

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+♦, **GF**
- 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

$1\clubsuit\diamond - 2\heartsuit$
?

- $2NT =$ **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**, usually no 5-card (or $5+♣$)
- $2♦ = 5♦$, **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**, usually no 5-card (or 5+♣)
- 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 – $3\heartsuit$
?

- $3\spadesuit = \text{NAT}$
- $3NT = \text{to play}$
- $4\heartsuit = \text{exclusion, choose } \clubsuit\spadesuit$
- $4NT = \text{choose } \clubsuit\spadesuit$

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

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

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

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

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

$2\spadesuit = \spadesuit$

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

- $3\spadesuit = 5+\heartsuit$, **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 2NT opening

2NT^A opening = 21-22 BAL, may have 5M

$2\text{NT} - ?$

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

!

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

2NT – 3♦
?

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

2NT – 3♥
?

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

2NT – 3♠
3NT – ?

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

7 Drury

OFF in competition

P – 1M
?

- $1\text{NT} = 8-11$, no fit
- $2\clubsuit = 4\text{-fit mixed raise (7)8-10DP OR } 3\text{-fit (9)10-11DP}$
- $2\text{M} = 3\text{-fit, } 4-8\text{DP}$

- $2\mathbf{x} = (9)10$, solid $5\mathbf{x}$
- $3\clubsuit = (9)10$, **INV**, $6\clubsuit$
- $3\mathbf{x} = 4\text{-fit}$, solid $5\mathbf{x}$
- $2\text{NT} = 4\text{-fit}$, solid $5\clubsuit$
- $3\mathbf{M} = 5\text{-fit } 4\text{-}6\text{DP}$ (or 4 with shortness)
- $3\text{NT over } 1\spadesuit$ ($3\spadesuit$ over $1\heartsuit$) = Two Tiered Splinters = $4+\mathbf{M}$, unspecified singleton, $(10)11\text{DP}$
- $4\clubsuit/4\diamond/4\heartsuit = \text{void splinter}$

P – $1\heartsuit$

$2\clubsuit$ – ?

- $2\heartsuit = \text{no interest in the game}$
- $2\diamond = \mathbf{INV}$
- $2\spadesuit = \mathbf{ASK LSF}$, usually 18-20 BAL
- $2\text{NT}/3\clubsuit/3\diamond = 55(54)$ Slam Try ($2\text{NT} = \spadesuit$)
- $3\text{NT}/3\spadesuit/4\clubsuit/4\diamond = \text{splinter}$ ($3\text{NT} = 4\diamond$)
- $4\heartsuit = \text{to play}$

P – $1\spadesuit$

$2\clubsuit$ – ?

- $2\spadesuit = \text{no interest in the game}$
- $2\diamond = \mathbf{INV}$
- $2\text{NT} = \mathbf{ASK LSF}$, usually 18-20 BAL
- $3\clubsuit/3\diamond/3\heartsuit = 55(54)$ Slam Try
- $3\text{NT}/4\clubsuit/4\diamond/4\heartsuit = \text{splinter}$ ($3\text{NT} = 4\heartsuit$)
- $4\spadesuit = \text{to play}$

P – $1\mathbf{M}$

$2\clubsuit$ – $2\mathbf{M}$

?

- $3\mathbf{x} = \text{NAT}$, unspecified singleton, $+4\text{-fit } \mathbf{M}$ support

P – 1M

2♣ – 2♦

?

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

8 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

9 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.

10 Reverses, jump shifts and jump reverses

1 x – 1 y – ?

- 2 z , $\text{y} < \text{z}$ = reverse
- 3 y , $\text{y} > \text{z}$ = jump shift
- 3 z , $\text{y} < \text{z}$ = jump reverse

1 m – 1♥ – ?

- 1♠ = 4♠, 12-17
- 2♠ = 4♠, (18)19+

11 Preempt opening

2♦ – ?

- 2NT = OGUST (after 2♦ only!)

2♦ – 2♦
?

- 3♣ = 5-7, bad ♦ quality
- 3♦ = 5-7, good ♦ quality
- 3♥ = 8-10, bad ♦ quality
- 3♠ = 8-10, good ♦ quality

2♥ – ?

- 2♠ = ASK LSF
- 2NT = 5+♠

2♠ – ?

- 2NT = ASK LSF

12 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♠ = 5♠, **INV** (8-11)
- 3NT = no 4♠, ♥ stopper
- 4♥ = ♣♦, 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♠ = ♣♦, 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) – 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

13 Acol 2♣

2♣ opening = 23+ HCP or 9.5 winning tricks

2♣ – ?

- 2♦ = positive 4+, **GF**
- 2♥ = negative 3-
- 2♠, 3♣, 3♦ = own suit 5+
- 2NT = own suit (♥) 5+

2♣ – 2♥
?

- PASS = good ♥
- 2♠ = 5+, **F1**
- 2NT = min, BAL, **NF**

any other bid = **GF**

2♣ – 2♦
?

- 2NT = min, BAL
- 2♥, 2♠, 3♣, 3♦ = 5+, **BAL**
- 3♥, 3♠, 4♣, 4♦ = agreeing suit

2♣ – 2♦
2NT – ?

System as after 2NT opening

2♣ – 2♦
2♥ – ?

- 3♥ = fit
- 3♠ = no fit, relay

2♣ – 2♦
2♠ – ?

- 2NT = no fit, relay
- 3♠ = fit

2♣ – 2♦

2♥ – 2♠

?

- 2NT = 5♥ + 4♣
- 3♣ = 5♥ + 4♦
- 3♦ = 6♥
- 3♥ = 5♥ + 4♠

2♣ – 2♦

2♠ – 2NT

?

- 3♣ = 5♠ + 4♦
- 3♦ = 5♠ + 4♥
- 3♥ = 6♠
- 3♠ = 5♠ + 4♣

14 Acol – Kokish relay

2♣ – 2♦

?

- 2♥ = Kokish relay, forces 2♠
- 2NT = 23-24, BAL

2♣ – 2♦

2♥ – 2♠

?

- 2NT = 25+, BAL
- 3♣ = 6♥, 23+
- 3♦ = 5♥+4♦, 23+
- 3♥ = 5♥+4♣, 23+
- 3♠ = 5♥+4♠, 23+

2♣ – 2♦

2♥ – 2♠

2NT – ?

SYSTEM ON

2♣ – 2♦

2♥ – 2♠

3♠ – ?

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

15 Acol interference

Acol interference

2♣ – (x) – ?

- x = negative
- PASS = positive

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

- $3\clubsuit = 4\spadesuit + 4\clubsuit$, INV
- $3\diamond = 5\spadesuit$, INV⁺, ASK LSF
- $3\heartsuit = 4\spadesuit$, GF

17 Ask LSF

All basic ASK LSF sequences:

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

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

Answering:

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

18 Gazilli

$1\heartsuit - 1\spadesuit$
?

- $2\clubsuit = 5\heartsuit \clubsuit$ 11-15 OR 16+ HCP **F1**

$1\heartsuit - 1NT$
?

- $2\clubsuit = 5\heartsuit \clubsuit$ 11-15 OR 16+ HCP **F1**
- $2\diamond = 5\heartsuit 4\diamond$ 11-15
- $2\heartsuit = 11-15$
- $2\spadesuit = 6\heartsuit 5\spadesuit$ **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
- $2♠ = 5♥, = 3♠$ 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♥ = 5♠ 4♥ 16+
- 3♠ = 6♠ 16+

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♦ = ♦ shortness
- 3♥ = ♠ shortness
- 3♠ = ♠ shortness **GF** (max)

1♠ – 2NT
3♣ – ?

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

20 Transfers after 1_M (×)

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**⁺

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

!!

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

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

!!

21 2NT overcall after major preempt

(2M) – ?

- 2NT = 16-18 BAL, promises **M** 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

- $4\clubsuit, 4\diamondsuit = \text{own suit}$
- $4\heartsuit = 3\heartsuit$

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

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

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

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

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

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

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

- $4\spadesuit = \text{RKCB 1403}$
- $4\text{NT} = \text{EX } \spadesuit \text{ 0314}$
- $5\clubsuit/5\diamondsuit = \text{EX 0314}$

22 Overcalls after 2NT opening

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

- $\times = \clubsuit\spadesuit \text{ OR } \diamondsuit\heartsuit$
- $3\clubsuit = \clubsuit\diamondsuit \text{ OR } \heartsuit\spadesuit$
- $3\diamondsuit = \clubsuit\heartsuit \text{ OR } \diamondsuit\spadesuit$

23 Dealing with Multi/Wilkosz

(2♦) – ?

- ✕ = (13)14-16 BAL, no 5M, 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♦ = ♦+♥♠

!!

!!

(2♦) – P – (P^A) – ?

System like after 2♦ preempt.

(2♦) – P – (2♥) – ?

- PASS = no suitable call OR takeout with ♠ shortness
- ✕ = 14-16 BAL
- 2♠ = 11-15, 5+♠, may be solid 4♠ with 1-♥
- 2NT = 17-19, BAL

!!

(2♦) – P – (2♠) – ?

- PASS = no suitable call OR takeout with ♥ shortness
- ✕ = takeout with ♠ 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 4M
- 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

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

- PASS = 14-16, no $4\clubsuit$ OR power double, **F1**
- $\times = 14-16, 4\clubsuit$, defensive

24 Other

$1\clubsuit - (1\heartsuit) - P - (2\heartsuit)$
 $?$

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

$1\clubsuit - (1\spadesuit) - P - (2\spadesuit)$
 $?$

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

$1\diamondsuit - (1\spadesuit) - P - (2\spadesuit)$
 $?$

- $\times = \diamondsuit \heartsuit$, choose
- $3\clubsuit = \clubsuit \diamondsuit$, choose

$1\diamondsuit - (1\heartsuit) - P - (2\heartsuit)$
 $?$

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