet, ask } 3s$

$2NT - 3\clubsuit$

$(3\diamondsuit - 3\heartsuit)$

$3NT - ?$

- $4\clubsuit = \text{Minor Puppet Stayman}$
- $4\diamondsuit = \text{Minor Puppet, ask } 3s$

$2NT - 3\diamondsuit$

$3\heartsuit - ?$

- $4\clubsuit = \text{Minor Puppet Stayman}$
- $4\diamondsuit = \text{Minor Puppet, ask } 3s$

$2NT - 3\heartsuit$

$3\spadesuit - ?$

- $4\clubsuit = \text{Minor Puppet Stayman}$
- $4\diamondsuit = \text{Minor Puppet, ask } 3s$

$\dots - 4\clubsuit$

$?$

- $4\diamondsuit = 4\clubsuit\diamondsuit$ , no  $5\clubsuit\diamondsuit$
- $4\heartsuit = 5+\clubsuit$
- $4\spadesuit = 5+\diamondsuit$
- $4NT = \text{no } 4\clubsuit\diamondsuit$
- $5\clubsuit = 5\clubsuit, 4\diamondsuit$
- $5\diamondsuit = 5\diamondsuit, 4\clubsuit$

$\dots - 4\clubsuit$

$4\diamondsuit - ?$

- $4\heartsuit = 4\clubsuit$
- $4\spadesuit = 4\diamondsuit$
- $4NT = \text{SIGN-OFF}$

... - 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 ♦

## 8 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



- $4\clubsuit/4\diamond/4\heartsuit$  = 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(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(54) Slam Try
- $3NT/4\clubsuit/4\diamond/4\heartsuit$  = splinter ( $3NT = 4\heartsuit$ )
- $4\spadesuit$  = to play

P – 1M

$2\clubsuit$  – 2M

?

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

P – 1M

$2\clubsuit$  –  $2\diamond$

?

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

- 3M = 4-card support
- 4M = to play
- any other bid = NAT, INV

## 9 Michaels & Unusual 2<sub>N</sub>T

(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

## 10 Non Serious 3<sub>N</sub>T

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.

## 11 Reverses, jump shifts and jump reverses

1<sub>x</sub> – 1<sub>y</sub> – ?

- 2<sub>z</sub>, <sub>y</sub> < <sub>z</sub> = reverse
- 3<sub>y</sub>, <sub>y</sub> > <sub>z</sub> = jump shift

- $3\mathbf{z}, \mathbf{y} < \mathbf{z}$  = jump reverse

$1\mathbf{m} - 1\heartsuit - ?$

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

## 12 Preempt opening

$2\diamond - ?$

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

$2\diamond - 2\diamond$   
?

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

$2\heartsuit - ?$

- $2\spadesuit = \text{ASK LSF}$
- $2\text{NT} = 5+\spadesuit$

$2\spadesuit - ?$

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

## 13 Dealing with preempts

$(2\heartsuit) - ?$

- $3\spadesuit =$  strong hand, solid suit
- $3\heartsuit =$  Michaels
- $4\clubsuit/4\diamond =$  Leaping Michaels, **GF**
- $4\heartsuit = \clubsuit\diamond$ , strong

!!

- 4NT =  $\clubsuit\spadesuit$ , 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♠ = 5♠, INV (8-11)
- 3NT = no 4♠, ♥ stopper
- 4♥ =  $\clubsuit\spadesuit$ , no ♥ control, Slam Try
- 4♠ = to play

!

!!

(2♥) – × – (P) – 2NT

(P) – 3m – (P) – ?

- 3♦ = weak
- 3♥ = 4♠, no ♥ stopper
- 3♠ = 4♠, INV (8-11)
- 3NT = 4♠, ♥ stopper

!

(2♥) – × – (3♥) – ?

- × = no 4♠, 10+

(2♠) – ?

- 3♠ = Michaels
- 4♣/4♦ = Leaping Michaels, GF
- 4♠ =  $\clubsuit\spadesuit$ , strong
- 4NT =  $\clubsuit\spadesuit$ , 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

## 14 Two-suiter overcalls

(2♠) – 4♣ – (P) – ?

- 4♦ = agreeing ♥
- 4♥ = SIGN-OFF
- 4♠ = agreeing ♣
- 5♣ = SIGN-OFF

(2♠) – 4♦ – (P) – ?

- 4♥ = SIGN-OFF

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

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

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

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

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

## 15 Acol $2\clubsuit$

$2\clubsuit$  opening = 23+ HCP or 9.5 winning tricks

$2\clubsuit - ?$

- $2\diamond =$  positive 4+, **GF**
- $2\heartsuit =$  negative 3-
- $2\spadesuit, 3\clubsuit, 3\diamond =$  own suit 5+
- $2NT =$  own suit ( $\heartsuit$ ) 5+

$2\clubsuit - 2\heartsuit$   
?

- PASS = good  $\heartsuit$
- $2\spadesuit =$  NAT (5+), **F1**
- $2NT/3\clubsuit/3\diamond =$  **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  $3♥, 3♠$ .

$2♣ - 2♦$

$?$

- $2\text{NT} = 23\text{-}24, \text{ BAL}$
- $2♥ = \text{Kokish relay (see: Kokish relay)}$
- $2♠, 3♣, 3♦ = 5+, \text{ BAL}$
- $3♥, 3♠, 4♣, 4♦ = \text{agreeing suit}$

$2♣ - 2♦$

$2\text{NT} - ?$

System as after  $2\text{NT}$  opening

$2♣ - 2♦$

$2♥ - ?$

- $2♠ = \text{no fit, relay}$
- $3♥ = \text{fit}$

$2♣ - 2♦$

$2♠ - ?$

- $2\text{NT} = \text{no fit, relay}$
- $3♠ = \text{fit}$

$2♣ - 2♦$

$2♥ - 2♠$

$?$

- $2\text{NT} = 5♥ + 4♣$
- $3♣ = 5♥ + 4♦$
- $3♦ = 6 + ♥$

- $3\heartsuit = 5\heartsuit + 4\spadesuit$

$2\clubsuit - 2\diamond$

$2\spadesuit - 2\text{NT}$

?

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

## 16 Acol – Kokish relay

$2\clubsuit - 2\diamond$

?

- $2\heartsuit = \text{Kokish relay, forces } 2\spadesuit$
- $2\text{NT} = 23\text{-}24, \text{BAL}$

$2\clubsuit - 2\diamond$

$2\heartsuit - 2\spadesuit$

?

- $2\text{NT} = 25+, \text{BAL}$
- $3\clubsuit = 6\heartsuit, 23+$
- $3\diamond = 5\heartsuit+4\diamond, 23+$
- $3\heartsuit = 5\heartsuit+4\clubsuit, 23+$
- $3\spadesuit = 5\heartsuit+4\spadesuit, 23+$

$2\clubsuit - 2\diamond$

$2\heartsuit - 2\spadesuit$

$2\text{NT} - ?$

SYSTEM ON



2♣ – 2♦

2♥ – 2♠

3♠ – ?

- 3NT = no fit, to play
- 4♣ = agreeing ♥
- 4♦ = agreeing ♠
- 4♥ = sign off
- 4♠ = sign off

## 17 Acol interference

2♣ – (any) – ?

- ✕ = take out, **GF**
- PASS = negative
- own suit = 4+ HCP, 5+ cards, **GF**
- own suit with leap = stronger hand, **GF**

2♣ – (✕) – ?

✕ = ♣

- ✕✕ = take out (to ♣), **GF**
- PASS = negative
- 2♦ = positive, BAL
- 2♥/2♠ = own suit

!

2♣ – (✕) – ?

✕ = other

- ✕✕ = positive
- PASS = negative
- 2♦/2♥/2♠ = own suit

2♣ – (P) – 2♦ – (any)  
?

- ✕ = take out
- PASS = forces ✕

!

2♣ – (P) – 2♦ – (any)  
P<sup>A</sup> – (P) – ✕ – (P)  
?

- PASS = penalty
- own suit = 4+

!

## 18 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

## 19 Ask LSF

All basic ASK LSF sequences:

- 1M – 2M  
2M+1<sup>A</sup>

- $1\clubsuit - 1M$   
 $2M - 2M+1^A$
- $1M - 2x$   
 $2M - 2M+1^A$
- $1\clubsuit - 1M$   
 $3M - 3M+1^A$

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

**Answering:**

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

## 20 LSF – dealing with interference

...  
**ASK** – (•) – ?

- PASS = no shortness (all  $x$  = penalty)
- $x$  = shortness in •
- other suit = shortness in this suit
- agreed suit = other shortness (if there is no place to bid it)

...  
**ASK** – (x) – ?

$x$  = lead directing

- PASS = shortness in other suit
- $xx$  = shortness in doubled suit

...  
**ASK** – (x) – P – (P)  
?

$x$  = lead directing

- PASS = penalty
- $xx$  = **ASK LSF**

## 21 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♣ – ?

- ♦ = 8+
- ♥ = 2♥ 5-7
- ♠ = 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

- $2\spadesuit = 5\heartsuit, = 3\spadesuit$  16+
- $2NT = 5332$  18-20
- $3\clubsuit = 5\heartsuit$   $4\clubsuit$  16+
- $3\diamond = 5\heartsuit$   $4\diamond$  16+
- $3\heartsuit = 6\heartsuit$  16+
- $3\spadesuit = 5\heartsuit$   $4\spadesuit$  **GF**

$1\heartsuit - 1NT$

$2\clubsuit - 2\diamond$

?

- $2\heartsuit = 5\heartsuit$   $4\clubsuit$  11-15
- $2\spadesuit = 5\heartsuit$   $4\spadesuit$  16+
- $2NT = 5332$  18-20
- $3\clubsuit = 5\heartsuit$   $4\clubsuit$  16+
- $3\diamond = 5\heartsuit$   $4\diamond$  16+
- $3\heartsuit = 6\heartsuit$  16+

$1\spadesuit - 1NT$

$2\clubsuit - 2\diamond$

?

- $2\heartsuit = 5\spadesuit$   $4\heartsuit$  16+
- $2\spadesuit = 5\spadesuit$   $4\clubsuit$  11-15
- $2NT = 5332$  18-20
- $3\clubsuit = 5\spadesuit$   $4\clubsuit$  16+
- $3\diamond = 5\spadesuit$   $4\diamond$  16+
- $3\heartsuit = 5\spadesuit$   $4\heartsuit$  16+
- $3\spadesuit = 6\spadesuit$  16+

## 22 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♦ = ♦ shortness
- 3♥ = ♠ shortness
- 3♠ = ♠ shortness GF (max)

1♠ – 2NT  
3♣ – ?

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

## 23 Transfers after 1<sub>M</sub> (×)

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>



- $3\clubsuit = \clubsuit$ ,  $(3)4\spadesuit \text{ INV}^+$
- $3\diamondsuit = \diamondsuit$ ,  $(3)4\spadesuit \text{ INV}^+$
- $3\heartsuit = 4+\spadesuit$ , 6-9
- $3\spadesuit = 4+\spadesuit$ , 0-5
- $3\text{NT} = 4+\spadesuit$ , **ASK LSF**
- $4\clubsuit = \text{semi-preempt}$ ,  $\clubsuit$ ,  $4+\spadesuit$
- $4\diamondsuit = \text{semi-preempt}$ ,  $\diamondsuit$ ,  $4+\spadesuit$
- $4\heartsuit = \text{semi-preempt}$ ,  $\heartsuit$ ,  $4+\spadesuit$
- $4\spadesuit = \text{preempt}$

!!

## 24 2NT overcall after major preempt

(2M) – ?

- $2\text{NT} = 16-18 \text{ BAL}$ , promises **M** stopper

(2♥) – 2NT – (P) – ?

- $3\clubsuit = \text{forces } 3\diamondsuit$ ,  $1-\heartsuit$  **GF** OR weak with  $\diamondsuit$
- $3\diamondsuit = 4\spadesuit$  **GF**
- $3\heartsuit = \text{forces } 3\spadesuit$ ,  $5+\spadesuit$ , weak or **GF**
- $3\spadesuit = \text{long minor/minors}$ , no  $\heartsuit$  shortness,  $3\text{NT} = \text{ASK}$
- $3\text{NT} = \text{to play}$
- $4\clubsuit = 6\clubsuit$   $5\spadesuit$ , may have shortness
- $4\diamondsuit = 6\diamondsuit$   $5\spadesuit$ , may have shortness
- $4\heartsuit = 6+\spadesuit$
- $4\spadesuit = \text{minors}$
- $4\text{NT} = \text{quantitative}$

(2♥) – 2NT – (P) – 3♣

(P) – 3♦ – (P) – ?

- **PASS** = weak with  $\diamondsuit$

- $3♥ = 3♠$
- $3♠ = 4♠$
- $3NT = 5♠$
- $4♣ = 6+♠$

$(2♥) - 2NT - (P) - 3♣$   
 $(P) - 3♦ - (P) - 3♥$   
 $(P) - ?$

- $3♠$  = 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+♥

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

- $3\spadesuit$  = 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

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

- $4\spadesuit$  = RKCB 1403

- $4_{NT} = EX \spadesuit 0314$
- $5\clubsuit/5\diamond = EX 0314$

## 25 Overcalls after $2_{NT}$ opening

$(2_{NT}) - ?$

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

## 26 Dealing with Multi/Wilkosz

$(2\diamond) - ?$

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

!!

!!

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

System like after  $2\diamond$  preempt.

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

- 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

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

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

!

!

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

- $\times =$  takeout

!

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

- $2NT = \clubsuit\diamond$

$(2\diamond) - \times - (\times\times/PASS) - ?$

- PASS = want to defend, doubles are penalty
- $2\heartsuit = 5+\heartsuit$ , to play
- $2NT =$  Lebensohl (see below)
- $3\clubsuit =$  Stayman
- $3\diamond =$  TRSF to  $\heartsuit$ , **GF**+ superaccepts
- $3\heartsuit =$  TRSF to  $\spadesuit$ , **GF**+ superaccepts
- $3\spadesuit =$  TRSF to NT, no  $\heartsuit$  stoppers
- $4\diamond, 4\heartsuit =$  Texas

!!

$(2\diamond) - \times - (\times\times/PASS) - 2NT$   
 $(P) - 3\clubsuit - (P) - ?$

- PASS = to play
- $3\diamond =$  **GF**, no 4M
- $3\heartsuit, 3\spadesuit =$  **INV**

!!

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

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

!!

$(2\spadesuit) - \times - (2\heartsuit/\spadesuit) - 2NT$

$(P) - 3\clubsuit - (P) - ?$

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

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

$(P) - ?$

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

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

$(2\spadesuit) - ?$

- PASS = **F1**
- $\times$  = penalty
- 2NT = do not want to defend, **GF**

- $3\clubsuit = \text{NAT}, \text{GF}$
- $3\diamondsuit = \text{NAT}, \text{GF}$
- $3\heartsuit = \text{NAT}, \text{GF}$
- $3\spadesuit = \text{maximum, no } \spadesuit \text{ stopper}$
- $3\text{NT} = \text{maximum, stopper}$

$(2\diamondsuit) - \times - (2\heartsuit) - \times$   
 $(2\spadesuit) - \text{P} - (\text{P}) - ?$

- $3\spadesuit = \spadesuit \text{ shortness}, \text{GF}$

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

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

## 27 Other

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

- $\times = \clubsuit \spadesuit, \text{choose}$
- $2\text{NT} = \clubsuit \diamondsuit, \text{choose}$
- $3\clubsuit = \text{to play}$

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

- $\times = \clubsuit \heartsuit, \text{choose}$
- $2\text{NT} = \clubsuit \diamondsuit, \text{choose}$
- $3\clubsuit = \text{to play}$

$1\diamondsuit - (1\spadesuit) - \text{P} - (2\spadesuit)$   
 $?$

- $\times = \diamondsuit \heartsuit, \text{choose}$



- $3\clubsuit = \clubsuit \diamond$ , choose

$$1\diamond - (1\heartsuit) - P - (2\heartsuit)$$

?

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