

# 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<sup>+</sup>
- 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

$1\clubsuit - 1\diamond$

$1\heartsuit - ?$

- $1\spadesuit = 4+\spadesuit$

- $1\text{NT} = 3\text{-}\heartsuit, 3\text{-}\spadesuit$
- $2\clubsuit = 5+\clubsuit$
- $2\diamondsuit = 5+\diamondsuit$  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
- $2\heartsuit = \text{constructive raise}$
- $2\spadesuit = \spadesuit$  preempt ( $3\text{-}7$ ,  $6+\spadesuit$ )
- $2\text{NT} = \text{limit raise}$



- 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<sup>+</sup>** 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 1NT opening

1NT – ?

- 2♣ = Stayman
- 2♦/2♥ = → ♥♠
- 2♠ = → ♣
- 2NT = 6+♦ weak/**GF** or ♣♦ weak (54)
- 3♣ = Puppet Stayman (like after 2NT opening) !
- 3♦ = 6+♦ **INV**
- 3♥♠ = 4441 (♥♠ shortness) **GF** ?

1NT – 2♣

?

- 2♦ = no 4♥♠
- 2♥ = 4♥
- 2♠ = 4♠
- 2NT = both 4♥♠, min
- 3♣ = both 4♥♠, max

1NT – 2♣

2♦ – ?

- 2♥ = ♥♠ weak
- 2♠ = 5♠, **INV**
- 2NT = **INV**
- 3♣ = ask shape
- 3♦ = ask 3♥♠
- 3♥ = ♣ shortness
- 3♠ = ♦ shortness

1NT – 2♣

2♦ – 3♣

?

- 3♦ = 5♣♦
- 3♥ = 2♠
- 3♠ = 2♥
- 3NT = 33(34)

?

1NT – 2♣

2♦ – 3♦

3♥♠ – ?

- 3NT/4♥♠ = to play
- other = cuebid

1NT – 2♣

2♥ – ?

- 2♠ = relay (2NT = min, 3♣ = max)
- 2NT = 5♠, INV
- 3♣ = ask shape
- 3♦ = ♣♦ shortness
- 3♥ = INV
- 3♠/4♣♦ = splinter

1NT – 2♣

2♥ – 2♠

2NT – ?

- PASS - INV BAL
- 3♣ = 6♣ 4♠INV
- 3♦ = 6♦ 4♠INV
- 3♥ = 4♥ slam try, no splinter
- 3NT = choice of games

1NT – 2♣

2♥ – 2♠

3♣ – ?

- 3♦ = 6♣♦ 4♠ (3♥ = ask)
- 3♥ = 4♥ slam try, no splinter
- 3NT = to play

1NT – 2♣

2♠ – ?

- 2NT = INV
- 3♣ = ask shape
- 3♦ = ♣♦ shortness
- 3♥ = 4♥ slam try, no splinter
- 3♠ = INV

1NT – 2♣

2♥♠ – 3♣

?

- 3♦ = 43♣♦
- 3♥ = 4♣
- 3♠ = 4♦
- 3NT = 4333 (4♥♠)

1NT – 2♣

2NT – ?

- PASS = INV BAL
- 3♣ = 6+♦, ♣ shortness, no 4♥♠, GF
- 3♦ = 4+♥
- 3♥ = 4+♠

1NT – 2♣

3♣ – ?

- 3♦ = 4+♥

- $3\heartsuit = 4+\spadesuit$
- $3\spadesuit = 6+\diamondsuit, \clubsuit$  shortness, no  $4\heartsuit\spadesuit$ , **GF**

1NT –  $2\diamondsuit/2\heartsuit$   
?

- $2\heartsuit\spadesuit = \text{acc}$
- $2\text{NT} = 4+\heartsuit\spadesuit \text{ max}$
- $3\heartsuit\spadesuit = 4+\heartsuit\spadesuit \text{ min}$

1NT –  $2\diamondsuit$   
 $2\heartsuit - ?$

- $2\spadesuit = \text{INV}$
- $2\text{NT} = 4+\clubsuit\text{GF}$
- $3\clubsuit = 4+\diamondsuit\text{GF}$
- $3\diamondsuit = 6+\heartsuit\text{GF}$
- $3\heartsuit = 5\heartsuit 4\spadesuit, \text{INV}$
- $3\spadesuit/4\clubsuit\diamondsuit = \text{splinter}$

1NT –  $2\diamondsuit$   
 $2\heartsuit - 2\spadesuit$   
?

- $2\text{NT}/3\heartsuit = \text{min}$
- $3\clubsuit = \text{max}$ , no  $3\heartsuit$
- $3\diamondsuit = \text{max}$ ,  $3\heartsuit$
- $3\text{NT} = \text{choice of games}$

1NT –  $2\diamondsuit$   
 $2\heartsuit - 2\text{NT}$   
?

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



1NT – 2♥

2♠ – ?

- 2NT = 4+♣GF
- 3♣ = 4+♦GF
- 3♦ = 55♥♠, INV
- 3♥ = 6+♠GF
- 3♠ = 6+♠INV

1NT – 2♠

?

- 2NT = min
- 3♣ = max

1NT – 2NT

?

- 3♣♦ = better minor

1NT – 2NT

3♣♦ – ?

- 3♦ = to play
- 3♥♠ = splinter (agreeing ♦)

## 1.11 2NT opening

2NT<sup>A</sup> opening = 21-22 BAL, may have 5♥♠

2NT – ?

- 3♣ = Puppet Stayman
- 3♦ = →♥+ superaccepts
- 3♥ = →♠+ superaccepts
- 3♠ = forces 3NT
- 3NT = 5♠ 4♥, NF
- 4♣ = 55 ♥♠

!

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

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

?

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

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

?

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

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

$3\text{NT} - ?$

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

## 1.12 Minor Puppet Stayman

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

$3\diamond - ?$

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

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

$3\heartsuit - ?$

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

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 – ?

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

x – y  
z – 2NT  
?

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

- $1\heartsuit - 2\heartsuit$   
 $2\heartsuit + 1^A$
- $1\clubsuit - 1\heartsuit$   
 $3\heartsuit - 3\heartsuit + 1^A$

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

**Answering:**

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

## 1.20 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**
- $2\text{NT} = 6\heartsuit 5\clubsuit\spadesuit$  **GF**
- $3\clubsuit = 5\heartsuit 5\clubsuit$  **GF**
- $3\diamondsuit = 5\heartsuit 5\diamondsuit$  **GF**
- $3\heartsuit = \text{agreeing } \heartsuit$  **GF**

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

?

- PASS = 5332 12-14
- $2\clubsuit = 5\spadesuit\clubsuit$  11-15 OR 16+ HCP **F1**
- $2\diamondsuit = 5\spadesuit 4\diamondsuit$  11-15
- $2\heartsuit = 5\spadesuit 4\heartsuit$  11-15
- $2\spadesuit = 11-15$
- $2\text{NT} = 6\spadesuit 5\clubsuit\spadesuit$  **GF**
- $3\clubsuit = 5\spadesuit 5\clubsuit$  **GF**
- $3\diamondsuit = 5\spadesuit 5\diamondsuit$  **GF**
- $3\heartsuit = 5\spadesuit 5\heartsuit$  **GF**
- $3\spadesuit = \text{agreeing } \spadesuit$  **GF**

$1\heartsuit - 1\spadesuit$

$2\clubsuit - ?$

- $\diamondsuit = 8+$
- $\heartsuit = 2\heartsuit$  5-7
- $\spadesuit = \text{good } 5\spadesuit$  5-7
- $2\text{NT} = 1-\heartsuit$  5-7
- $3\clubsuit = 6+\clubsuit$  5-7
- $3\diamondsuit = 6+\diamondsuit$  5-7
- $3\heartsuit = \heartsuit \text{ fit, } \heartsuit$  **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

- $2\spadesuit = 5\heartsuit 4\spadesuit 16+$
- $2NT = 5332 \text{ } 18-20$
- $3\clubsuit = 5\heartsuit 4\clubsuit 16+$
- $3\diamond = 5\heartsuit 4\diamond 16+$
- $3\heartsuit = 6\heartsuit 16+$

$1\spadesuit - 1NT$

$2\clubsuit - 2\diamond$

?

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

## 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**<sup>+</sup>
- 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

1♣ – (1♦) – ?

- × = 7+, 4+♥
- 1♥ = 7+, 4+♠
- 1♠ = → 1NT
- 1NT = 7-10, ♦ stopper
- 2♣ = 54♥♠ 6-11
- 2♦/2♥/2♠ = transfer to ♥/♠/♣ 6+, weak/**GF**
- 2NT = **INV**

- $3\clubsuit = \text{INV}$
- $3\diamond = \text{ask stopper, long } \clubsuit$

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

- $\times = 7+, 4+\spadesuit$
- $1\spadesuit = \rightarrow 1\text{NT}$
- $1\text{NT} = 7-10, \heartsuit \text{ stopper}$
- $2\clubsuit/2\heartsuit/2\spadesuit = \text{transfer to } \diamond/\spadesuit/\clubsuit \text{ } 6+, \text{ weak}/\text{GF}$
- $2\diamond = \text{INV}^+, \text{ ask stopper}$
- $2\text{NT} = \text{INV}$
- $3\clubsuit/3\diamond/3\spadesuit = \text{INV}$

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

- $\times = 4-5\heartsuit$
- $1\text{NT} = 7-10, \spadesuit \text{ stopper}$
- $2\clubsuit/2\diamond/2\spadesuit = \text{transfer to } \diamond/\heartsuit/\clubsuit \text{ } 6+, \text{ weak}/\text{GF}$
- $2\heartsuit = \text{GF}, \text{ ask stopper}$
- $2\text{NT} = \text{INV}$
- $3\clubsuit/3\diamond/3\heartsuit = \text{INV}$

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

- $\times = \text{penalty } 9+$
- $2\clubsuit = 54\heartsuit\spadesuit (44)$
- $2\diamond/2\heartsuit/2\spadesuit = \text{NF}$
- $2\text{NT} = 55\clubsuit\diamond$
- $3x = \text{INV } \text{BAL}$

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

$2\clubsuit = \clubsuit$

- $\times = \text{negative}$
- $2\diamond/2\heartsuit/2\spadesuit = \text{NF}$

- $2\text{NT} = 54\heartsuit\spadesuit\text{GF}$
- $3\clubsuit/3\diamond/3\heartsuit = \text{transfer to } \diamond/\heartsuit/\clubsuit\ 5+, \text{INV}^+$
- $3\spadesuit = \text{ask } \clubsuit \text{ stopper}$
- $3\text{NT} = \text{to play}$

## 2.4 $1\clubsuit$ opening: dealing with opponent's pre-empt overcall

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

$2\diamond = \diamond$

- $\times = \text{takeout}$
- $2\heartsuit/2\spadesuit = \text{NAT NF}$
- $2\text{NT}/3\diamond/3\heartsuit = \text{transfer to } \clubsuit/\heartsuit/\spadesuit\text{INV}^+$
- $3\clubsuit = 54\heartsuit\spadesuit\text{GF}$
- $3\spadesuit = \text{ask for } \diamond \text{ stopper}$

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

- $\times = \text{takeout}$
- $2\spadesuit = \text{NAT NF}$
- $2\text{NT}/3\clubsuit/3\heartsuit = \text{transfer to } \clubsuit/\diamond/\spadesuit\text{INV}^+$
- $3\diamond = \text{ask stopper}$
- $3\spadesuit = \clubsuit\diamond$

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

- $\times = \text{takeout}$
- $2\text{NT}/3\clubsuit/3\diamond = \text{transfer to } \clubsuit/\diamond/\heartsuit\text{INV}^+$
- $3\heartsuit = \text{ask stopper}$
- $3\spadesuit = \clubsuit\diamond$

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

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

- $\times$  = takeout
- $3\clubsuit = 54\heartsuit\spadesuit$ , **GF**
- $3\diamond/3\heartsuit$  = transfer to  $\heartsuit/\spadesuit$ , **INV**<sup>+</sup>
- $3\spadesuit = \rightarrow 3\text{NT}$

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

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

- $\times$  = takeout, **GF**
- $3\diamond/3\heartsuit$  = transfer to  $\heartsuit/\spadesuit$ , **INV**<sup>+</sup>
- $3\spadesuit$  = transfer to  $\diamond$ , **GF**

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

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

- $\times$  = takeout, **GF**
- $3\heartsuit$  = transfer to  $\spadesuit$ , **INV**<sup>+</sup>
- $3\spadesuit$  = transfer to  $\diamond$ , **GF**

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

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

- $\times = \spadesuit$ , **GF**
- $3\spadesuit = 4\spadesuit$ , no  $\heartsuit$  stopper, **GF**

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

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

- $\times = 4\heartsuit$ , **GF**, no  $\spadesuit$  stopper

## 2.5 $1\diamond$ opening: dealing with opponent's overcall

$1\diamond - (1\heartsuit) - ?$

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

- $\times = 4+\spadesuit$



- $1\spadesuit = \rightarrow 1\text{NT}$
- $1\text{NT} = 7-10$
- $2\clubsuit/2\heartsuit/2\spadesuit = \text{transfer to } \diamond/\spadesuit/\clubsuit, \text{ weak/GF}$
- $2\diamond = \text{INV}$
- $2\text{NT} = \text{INV}$
- $3\clubsuit/3\spadesuit = \text{NAT, INV}$
- $3\diamond = \text{preempt}$

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

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

- $\times = 4-5\heartsuit$
- $1\text{NT} = 7-10$
- $2\clubsuit/2\diamond/2\spadesuit = \text{transfer to } \diamond/\heartsuit/\clubsuit, \text{ weak/GF}$
- $2\heartsuit = \text{INV}$
- $2\text{NT} = \text{INV}$
- $3\clubsuit/3\heartsuit = \text{NAT, INV}$
- $3\diamond = \text{preempt}$

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

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

- $\times = \text{penalty } 10+$
- $2\clubsuit = 54\heartsuit\spadesuit (44)$
- $2\diamond/2\heartsuit/2\spadesuit = \text{NF}$
- $2\text{NT} = \text{INV}\diamond$
- $3 = \text{NAT, INV } \text{BAL}$
- $3\diamond = \text{preempt}$

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

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

- $\times = \text{takeout}$

- $2\spadesuit = \text{NAT}$
- $2\heartsuit/2\clubsuit = \text{NAT}, \text{F1}$
- $2\text{NT} = 54\heartsuit\spadesuit$
- $3\clubsuit = \spadesuit\text{INV}^+$
- $3\spadesuit = \text{preempt}$
- $3\heartsuit/3\clubsuit = \text{color+fit}$

## 2.6 $1\spadesuit$ opening: dealing with opponent's preempt overcall

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

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

- $\times = \text{takeout}$
- $2\clubsuit = \text{NAT } \text{NF}$
- $2\text{NT}/3\clubsuit/3\heartsuit = \text{transfer to } \clubsuit/\spadesuit/\heartsuit\text{INV}^+$
- $3\spadesuit = \text{competitive}$

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

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

- $\times = \text{takeout}$
- $2\text{NT}/3\clubsuit = \text{transfer to } \clubsuit/\spadesuit, \text{INV}^+$
- $3\spadesuit = \text{competitive}$
- $3\heartsuit = \text{NAT}, \text{GF}$

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

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

- $\times = \text{takeout}, \text{GF}$
- $3\spadesuit = \text{competitive}$
- $3\heartsuit = \spadesuit, \text{INV}^+$
- $3\clubsuit = \heartsuit, \text{GF}$

1♦ – (3♥) – ?

2NT = ♣♦

- × = ♠, GF
- 3♠ = 4♠, no ♥ stopper, GF

1♦ – (3♠) – ?

2NT = ♣♦

- × = ♥, GF

## 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♣<sup>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<sup>+</sup>
- 3♦ = 1-♦, INV<sup>+</sup>
- 3♥ = 5+♠, INV<sup>+</sup>
- 3♠ = 5+♣, INV<sup>+</sup>
- 3NT = no ♦ stopper
- 4♦, 4♥ = Texas

1NT – (2♦<sup>A</sup>) – ?

2♦ = 6+ ♥♠

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

1NT – (3♦) – ?

- ✕ = negative
- 3♥ = 5+♠, INV<sup>+</sup>
- 3♠ = 5+♥, GF
- 3NT = to play

1NT – (✕<sup>A</sup>) – ?

✕ artificial

SYSTEM ON

1NT – (✕) – ?

✕ = penalty

- PASS = forces ♠♠
- ♠♠ = forces 2♣
- 2♣ = forces ♣+1

1NT – (✕) – P<sup>A</sup> – (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<sub>NT</sub>

1♣ – (2NT) – ?

2NT = ♣♦

- 3♣ = ♥, INV<sup>+</sup>
- 3♦ = ♠, INV<sup>+</sup>
- 3♥♠ = to play

1♦ – (2NT) – ?

- 3♣ = INV<sup>+</sup>, fit
- 3♦ = simple raise 6-9
- 3♥ = 5+♠, GF
- 3♠ = 6♠, NF

!

1♠ – (2NT) – ?

- 3♣ = 5♥, GF
- 3♦ = INV<sup>+</sup>, fit
- 3♥ = 6♥, NF
- 3♠ = simple raise 6-9

!

1♣ – (2♦) – ?

2♦ = ♥♠

- 2♥ = ♣, INV<sup>+</sup>
- 2♠ = ♦, GF

1♥ – (2♥) – ?

- × = ownership
- 2♠ = INV<sup>+</sup>, 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<sub>NT</sub> opening

(1<sub>NT</sub>) – ?

- $\times = 5\clubsuit + 4\heartsuit$
- $\times$  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<sub>NT</sub>) –  $\times$  – (P) – ?

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

(1<sub>NT</sub>) –  $2\clubsuit$  – (P) – ?

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

(1<sub>NT</sub>) –  $2\diamond$  – (P) – ?

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

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

## 3.2 Michaels & Unusual $2_{\text{NT}}$

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

$1\clubsuit = 2+$  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

$(2♥) - 2NT - (P) - ?$

- $3♣ = \text{forces } 3♦, 1-♥GF \text{ OR weak with } ♦$
- $3♦ = 4♠GF$
- $3♥ = \text{forces } 3♠, 5+♠, \text{ weak or } GF$
- $3♠ = \text{long minor/minors, no } ♥ \text{ shortness, } 3NT = \text{ASK}$
- $3NT = \text{to play}$
- $4♣ = 6♣ 5♠, \text{ may have shortness}$
- $4♦ = 6♦ 5♠, \text{ may have shortness}$
- $4♥ = 6+♠$
- $4♠ = \text{minors}$
- $4NT = \text{quantitative}$

$(2♥) - 2NT - (P) - 3♣$

$(P) - 3♦ - (P) - ?$

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

$(2♥) - 2NT - (P) - 3♣$

$(P) - 3♦ - (P) - 3♥$

$(P) - ?$

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

$(2♥) - 2NT - (P) - 3♣$

$(P) - 3♦ - (P) - 3♥$

$(P) - 3♠ - (P) - ?$

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

- $4\spadesuit = 3\spadesuit$

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

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

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

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

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

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

$(2♦) - ?$

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

!!

!!

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

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

System like after  $2\spadesuit$  preempt.

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

- 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

!!

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

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

!

!

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

- $\times =$  takeout

!

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

- $2NT = \clubsuit\spadesuit$

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

- PASS = want to defend, doubles are penalty
- $2\heartsuit\spadesuit = 5+\heartsuit\spadesuit$ , to play
- $2NT =$  Lebensohl (see below)
- $3\clubsuit =$  Stayman
- $3\spadesuit =$  TRSF to  $\heartsuit$ , **GF**+ superaccepts
- $3\heartsuit =$  TRSF to  $\spadesuit$ , **GF**+ superaccepts
- $3\spadesuit =$  TRSF to NT, no  $\heartsuit\spadesuit$  stoppers
- $4\spadesuit, 4\heartsuit =$  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<sup>A</sup>) – ?

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♣ – (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