# 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♥/1♠**
**?**

- 2♣ = 5+♣, 12-15 ~~BAL~~
- 3♣ = 6+♣, (15)16-18 ~~BAL~~

**1♣ – 1♥**
**2♣ – ?**

- 2♦ = **GF** (→ all NAT)
- 2♠/2NT = **INV** art (bids above 3♣ = accept)

**1♣ − 1♠**
**2♣ − ?**

- 2♦ = **GF**

- 2♥ = **INV** NAT

- 2NT = **INV** (bids above 3♣ = accept)

**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♠**
**?**

- 2NT = BAL min

- 3♣ = 5+♣ min

- 3♦ = 5+♣**GF**

- 3♥ = 1-♥, 5+♣ **GF**

- 3♠ = 1-♠, 5+♣ **GF**

- 3NT = to play

## 1.2   1♦ opening

**1♦ – ?**

- 1♥ = 4+♥
- 1♠ = 4+♠
- 1NT = 6-10, no 4♥♠
- 2♣ = **GF**, no 4♥♠
- 2♦ = no 4♥♠, 4+♦, **INV⁺**
- 2♥ = 5♠ 4♥ 5-11
- 2♠ = 11+ BAL, no 4♥♠
- 2NT = 11-12 BAL
- 3NT = 15-17 BAL

**1♦ – 1♥**
**?**

- 1NT = 12-14 BAL
- 2♦ = 6+♦

**1♦ – 1♠**
**?**

- 1NT = 12-14 BAL, may have 1♠
- 2♦ = 6+♦

**1♦ – 1♥♠**
**2♦ – ?**

- 2♥♠ = **NF**
- 3rd suit = stopper, **GF**
- 2NT = **GF**
- 3♦ = **INV**

**1♦ – 2♦**
**?**

- 2♥ = ♥ stopper

- 2♠ = ♠ stopper
- 2NT = both major stoppers
- 3♣ = NAT
- 3♦ = sign off (treshold for invite)

bidding higher suit denies lower stopper

**1♦ − 2♠**
**?**

- 2NT = BAL min
- 3♣ = 4+♣ min
- 3♦ = 5+♦ min
- 3♥ = 1-♥, 5+♦ **GF**
- 3♠ = 1-♠, 5+♦ **GF**
- 3NT = to play

## 1.3   Negative 1♦

**1♣ − ?**

- 1♦ = 0-6 or 16+ BAL or 5+♦ 7-11

**1♣ − 1♦**
**?**

- 1♥ = 3+
- 1♠ = 3+
- 1NT = 18-20 BAL
- 2♣ = 5+♣
- 2♦/2♥/2♠ = serious revers (19+)
- 3♣ = serious invite 19-20

**1♣ − 1♦**
**1♥♣ − ?**

- 1♠ = 4+♠

- 1NT = 3-♥, 3-♠
- 2♣ = 5+♣
- 2♦ = 5+♦ 4-11
- 2♠ over 1♥ = ♣♦ 10-11
- 2NT = 16+ BAL
- 3♣♦ = 6+♣♦ 9-11 bad suit

## 1.4 Two-way checkback

After any **1x – 1y – 1z** sequence (except: **1♣ – 1♦** = negative).

**1x − 1y**
**1z − ?**

- 2♣ = any invite, forces 2♦
- 2♦ = any **GF**

## 1.5 Flannery

**1♣♦ – 2♥**
**?**

- 2NT = **ASK LSF**                                                          **!!**

## 1.6 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♠ = ♠ preempt (3-7, 6+♠)
- 2NT = limit raise

- 3♣ = mixed raise
- 3♦ = mini splinter (3♥ = **ASK LSF**)
- 3♥ = preempt
- 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 = limit raise
- 3♣ = mixed raise
- 3♦ = mini splinter (3♥ = **ASK LSF**)
- 3♥ = solid 6♥, **INV**
- 3♠ = preempt
- 3NT = splinter ♥
- 4♣/4♦ = splinter
- 4♥ = 11HCP, 4♠, no shortness

**1♥ − 1♠**
**2♥ − ?**

- 2NT = **INV⁺** art                                                    **!!**

**1♥ − 1♠**
**2♥ − 2NT**
**?**

- 3♣ = any minimum or NAT, **F** (→ 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♥ − 1♠**
**2♥ − 2NT**
**3♣ − 3♦**
**?**

- 3♥ = min, no 3♠

- 3♠ = min, 3♠

- 3NT = max, 4♣


**1♥ − 1♠**
**2♥ − 2NT**
**(3♣ − 3♦)**
**3♥ − ?**

- 3♠ = agreeing ♥, **ASK LSF**


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## 1.7   2/1 GF

After 2/1 bid, up to 3 level, we only bid our shape (not strength). Then, unserious bids are used to balance.

**x − 2y**
**?**

- 2NT = 5332 or 5422, denies 4-card support

- 3**y** = 4-card support or 3-card support with shortness

**x − 2y**
**2NT − ?**

- 3♣ = checkback

**x − 2y**
**2NT − 3♣**
**?**

- 3♦ = 3**y**                                                                                      **!**

- other = denies 3**y**

## 1.8   Responder's 2NT rebid

3-color auction

**x − y**
**z − ?**

- 4th suit = ask for stopper, **GF**

- 2NT = ask shape, **GF**

**x − y**
**z − 2NT**
**?**

- 3♣ = 3**y**

- 3♦ = 5**x** 4**z** 2**y** 2

- 3♥ = 5**x** 5**z** 2**y** 1

- 3♠ = 5**x** 5**z** 1-**y** 2+

- 3NT = 5**x** 4**z** 1-**y** 3+

## 1.9  Rebid 2NT

Accepting transfer agrees suit.

**1♣ − 1♥**
**2NT − 3♣**

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

**1♦ − 1♥**
**2NT − 3♣**

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

**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+♣

## 1.10   1NT opening

TODO

## 1.11   2NT opening

2NT[A] 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-♠

## 1.12 Minor Puppet Stayman

**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

All above rules apply also after 1NT − 3♣ sequence.

**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 = <span style="font-variant:small-caps">sign-off</span>

**...** − **4♣**
**4♦** − **4♥**
**?**

- 4♠ = fit ♣, 1/4 Aces
- 4NT = <span style="font-variant:small-caps">sign-off</span>
- 5♣ = fit ♣, 0/3 Aces
- 5♦ = fit ♣, 2 Aces, no Q♣
- 5♥ = fit ♣ 2 Aces, Q♣

**...** − **4♣**
**4♦** − **4♠**
**?**

- 4NT = <span style="font-variant:small-caps">sign-off</span>
- 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 = <span style="font-variant:small-caps">sign-off</span>
- 5♣ = fit ♣, 0/3 Aces
- 5♦ = fit ♣, 2 Aces, no Q♣
- 5♥ = fit ♣ 2 Aces, Q♣

**...** − **4♣**
**4♠** − ?

- 4NT = <span style="font-variant:small-caps">sign-off</span>
- 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 = <span style="font-variant:small-caps">sign-off</span>, other bids agreeing ♣)
- 4NT = 2♣, 3+♦ (all bids agreeing ♦)

**...** − **4♦**
**4♥** − ?

- 4♠ = agreeing ♣
- 4NT = <span style="font-variant:small-caps">sign-off</span>
- 5♣ = agreeing ♦

## 1.13 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♣/4♦/4♥ = void splinter

**P – 1♥**
**2♣ – ?**

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

**P – 1♠**
**2♣ – ?**

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

**P − 1♥♠**
**2♣ − 2♥♠**
**?**

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

**P − 1♥♠**
**2♣ − 2♦**
**?**

- 2♥ over 1♠ = Last Train (says nothing about ♥)
- 2♥♠ = SIGN-OFF
- 2NT = 11, BAL
- 3♥♠ = 4-card support
- 4♥♠ = to play
- any other bid = NAT, **INV**

## 1.14   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.

## 1.15   Reverses, jump shifts and jump reverses

**1x − 1y − ?**

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

**1m − 1♥**
**?**

- 1♠ = 4♠, 12-17
- 2♠ = 4♠, (18)19+

3-color reverse biddings:

**x − y**
**z − ?**

- 2**y** = slow down
- 4th suit = ask for stopper **GF**
- 2NT = ask shape **GF**

**x − y**
**z − 2NT**
**?**

- 3♣ = 3**y**
- 3♦ = 5**x** 4**z** 2**y** 2
- 3♥ = 6**x** 4+**z** 2**y** 1-
- 3♠ = 6**x** 4+**z** 1**y** 2-
- 3NT = other

## 1.16 Preempt opening

TODO

## 1.17 Acol with controls

TODO

## 1.18 Rebid with 3-card support

TODO

## 1.19 Ask LSF

**Basic ASK LSF sequences:**

- 1♥♠ − 2♥♣
  2♥♣+1[A]
- 1♣♦ − 1♥♣
  3♥♠ − 3♥♣+1[A]

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

**Answering:**

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

## 1.20 Gazilli

**1♥ – 1♠**
**?**

- 2♣ = 5♥ 4♣ 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♥ = 5♠ 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
- 3♥ = ♥ fit, **GF**

**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♦ = 5♠ 4♦ 16+

- 3♠ = 6♠ 16+

# 2 Competitive bidding – dealing with interference

## 2.1 1♣♦ (×)

**1♣ – (×) – ?**

- ×× = 10+
- 1♦/1♥/1♠ = 7+HCP, 4+
- 1NT = 7-11
- 2♣/2♦/2♥/2♠ = transfer to ♦/♥/♠/♣ 6+, weak/**GF**
- 2NT = ♣♦ weak/**GF**
- 3♣/3♦ = **INV**

**1♦ – (×) – ?**

- ×× = 10+
- 1♥/1♠ = 7+HCP, 4+
- 1NT = 7-11
- 2♣ = ♦ raise weak/**GF**
- 2♦/2♥/2♠ = transfer to ♥/♠/♣ 6+, weak/**GF**
- 2♠ = 6+♣ weak/**GF**
- 2NT = 4+♦, **INV⁺**
- 3♣ = **INV**
- 3♦ = preempt

## 2.2  1♥♠ (×)

**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♥

SYSTEM ON

**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♠

SYSTEM ON

## 2.3  1♣ opening:  dealing with opponent's overcall

TODO

## 2.4  1♣ opening: dealing with opponent's pre-empt overcall

TODO

## 2.5 1♦ opening: dealing with opponent's overcall

TODO

## 2.6 1♦ opening: dealing with opponent's preempt overcall

TODO

## 2.7 1♥ opening: dealing with opponent's overcall

TODO

## 2.8 1♥ opening: dealing with opponent's preempt overcall

TODO

## 2.9 1♠ opening: dealing with opponent's overcall

TODO

## 2.10 1♠ opening: dealing with opponent's preempt overcall

TODO

## 2.11 1NT − dealing with interference

**1NT − (2♣) − ?**

**2♣ = ♣**

- × = Stayman

**1NT − (2♣<sup style="color:red">A</sup>) − ?**

2♣ = 5/4 ♥♠

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

**1NT − (2♦) − ?**

2♦ = ♦

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

**1NT − (2♦<sup style="color:red">A</sup>) − ?**

2♦ = 6+ ♥♠

- ✕ = 8+
- 2♥, 2♠ = to play
- 2NT = Lebensohl
- 3♣ = 5+♦, **INV⁺**
- 3♦ = 5+♥, **INV⁺**
- 3♥ = 5+♠, **INV⁺**
- 3♠ = 5/5 ♣♦
- 3NT = to play

- 4♦, 4♥ = Texas

**1NT – (2♥) – ?**

- ✗ = negative
- 2♠ = to play
- 2NT = Lebensohl
- 3♣ = 5+♦, **INV⁺**
- 3♦ = 5+♠, **INV⁺**
- 3♥ = 1-♥, **INV⁺**
- 3♠ = 55 ♣♦, **GF**
- 3NT = no ♥ stopper
- 4♥ = Texas

**1NT – (2♠) – ?**

- ✗ = negative
- 2NT = Lebensohl
- 3♣ = 5+♦, **INV⁺**
- 3♦ = 5+♥, **INV⁺**
- 3♥ = 55♣♦, **GF**
- 3♠ = 1-♠, **INV⁺**
- 3NT = no ♠ stopper
- 4♦ = Texas

**1NT – (2NTᴬ) – ?**

2NT = ♣♦

- ✗ = 10+
- 3♣ = Stayman
- 3♦ = 5+♥, **INV⁺**
- 3♥ = 5+♠, **INV⁺**

**1NT − (3♣) − ?**

- ✗ = negative
- 3♦ = 5+♥, **INV⁺**
- 3♥ = 5+♠, **INV⁺**
- 3♠ = 5+♦, **INV⁺**
- 3NT = to play

**1NT − (3♦) − ?**

- ✗ = negative
- 3♥ = 5+♠, **INV⁺**
- 3♠ = 5+♥, **GF**
- 3NT = to play

**1NT − (✗ᴬ) − ?**

✗ artificial

SYSTEM ON

**1NT − (✗) − ?**

✗ = penalty

- PASS = forces ✗✗
- ✗✗ = forces 2♣
- 2**x** = forces **x+1**

**1NT − (✗) − Pᴬ − (P)**
**✗✗ − (P) − ?**

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

## 2.12   Dealing with Michaels & Unusual 2NT

**1♣ – (2NT) – ?**

2NT = ♣♦

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

**1♦ – (2NT) – ?**

- 3♣ = **INV⁺**, fit
- 3♦ = simple raise 6-9
- 3♥ = 5+♠, **GF**
- 3♠ = 6♠, **NF**                                            !

**1♠ – (2NT) – ?**

- 3♣ = 5♥, **GF**
- 3♦ = **INV⁺**, fit
- 3♥ = 6♥, **NF**                                            !
- 3♠ = simple raise 6-9

**1♣ – (2♦) – ?**

2♦ = ♥♠

- 2♥ = ♣, **INV⁺**
- 2♠ = ♦, **GF**

**1♥ – (2♥) – ?**

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

## 2.13 Acol interference – controls

TODO

## 2.14 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

## 2.15 RKCB – dealing with interference

**4NT** – (✕/5♣♦) – ?
DOPI

**4NT** – (5♥♠) – ?
DEPO

# 3 Defensive bidding – how to overcall

## 3.1 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♦ = 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 ♥

## 3.2   Michaels & Unusual 2NT

**(1♣ᴬ) – ?**

1♣ = 2+ or fully artificial

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

**(1♣ᴬ) – ?**

1♣ = 3+

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

**(1♦) – ?**

- 2♦ = Michaels

**(1♦) – 2♦ – (P) – ?**

- 2♥♠ = preference
- 3♣ = ♥, **INV⁺**
- 3♦ = ♠, **INV⁺**
- 3♥♠ = mixed raise
- 4♥♠ = preempt

**(1♥) – 2♥ – (P) – ?**

- 2♠ = to play
- 2NT = show minor, **INV⁺**
- 3♣ = pass/correct
- 3♦ = ♠ fit, **INV⁺**
- 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 then 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 then 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) − 3♣♦ − (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

## 3.4   Two-suiter overcalls

**(2♠) − 4♣ − (P) − ?**

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

**(2♠) − 4♦ − (P) − ?**

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

**(2♥) − 4♣ − (P) − ?**

- 4♦ = agreeing ♠
- 4♥ = agreeing ♣
- 4♠ = SIGN-OFF
- 5♣ = 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♠) − 2NT − (P) − 3♣**
**(P) − 3♦ − (P) − 3♥**
**(P) − 3♠ − (P) − ?**

- 3NT = weak own suit

- 4♣, 4♦ = own suit

- 4♥ = 3♥

**(2♠) − 2NT − (P) − 3♦**
**(P) − 3♥ − (P) − ?**

- PASS = weak, 5+♥

- 3NT = PASS/correct

- 4♣/4♦ = NAT

**(2♠) − 2NT − (P) − 3♥**
**(P) − 3♠ − (P) − ?**

- 4♣/4♦ = NAT, agreeing suit

- 4♥ = 1♠ both minors

- 4♠ = void ♠ both minors

**(2♠) − 2NT − (P) − 3♠**
**(P) − ?**

- 4♣ = 4♥

- 3NT = to play

**(2♠) − 2NT − (P) − 4♦**
**(P) − 4♥ − (P) − ?**

- 4NT = RKCB 1403

- 4♠/5♣/5♦ = EX **0314**

## 3.6   Overcalls after 2NT opening

**(2NT) − ?**

- ✕ = ♣♠ OR ♥♦

- 3♣ = ♣♦ OR ♥♠

- 3♦ = ♣♥ OR ♠

## 3.7   Dealing with Multi/Wilkosz

**(2♦) − ?**

- ✕ = (13)14-16 BAL, no 5♥♠, 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♣ = ♣+♥♠

- $4\diamondsuit = \diamondsuit + \heartsuit\clubsuit$

**$(2\diamondsuit) - P - (P^{\textbf{A}}) - ?$**

System like after $2\diamondsuit$ preempt.

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

- 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

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

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

**$(2\diamondsuit) - P - (>2\spadesuit) - ?$**

- $\times$ = takeout                            **!**

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

- 2NT = $\clubsuit\diamondsuit$

**$(2\diamondsuit) - \times - (\times\times/\textbf{PASS}) - ?$**

- PASS = want to defend, doubles are penalty
- $2\heartsuit\spadesuit$ = 5+$\heartsuit\spadesuit$, to play
- 2NT = Lebensohl (see below)
- $3\clubsuit$ = Stayman                        **‼**
- $3\diamondsuit$ = TRSF to $\heartsuit$, **GF**+ superaccepts
- $3\heartsuit$ = TRSF to $\spadesuit$, **GF**+ superaccepts
- $3\spadesuit$ = TRSF to NT, no $\heartsuit\spadesuit$ stoppers
- $4\diamondsuit$, $4\heartsuit$ = 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♠ = takeout with opps' suit shortness, **GF**
- 4♦, 4♥ = Texas

**(2♦) − × − (2♥/♠) − 2NT**
**(P) − 3♣ − (P) − ?**

- PASS/3♦ = to play
- 3♥, 3♠ = **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♦) – × – (2♠) – ×**
**(3♥) – ?**

- PASS = 14-16, no 4♠ OR power double, **F1**
- × = 14-16, 4♠, defensive

## 3.8   Overcalls after mini 1NT opening

**(1NT[A]) – ?**

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

- × = 15+, 13+ on balancing position
- 2♣ = 44♥♠, 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♣ − (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 ...

# 4 Defensive signaling

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

- Highest from the honour sequence
- Highest from inner sequence (AQJx → 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 → 9
- T9 or T9xx(...) → T
- XT9(...) → T

## 4.2 Other

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