

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**⁺
- 2♥ = 5♠ 4♥ 5-11

- $2\spadesuit = 11+$ BAL, no $4\heartsuit$
- $2\text{NT} = 11-12$ 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 $1s\text{x} - 1s\text{y} - 1s\text{z}$ sequence (except: $1\clubsuit - 1\diamond = \text{negative}$).

1sx – 1sy

1sz – ?

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

1.2 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

1.3 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

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

$sx - 2sy$
 ?

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

$sx - 2sy$
 $2\text{NT} - ?$

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

$sx - 2sy$
 $2\text{NT} - 3\clubsuit$
 ?

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

!

1.5 Responder's 2_{NT} rebid

3-color auction

sx – **sy**

sz – ?

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

sx – **sy**

sz – 2_{NT}

?

- 3♣ = 3_{sy}
- 3♦ = 5_{sx} 4_{sz} 2_{sy} 2
- 3♥ = 5_{sx} 5_{sz} 2_{sy} 1
- 3♠ = 5_{sx} 5_{sz} 1-_{sy} 2+
- 3_{NT} = 5_{sx} 4_{sz} 1-_{sy} 3+

1.6 Rebid 2_{NT}

Accepting transfer agrees suit.

1♣ – 1♥

2_{NT} – 3♣

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

1♦ – 1♥

2_{NT} – 3♣

- 3♦ = 3♥
- 3♥ = 4♠, denies 3♥

- $3\spadesuit = 6\diamond$
- $3\text{NT} = 3+\clubsuit$

$1\clubsuit - 1\spadesuit$

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

- $3\diamond = 4\heartsuit$, may have $3\spadesuit$
- $3\heartsuit = 3\spadesuit$, denies $4\heartsuit$
- $3\spadesuit = 5\clubsuit$
- $3\text{NT} = 4\diamond$

$1\diamond - 1\spadesuit$

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

- $3\diamond = 4\heartsuit$, may have $3\spadesuit$
- $3\heartsuit = 3\spadesuit$, denies $4\heartsuit$
- $3\spadesuit = 6\diamond$
- $3\text{NT} = 3+\clubsuit$

1.7 1NT opening

1NT opening = (14)15-17 BAL

$1\text{NT} - ?$

- $2\clubsuit = \text{Stayman}$
- $2\diamond = \text{forces } 2\heartsuit$
- $2\heartsuit = \text{forces } 2\spadesuit$
- $2\spadesuit = \text{INV or TRSF to } \clubsuit$
- $2\text{NT} = \text{TRSF to } \diamond$
- $3\clubsuit = \text{Puppet Stayman}$
- $3\diamond = 55\clubsuit\diamond$
- $3\heartsuit = 3-\spadesuit 1-\heartsuit, 54\clubsuit\diamond$

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

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

1.8 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-♠

1.9 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 = 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
- 2sx = (9)10, solid 5sx
- 3♣ = (9)10, INV, 6♣
- 3sx = 4-fit, solid 5sx
- 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 – $1\heartsuit\spadesuit$

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

?

- $3s\text{xx}$ = 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

- $3\heartsuit = 4\text{-card support}$
- $4\heartsuit = \text{to play}$
- 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

$1sx - 1sy - ?$

- $2sz, sy < sz = \text{reverse}$
- $3sy, sy > sz = \text{jump shift}$
- $3sz, sy < sz = \text{jump reverse}$

$1m - 1\heartsuit$
?

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

3-color reverse biddings:

$sx - sy$
 $sz - ?$

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

$sx - sy$
 $sz - 2NT$
?

- $3\clubsuit = 3sy$

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

1.13 Preempt opening

$2\diamond - ?$

- $2\text{NT} = \text{OGUST}$ (after $2\diamond$ 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 3NT

$2\spadesuit - ?$

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

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

?

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

- $3♥ = 1-♣$
- $3♠ = 1-♦$

$2♥/2♠ - 3♦$
?

- 3OM = accept

$2sx - ?$

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

1.14 Acol $2♣$

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

$2♣ - ?$

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

$2♣ - 2♥$
?

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

$2♣ - 2♥$
 $2NT - ?$

System as after $2NT$ 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⁺, 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⁺, 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**

$1\heartsuit - 1NT$
?

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

$1\spadesuit - 1NT$
?

- PASS = 5332 12-14

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

$1\heartsuit - 1\spadesuit$

$2\clubsuit - ?$

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

$1\heartsuit - 1NT$

$2\clubsuit - ?$

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

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

$1♠ - 2NT$

$3♣ - ?$

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

2 Competitive bidding – dealing with interference

2.1 1♣♦ (×)

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♥
- 2♠ = ♠, (3)4♥INV⁺
- 2NT = 4+♥INV⁺
- 3♣ = ♣, (3)4♥INV⁺
- 3♦ = 4+♥, 6-9
- 3♥ = 4+♥, 0-5
- 3♠ = 4+♥, **ASK LSF**
- 3NT = semi-preempt, ♠, 4+♥
- 4♣ = semi-preempt, ♣, 4+♥

!!

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

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

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

!!

2.3 $1\clubsuit$ opening: dealing with opponent's preempt overcall

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

•

2.4 1♦ opening: dealing with opponent's preempt overcall

1♦ – (×) – ?

-

2.5 1♥ opening: dealing with opponent's preempt overcall

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

- $3\diamond = \text{mixed raise}$
- $3♥ = ♥ + \text{fit}, \text{INV}$
- $3♠ = \text{pre}$
- $4♣ = \text{splinter}$
- $4\diamond/4♥ = \text{NAT} + \text{fit}$

$1♠ - (2\diamond) - ?$

- $\times = \text{take out}$
- $2♥ = \text{F1}$
- $2♠ = 6-10$
- $2\text{NT} = ♣\text{INV}^+$
- $3♣ = \text{GF} + \text{fit}$
- $3\diamond = \text{INV} + \text{fit}$
- $3♥ = \text{mixed raise}$
- $3♠ = \text{pre}$
- $4♣/4♥ = \text{NAT} + \text{fit}$
- $4\diamond = \text{splinter}$

$1♠ - (2♥) - ?$

- $\times = \text{take out}$
- $2♠ = 6-10$
- $2\text{NT} = ♣\text{INV}^+$
- $3♣ = \diamond\text{INV}^+$
- $3\diamond = ♠, \text{GF}$
- $3♥ = ♠, \text{INV}$
- $3♠ = \text{pre}$
- $4♣/4\diamond = \text{NAT} + \text{fit}$
- $4♥ = \text{splinter}$

1♠ – (3♣) – ?

- ♠ = take out
- 3♦ = ♥, INV⁺
- 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

2.6 1♠ opening: dealing with opponent's preempt overcall

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+
- 3♣ = GF+ fit

- $3\diamond = \text{INV}^+ \text{ fit}$
- $3\heartsuit = \text{mixed raise}$
- $3\spadesuit = \text{pre}$
- $4\clubsuit/4\heartsuit = \text{NAT}^+ \text{ fit}$
- $4\diamond = \text{splinter}$

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

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

$1\spadesuit - (3\clubsuit) - ?$

- $\times = \text{take out}$
- $3\diamond = \heartsuit, \text{INV}^+$
- $3\heartsuit = \spadesuit, \text{mini-maxi}$
- $3\spadesuit = \spadesuit, \text{INV}$
- $3\text{NT} = \text{to play}$
- $4\clubsuit = \text{slam try, no } \clubsuit \text{ shortness}$
- $4\diamond = \text{slam try, } \clubsuit \text{ shortness}$
- $4\heartsuit/4\spadesuit = \text{to play}$

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

2.7 1NT – dealing with interference

1NT – (2♣) – ?

2♣ = ♣

- ✕ = Stayman

SYSTEM ON

1NT – (2♣^A) – ?

2♣ = 5/4 ♥♠

- ✕ = 8+

- $2\diamond, 2♥, 2♠, 3♣ = \text{to play}$
- $2NT = \text{minors}$

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

$2\diamond = \diamond$

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

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

$2\diamond = 6+ ♥♠$

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

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 – (2NT^A) – ?

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♣
- 2sx = forces sx+1

1NT – (♠) – P^A – (P)

♠♠ – (P) – ?

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

2.8 Dealing with Michaels & Unusual 2_{NT}

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

- $3\spadesuit = \text{splinter}$
- $4\clubsuit\heartsuit = \text{fit jump (5}\clubsuit\heartsuit \text{ with 2/3 honors, 7+, 4}\heartsuit\text{)}$

2.9 Acol interference

$2\clubsuit - (\spadesuit/\text{sany}) - ?$

$\spadesuit = \clubsuit$

- $\spadesuit\spadesuit/\spadesuit = \text{negative}$
- PASS = positive
- own suit = 4+ HCP, 5+ cards, **GF**

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

- $\spadesuit = \text{take out}$
- PASS = forces penalty \spadesuit

!

2.10 LSF – dealing with interference

...

ASK – (s •) – ?

- $\spadesuit = \text{no shortness}$
- PASS = shortness in s •
- other suit = shortness in this suit
- agreed suit = other shortness (if there is no place to bid it)

...

ASK – (\spadesuit) – ?

- $\spadesuit\spadesuit = \text{no shortness}$
- PASS = shortness in doubled suit
- other suit = shortness in this suit

2.11 RKCB – dealing with interference

4NT – (♠/5♣♠) – ?

DOPI

4NT – (5♥♠) – ?

DEPO

3 Defensive bidding – how to overcall

3.1 Overcalls after 1_{NT} opening

(1_{NT}) – ?

- $\times = 5\clubsuit\spadesuit + 4\heartsuit$
- \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_{NT}) – \times – (P) – ?

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

(1_{NT}) – $2\clubsuit$ – (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 2_{NT}

(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 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
- 5sx = 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

$(2NT) - ?$

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

3.7 Dealing with Multi/Wilkosz

$(2\diamond) - ?$

- $\times = (13)14-16$ BAL, no $5\heartsuit$, 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
- $3\diamond = \diamond$, not 5332/5422
- $3\heartsuit, 3\spadesuit = \text{solid suit, weaker than power double}$
- $3NT = \clubsuit$
- $4\clubsuit = \clubsuit + \heartsuit$
- $4\diamond = \diamond + \heartsuit$

!!

!!

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

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 $1-\heartsuit$
- $2NT = 17-19, \text{BAL}$

!!

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

- 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^A) – ?

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

$1\clubsuit - (1s\textcolor{teal}{x}) - ?$

- $3\clubsuit =$ preempt

$\dots 5s\textcolor{teal}{x} - ?$

$5s\textcolor{teal}{x} =$ query kings

- agreed suit = no kings
- $5s\textcolor{teal}{x}+1 =$ lowest side-suit king or two other kings
- $5s\textcolor{teal}{x}+2 =$ middle side-suit king or two other kings
- $5s\textcolor{teal}{x}+3 =$ 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