

Bridge Bidding System

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1 One side bidding	3
1.1 1♣ opening	3
1.2 1♦ opening	5
1.3 Negative 1♦	6
1.4 Two-way checkback	7
1.5 Flannery	7
1.6 1♥♠ opening	7
1.7 2/1 GF	10
1.8 Responder's 2NT rebid	10
1.9 Rebid 2NT	11
1.10 1NT opening	12
1.11 2NT opening	12
1.12 Minor Puppet Stayman	13
1.13 Drury	15
1.14 Non Serious 3NT	17
1.15 Reverses, jump shifts and jump reverses	17
1.16 Preempt opening	18
1.17 Acol with controls	18
1.18 Rebid with 3-card support	18
1.19 Ask LSF	18
1.20 Gazilli	19
1.21 Mini Splinters	21
2 Competitive bidding – dealing with interference	23
2.1 1♣♦ (×)	23
2.2 1♥♠ (×)	23
2.3 1♣ opening: dealing with opponent's overcall	24
2.4 1♣ opening: dealing with opponent's preempt overcall	24
2.5 1♦ opening: dealing with opponent's overcall	25
2.6 1♦ opening: dealing with opponent's preempt overcall	25

2.7	1♥ opening: dealing with opponent's overcall	25
2.8	1♥ opening: dealing with opponent's preempt overcall	25
2.9	1♠ opening: dealing with opponent's overcall	25
2.10	1♠ opening: dealing with opponent's preempt overcall	25
2.11	1NT – dealing with interference	25
2.12	Dealing with Michaels & Unusual 2nt	29
2.13	Acol interference – controls	30
2.14	LSF – dealing with interference	30
2.15	RKCB – dealing with interference	30
3	Defensive bidding – how to overcall	31
3.1	Overcalls after 1NT opening	31
3.2	Michaels & Unusual 2nt	32
3.3	Dealing with preempts	33
3.4	Two-suiter overcalls	35
3.5	2NT overcall after major preempt	36
3.6	Overcalls after 2NT opening	40
3.7	Dealing with Multi/Wilkosz	40
3.8	Overcalls after mini 1NT opening	43
3.9	Other	44
4	Defensive signaling	45
4.1	Opening lead – Polish (upside down) version	45
4.2	Other	45

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

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

bidding higher suit denies lower stopper

$1\diamond - 2\spadesuit$

?

- $2NT =$ BAL min
- $3\clubsuit = 4+\clubsuit$ min
- $3\diamond = 5+\diamond$ min
- $3\heartsuit = 1-\heartsuit, 5+\diamond$ **GF**
- $3\spadesuit = 1-\spadesuit, 5+\diamond$ **GF**
- $3NT =$ to play

1.3 Negative $1\diamond$

$1\clubsuit - ?$

- $1\diamond = 0-6$ or $16+$ BAL or $5+\diamond$ 7-11

$1\clubsuit - 1\diamond$

?

- $1\heartsuit = 3+$
- $1\spadesuit = 3+$
- $1NT = 18-20$ BAL
- $2\clubsuit = 5+\clubsuit$
- $2\diamond/2\heartsuit/2\spadesuit =$ serious revers (19+)
- $3\clubsuit =$ serious invite 19-20

$1\clubsuit - 1\diamond$

$1\heartsuit - ?$

- $1\spadesuit = 4+\spadesuit$

- $1\text{NT} = 3-\heartsuit, 3-\spadesuit$
- $2\clubsuit = 5+\clubsuit$
- $2\diamondsuit = 5+\diamondsuit$ 4-11
- $2\spadesuit$ over $1\heartsuit = \clubsuit\diamondsuit$ 10-11
- $2\text{NT} = 16+$ BAL
- $3\clubsuit\diamondsuit = 6+\clubsuit\diamondsuit$ 9-11 bad suit

1.4 Two-way checkback

After any $1\text{x} - 1\text{y} - 1\text{z}$ sequence (except: $1\clubsuit - 1\diamondsuit = \text{negative}$).

$1\text{x} - 1\text{y}$

$1\text{z} - ?$

- $2\clubsuit = \text{any invite, forces } 2\diamondsuit$
- $2\diamondsuit = \text{any GF}$

1.5 Flannery

$1\clubsuit\diamondsuit - 2\heartsuit$

?

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

!!

1.6 $1\heartsuit\spadesuit$ opening

$1\heartsuit - ?$

- $1\spadesuit = 4+\spadesuit$, no $3\heartsuit$ OR $5\spadesuit$ $3\heartsuit+$ GF
- $1\text{NT} = 5\text{-}11\text{HCP}$, (or $5\text{-}7\text{HCP}$ with $2\text{-}3\heartsuit$)
- $2\clubsuit = \text{any GF}$
- $2\diamondsuit = 5\diamondsuit$, GF
- $2\heartsuit = \text{constructive raise}$
- $2\spadesuit = \text{mini splinter}$
- $2\text{NT} = \text{limit raise}$

- 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** (→ 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**

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

$x - 2y$
2NT - ?

- $3\clubsuit$ = checkback

$x - 2y$
2NT - $3\clubsuit$
?

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

!

1.8 Responder's 2NT rebid

3-color auction

$x - y$
 $z - ?$

- 4th suit = ask for stopper, GF
- 2NT = ask shape, GF

$x - y$
 $z - 2NT$
?

- $3\clubsuit = 3y$
- $3\diamondsuit = 5x \ 4z \ 2y \ 2$
- $3\heartsuit = 5x \ 5z \ 2y \ 1$
- $3\spadesuit = 5x \ 5z \ 1-y \ 2+$

- $3_{NT} = 5x\ 4z\ 1-y\ 3+$

1.9 Rebid 2_{NT}

Accepting transfer agrees suit.

$1\clubsuit - 1\heartsuit$
 $2_{NT} - 3\clubsuit$

- $3\diamondsuit = 3\heartsuit$
- $3\heartsuit = 4\spadesuit$, denies $3\heartsuit$
- $3\spadesuit = 5\clubsuit$
- $3_{NT} = 4\diamondsuit$

$1\diamondsuit - 1\heartsuit$
 $2_{NT} - 3\clubsuit$

- $3\diamondsuit = 3\heartsuit$
- $3\heartsuit = 4\spadesuit$, denies $3\heartsuit$
- $3\spadesuit = 6\diamondsuit$
- $3_{NT} = 3+\clubsuit$

$1\clubsuit - 1\spadesuit$
 $2_{NT} - 3\clubsuit$

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

$1\diamondsuit - 1\spadesuit$
 $2_{NT} - 3\clubsuit$

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

1.10 1_{NT} opening

TODO

1.11 2_{NT} opening

2_{NT}^A opening = 21-22 BAL, may have 5♥♠

2_{NT} – ?

- 3♣ = Puppet Stayman
- 3♦ = →♥+ superaccepts
- 3♥ = →♠+ superaccepts
- 3♠ = forces 3_{NT}
- 3_{NT} = 5♠ 4♥, NF
- 4♣ = 55 ♥♠
- 4♦, 4♥ = Texas
- 4_{NT} = quantitative

2_{NT} – 3♦

?

- 3♥ = 2♥
- 3♠ = 4+♥, cue bid
- 3_{NT} = 3♠
- 4♣, 4♦ = 4+♥, cue bid

2_{NT} – 3♥

?

- 3♠ = 2♠
- 3_{NT} = 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 = 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 ♦

1.13 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♥♠
 ?

- 3x = 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 – ?

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

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

$1\heartsuit - 1\text{NT}$

$2\clubsuit - 2\diamondsuit$

?

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

$1\spadesuit - 1\text{NT}$

$2\clubsuit - 2\diamondsuit$

?

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

1.21 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)

2 Competitive bidding – dealing with interference

2.1 1♣♦ (×)

TODO

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♦ = 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⁺
- 3♣ = ♣, (3)4♠INV⁺
- 3♦ = ♦, (3)4♠INV⁺
- 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

2.3 1♣ opening: dealing with opponent's overcall

TODO

2.4 1♣ opening: dealing with opponent's preempt 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

SYSTEM ON

1NT – (2♣^A) – ?

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♦^A) – ?

2♦ = 6+ ♥♠

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

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

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

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

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

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

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

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

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

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♣ = forces ♣+1

1NT – (♠) – P^A – (P)

♠♠ – (P) – ?

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

2.12 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♠ = 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 1_{NT} opening

(1_{NT}) – ?

- $\times = 5\clubsuit + 4\heartsuit$
- \times in balancing position = $5\clubsuit + 4\heartsuit$ or $6\clubsuit$
- $2\clubsuit = 54\heartsuit$
- $2\diamond = 6+\heartsuit$
- $2\heartsuit = 5\heartsuit + 4\clubsuit$
- $2\spadesuit = 5\spadesuit + 4\clubsuit$

(1_{NT}) – \times – (P) – ?

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

(1_{NT}) – $2\clubsuit$ – (P) – ?

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

(1_{NT}) – $2\diamond$ – (P) – ?

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

- $2\spadesuit = \text{INV}$ with \heartsuit

3.2 Michaels & Unusual 2_{NT}

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

$1\clubsuit = 2+$ or fully artificial

- $1\diamond = \text{NAT}$ (5+)
- $2\clubsuit = \text{NAT}$
- $2\diamond = \text{Michaels}$

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

$1\clubsuit = 3+$

- $1\diamond = \text{NAT}$ (5+)
- $2\clubsuit = \text{Michaels}$
- $2\diamond = \text{weak}$ (6+)

$(1\diamond) - ?$

- $2\diamond = \text{Michaels}$

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

- $2\heartsuit = \text{preference}$
- $3\clubsuit = \heartsuit, \text{INV}^+$
- $3\diamond = \spadesuit, \text{INV}^+$
- $3\heartsuit = \text{mixed raise}$
- $4\heartsuit = \text{preempt}$

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

- $2\spadesuit = \text{to play}$
- $2_{\text{NT}} = \text{show minor, INV}^+$
- $3\clubsuit = \text{pass/correct}$
- $3\diamond = \spadesuit \text{ fit, INV}^+$
- $3\spadesuit = \text{mixed raise}$

(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♠) – ✕ – (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 ♦

- $4\spadesuit = 3\spadesuit$

$(2\heartsuit) - 2NT - (P) - 3\diamond$
 $(P) - ?$

- $3\heartsuit = \text{minors}$
- $3\spadesuit = 4\spadesuit$
- $3NT = \text{to play}$

$(2\heartsuit) - 2NT - (P) - 3\heartsuit$
 $(P) - 3\spadesuit - (P) - ?$

- $\text{PASS} = \text{weak}, 5+\spadesuit$
- $3NT = \text{PASS/correct}$
- $4\clubsuit/4\diamond = \text{NAT}$

$(2\heartsuit) - 2NT - (P) - 3\spadesuit$
 $(P) - 3NT - (P) - ?$

- $4\clubsuit/4\diamond = \text{NAT, agreeing suit}$
- $4\heartsuit = 1\spadesuit$, both minors
- $4\spadesuit = \text{void } \spadesuit$, both minors

$(2\heartsuit) - 2NT - (P) - 4\heartsuit$
 $(P) - 4\spadesuit - (P) - ?$

- $4NT = \text{RKCB 1430}$
- $5\text{x} = \text{EX 0314}$

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

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

- $4♥ = 6+♥$
- $4♠ = \text{minors}$
- $4NT = \text{quantitative}$

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

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

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

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

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

- $3NT = \text{weak own suit}$
- $4♣, 4♦ = \text{own suit}$
- $4♥ = 3♥$

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

- $PASS = \text{weak, } 5+♥$
- $3NT = PASS/\text{correct}$
- $4♣/4♦ = NAT$

$(2♠) - 2NT - (P) - 3♥$
 $(P) - 3♠ - (P) - ?$

- $4♣/4♦ = NAT, \text{ agreeing suit}$

- $4♥ = 1♠$ both minors
- $4♠ = \text{void } ♠$ both minors

$(2♠) - 2NT - (P) - 3♠$
 $(P) - ?$

- $4♣ = 4♥$
- $3NT = \text{to play}$

$(2♠) - 2NT - (P) - 4♦$
 $(P) - 4♥ - (P) - ?$

- $4NT = \text{RKCB } 1403$
- $4♠/5♣/5♦ = \text{EX } 0314$

3.6 Overcalls after $2NT$ opening

$(2NT) - ?$

- $× = ♣♠ \text{ OR } ♥♥$
- $3♣ = ♣♦ \text{ OR } ♥♠$
- $3♦ = ♣♥ \text{ OR } ♦♠$

3.7 Dealing with Multi/Wilkosz

$(2♦) - ?$

- $× = (13)14-16 \text{ BAL, no } 5♥♠, \text{ may have minor singleton}$
- $2♥ = 11-15, 5+♥$
- $2♠ = 11-15, 5+♠$
- $2NT = 17-19, \text{ BAL}$
- $3♣ = ♣, \text{ not } 5332/5422$
- $3♦ = ♦, \text{ not } 5332/5422$
- $3♥, 3♠ = \text{solid suit, weaker then power double}$
- $3NT = ♣♦$
- $4♣ = ♣ + ♥♠$

!!

!!

- $4\diamond = \diamond + \heartsuit\spadesuit$

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

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
- $2\heartsuit\spadesuit = 5+\heartsuit\spadesuit$, 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 $\heartsuit\spadesuit$ stoppers
- $4\diamond, 4\heartsuit =$ 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 ($AQJx \rightarrow Q$)
- 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 $T9xx(\dots) \rightarrow T$
- $XT9(\dots) \rightarrow T$

4.2 Other

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