♠♣ Strefa ♦♥

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General assumptions

Offensive bidding

- 1♣ = 2+ (Strefa)
- weak 1NT 11-14 (**non-vul**)
- Swedish 2♥♠ openings (10-13)
- 2♦ Multi
- strong 2NT (20-21)
- Dutch 2♣ (♦ preempt or Acol)
- non-**GF** reverses
- **HSF** schema (no shortness first)
- Non-serious 3NT; we do not show strength after 2/1 (shape only)
- 5♣♦+1 = RKCB for ♣♦ (4NT = NAT)
- showing kings with 2 keycards + Q (lowest bid = no kings)
- Specific King Query (agreed suit = no kings)
- Exclusion 03/14

Competitive bidding

- Transfers after opponents' interference
- DONT after 1NT (×)
- Rubensohl + Lebensohl after 1NT overcall

Defensive bidding

- Rubens advances
- Kokish 2♦ Multi (Wilkosz) defense
- CRASH 2NT defense
- Jassem 1NT defense
- Michaels – full range (not mini-maxi)

Defensive signaling

- Polish (upside-down) opening lead
- upside-down count and attitude (high-low odd/discouraging)
- Lavinthal (suit preference) discards

Offensive bidding

Minor suit openings

1♣ opening

1♣ – 2♣[A]
?

2♣ = **GF** NAT or BAL

- 2♦ = BAL
- 2♥♠ = 5♣ 4♥♠
- 2NT = 5♣ 4♦
- 3♣ = ♣

1♣ – 2♣
2♦ – ?

- 2♥♠ = 5♣ 4♥♠
- 2NT = 12-14/18+ BAL
- 3♣ = 6♣, no 4♥♠
- 3♦ = 5♣ 4♦
- 3NT = 15-17 BAL

1♦ opening

1♦ – ?

- 2♦ = 4+♦, **INV**$^{+}$
- 2♥ = 5♠ 4♥ 5-11

- 2♠ = 11+ BAL, no 4♥♠
- 2NT = 11-12 BAL
- 3♣ = → 3♦, preempt or strong splinter
- 3♦ = mixed raise
- 3NT = 15-17 BAL

1♦ – 3♣
3♦ – ?

- 3♥/3♠/3NT = ♥/♠/♣ shortness

1♦ – 1♥♠
2♦ – ?

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

1♦ – 2♦
?

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

bidding higher suit denies lower stopper

1♦ – 2♠
?

- 2NT = BAL min
- 3♣ = 4+♣ min
- 3♦ = 5+♦ min

- 3♥ = 1-♥, 5+♦ **GF**
- 3♠ = 1-♠, 5+♦ **GF**
- 3NT = to play

Negative 1♦

1♣ – ?

- 1♦ = 0-6 or 16+ BAL or 5+♦ 7-11

1♣ – 1♦
?

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

1♣ – 1♦
1♥/♠ – ?

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

Forcing 1♠ rebid

1♣ – 1♥
1♠ – ?

- 1NT = 7-10 BAL
- 2♣ = two-way checkback (does not always force 2♦)
- 2♦ = any **GF**

- 2♥ = 5+♥, **NF**
- 2♠ = 4+♠

1♣ – 1♥
1♠ – 1NT

- 2♣ = 5+♣, 11-14
- 2♦ = art, any 15+ ~~BAL~~
- 2♥ = 3♥, 11-14
- 2NT = 18-19 BAL **GF**

Jump reverses

1♣ – 1♥
?

- 2♠ = ♣ **GF**

1♣ – 1♠
?

- 3♦ = ♣ **GF**

1♦ – 1♥
?

- 2♠ = ♦ **GF**

1♦ – 1♠
?

- 3♥ = ♦ **GF**

Two-way checkback

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

1x – 1y
1z – ?

- 2♣ = → 2♦
- 2♦ = any **GF**
- 2NT = → 3♣, weak or 55

1x – 1y
1z – 2NT
3♣ – ?

- 3♦ = 5y 5♦
- 3♥ = 5y 5♥
- 3♠ = 5y 5♣

Flannery

Major suit openings

1♥♠ opening

1♥♠ – ?

- 2♥♠ = constructive raise
- 2♠ (over 1♥) = preempt
- 2NT = limit raise
- 3♣ = mixed raise
- 3♦ = mini splinter
- 3♥ (over 1♠) = NAT **INV**
- 3♥♠ = preemptive
- 3NT/4**x** (3♠) = splinter
- 4♦/4♥ = → 4♥♠

Drury

2♥ opening

2♥[A] – ?

- 2♠ = NAT 5+, **F** to 3♥
- 2NT = relay
- 3♣ = ♣♦ **GF** (3♦ = ask)
- 3♦ = **INV**$^{+}$, ♥ fit

- 3♥ = preemptive
- 3♠/4♣♦ = splinter
- 3NT = to play

2♥ – 2♠
?

- 2NT = no ♠ support
- 3♣ = 4+
- 3♦ = 4+
- 3♥ = 7♥
- 3♠ = 3♠, weak
- 3NT = ♠ shortness, better hand
- 4♣♦ = splinter, 3+♠
- 4♠ = 3-4♠, better hand

2♥ – 2NT
?

- 3♣ = 4+♣♦ (3♦ = ask)
- 3♦ = ♣♦ feature (3♥ = ask)
- 3♥ = bad hand
- 3♠ = ♠ feature
- 3NT = good hand, no shortness

2♥ – 2NT
3♣ – 3♦
?

- 3♥ = 4♠
- 3♠ = 4♣
- 3NT = 4♦

2♥ – 2NT
3♦ – 3♥
?

- 3♠ = ♣ feature
- 3NT = ♦ feature

2♥ – 3♦
?

- 3♥ = weak
- 3♠ = better hand, shortness (3NT = **ASK HSF**)
- 3NT = better hand, no shortness

2♠ opening

2♠[A] – ?

- 2NT = relay
- 3♣ = 5+♥ **F1**
- 3♦ = ♣♦ **GF** (3♥ = ask)
- 3♥ = **INV+**, ♥ fit
- 3♠ = preemptive
- 4♣♦/4♥ = splinter
- 3NT = to play

2♠ – 2NT
?

- 3♣ = 4+♣♦ (3♦ = ask)
- 3♦ = ♣♦ feature (3♥ = ask)
- 3♥ = ♥ feature
- 3♠ = weak hand
- 3NT = good hand, no shortness

2♠ – 2NT
3♣ – 3♦
?

- 3♥ = 4♥
- 3♠ = 4♣
- 3NT = 4♦

2♠ – 2NT
3♦ – 3♥
?

- 3♠ = ♣ feature
- 3NT = ♦ feature

2♠ – 3♦
3♥ – ?

- 3♠ = ♣
- 3NT = ♦

2♠ – 3♥
?

- 3♠ = weak hand
- 3NT = good hand, shortness (4♣ = **ASK HSF**)
- cue = good hand, no shortness

American rebid (with 3-card support)

2♥ rebid with 3-card does not deny 4♠.

Do not rebid 2♠ with 3(244).
With 43(42) rebid 1♠, not 2♥.

1♣ – 1♥
2♥ – ?

- 2♠ = **GF**
- 2NT = **INV ♠**
- 3♣♦/3♥ = **INV**

1♣ – 1♥
2♥ – 2♠
?

- 2NT = 4♥ (3♣ = ask)
- 3♣ = 3♥ + shortness (3♦ = ask, does not agree ♥)
- 3♦ = 2326
- 3♥ = 2335
- 3♠ = 3325
- 3NT = 2344

1♣ – 1♥
2♥ – 2♠
2NT – 3♣
?

- 3♦ = BAL
- 3♥ = 2425
- 3♠ = 1435
- 3NT = 3415

1♣ – 1♠
2♠ – ?

- 2NT = **GF**
- 3x = **INV**

1♣ – 1♠
2♠ – 2NT
?

- 3♣ = 4♠ (3♦ = ask)
- 3♦ = 3♠+ shortness (3♥ = ask, does not agree ♠)
- 3♥ = 3325
- 3♠ = 3226
- 3NT = 3235

1♣ – 1♠
2♠ – 2NT
3♣ – 3♦
?

- 3♥ = BAL
- 3♠ = 4225
- 3NT = 4135
- 4♣ = 4315

1♦ – 1♥
2♥ – ?

- 2♠ = **GF**
- 2NT = **INV ♠**
- 3♣♦/3♥ = **INV**

1♦ – 1♥
2♥ – 2♠
?

- 2NT = 4♥ (3♣ = ask)
- 3♣ = 3♥ + shortness (3♦ = ask, does not agree ♥)
- 3♦ = 2362
- 3♥ = 2353
- 3♠ = 3332
- 3NT = 2352

1♦ – 1♥
2♥ – 2♠
2NT – 3♣
?

- 3♦ = 2452
- 3♥ = 1453/1444
- 3♠ = 3451/4441

1♦ – 1♠
2♠ – ?

- 2NT = **GF**
- 3x = **INV**

1♦ – 1♠
2♠ – 2NT
?

- 3♣ = 4♠ (3♦ = ask)
- 3♦ = 3♠+ shortness (3♥ = ask, does not agree ♠)
- 3♥ = 3262
- 3♠ = 3253
- 3NT = 3352

1♦ – 1♠
2♠ – 2NT
3♣ – 3♦
?

- 3♥ = BAL
- 3♠ = 4252
- 3NT = 4153
- 4♣ = 4351

1♥ – 1♠
2♠ – ?

- 2NT = **GF**
- 3x = **INV**

1♥ – 1♠
2♠ – 2NT
?

- 3♣ = 4♠ (3♦ = ask)
- 3♦ = 3♠+ shortness (3♥ = ask, does not agree ♠)
- 3♥ = 3622
- 3♠ = 3523
- 3NT = 3532

1♥ – 1♠
2♠ – 2NT
3♣ – 3♦
?

- 3♥ = BAL
- 3♠ = 4522
- 3NT = 4513
- 4♣ = 4531

Ask shape 2NT schema (reverses, 2/1, 2NT rebid)

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♥ = 4+♠
- 3♠ = 6+♦, ♣ shortness, no 4♥♠, **GF**

1NT – 2♦/2♥
?

- 2♥♠ = acc
- 2NT = 4+♥♠ max
- 3♥♠ = 4+♥♠ min

1NT – 2♦
2♥ – ?

- 2♠ = **INV**
- 2NT = 4+♣ **GF**
- 3♣ = 4+♦ **GF**
- 3♦ = 6+♥ **GF**
- 3♥ = 5♥ 4♠, **INV**
- 3♠/4♣♦ = splinter

1NT – 2♦
2♥ – 2♠
?

- 2NT/3♥ = min
- 3♣ = max, no 3♥
- 3♦ = max, 3♥

- 3NT = choice of games

1NT – 2♦
2♥ – 2NT
?

- 3♣ = 3♥ + 4♣
- 3♦ = 3♥
- 3♥ = 4♣
- 3NT = 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 ♦)

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♥
- 3NT = 3+♥, propositional
- cue = 3+♥

2NT – 3♦
3♥ – ?

- 3♠ = → 3NT (→ Minor Puppet)
- 3NT = ♠ NAT

- cue = agreeing ♥

2NT – 3♥
?

- 3♠ = 2♠
- 3NT = 3+♠, propositional
- cue = 3+♠

2NT – 3♠
3NT – ?

- 4♣ = 6+♣
- 4♦ = 6+♦
- 4♥ = 54♣♦ 1-♥
- 4♠ = 54♣♦ 1-♠

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 of the above apply also after 1NT – 3♣ sequence.

2NT – 3♦
3♥ – 3♠
3NT – ?

- 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♥ = 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 ♦

After showing ♣♦ (5-card, 4-card or 3-card) 4NT is a SIGN-OFF, other bids agree shown suit.

2♣ opening (Dutch Acol)

2♣ = weak with ♦ or **GF** with ♣/♥/♠ or 22+, BAL.

???

Preempt openings

2♦ opening (Multi)

3-level openings

Higher-level openings

3♣ – ?

- 3♦/♥/♠ = NAT 5+, **GF**
- 4♦ = ask keycards
- 4♥♠ = to play

3♦ – ?

- 3♥♠ = NAT 5+, **GF**
- 4♣ = ask keycards
- 4♥♠ = to play

3♥♠ – ?

- 4♣ = ask keycards

ask keycards answers: 0/1-Q/1+Q/2-Q/2+Q

3NT – ?

3NT = constructive ♥♠ preempt

- 3♣ = ask (answer with transfer)
- 3♦ = ask

Competitive bidding

1-level opening – opponents' overcalls

Opponents' overcalls over 1♣ opening

1♣ – (×) – ?

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

1♣ – (1♦) – ?

- × = 7+, 4+♥
- 1♥ = 7+, 4+♠
- 1♠ = → 1NT
- 1NT = **INV**
- 2♣ = 54♥♠ 6-11
- 2♦/2♥/2♠ = TRSF to ♥/♠/♣ 6+, weak/**GF**
- 2NT = **INV** with ♣ and ♦ stopper (**F** to 3♣)
- 3♣ = **INV**
- 3♦ = ask stopper, long ♣

1♣ – (1♥) – ?

- × = 7+, 4+♠
- 1♠ = → 1NT
- 1NT = **INV**
- 2♣/2♥/2♠ = TRSF to ♦/♠/♣ 6+, weak/**GF**
- 2♦ = **INV+**, ask stopper (2NT/3♣ = **NF**)
- 2NT = **INV** with ♣ or ♦ (3♣ = reject)
- 3♣/3♦/3♠ = **INV**

1♣ – (1♠) – ?

- × = 4-5♥
- 1NT = 7-10, ♠ stopper
- 2♣/2♦/2♠ = TRSF to ♦/♥/♣ 6+, weak/**GF**
- 2♥ = **INV+**, ask stopper (2NT/3♣ = **NF**)
- 2NT = **INV**
- 3♣/3♦/3♥ = **INV**

1♣ – (1NT) – ?

- × = penalty 9+
- 2♣ = 54♥♠ (44)
- 2♦/2♥/2♠ = **NF**
- 2NT = 55♣♦
- 3**x** = **INV** ~~BAL~~

1♣ – (2♦) – ?

2♦ = ♦

- × = takeout
- 2♥/2♠ = NAT **NF**
- 2NT/3♦/3♥ = TRSF to ♣/♥/♠ **INV+**

- 3♣ = 54♥♠ **GF**
- 3♠ = ask for ♦ stopper

1♣ – (2♥) – ?

- × = takeout
- 2♠ = NAT **NF**
- 2NT/3♣/3♥ = TRSF to ♣/♦/♠ **INV+**
- 3♦ = ask stopper
- 3♠ = ♣♦

1♣ – (2♠) – ?

- × = takeout
- 2NT/3♣/3♦ = TRSF to ♣/♦/♥ **INV+**
- 3♥ = ask stopper
- 3♠ = ♣♦

1♣ – (3♣) – ?

- × = takeout, **GF**
- 3♦/3♥ = TRSF to ♥/♠, **INV+**
- 3♠ = TRSF to ♦, **GF**

1♣ – (3♦) – ?

- × = takeout, **GF**
- 3♥ = TRSF to ♠, **INV+**
- 3♠ = TRSF to ♥, **GF**

1♣ – (3♥) – ?

- × = ♠, **INV+**
- 3♠ = 4♠, no ♥ stopper, **GF**

1♣ – (3♠) – ?

- × = 4♥, **GF**, no ♠ stopper

Opponents' overcalls over 1♦ opening

1♦ – (×) – ?

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

1♦ – (1♥) – ?

- × = 4+♠
- 1♠ = → 1NT
- 1NT = **INV**
- 2♣/2♥/2♠ = TRSF to ♦/♠/♣, weak/**GF**
- 2♦ = ♦ **INV**
- 3♣/3♠ = NAT, **INV**
- 3♦ = preempt

1♦ – (1♠) – ?

- × = 4-5♥
- 1NT = 7-10
- 2♣/2♦/2♠ = TRSF to ♦/♥/♣, weak/**GF**
- 2♥ = ♦ **INV**

- 2NT = **INV**
- 3♣/3♥ = NAT, **INV**
- 3♦ = preempt

1♦ – (1NT) – ?

- × = penalty 10+
- 2♣ = 54♥♠ (44)
- 2♦/2♥/2♠ = **NF**
- 2NT = **INV** ♦
- 3x = NAT, **INV** ~~BAL~~
- 3♦ = preempt

1♦ – (2♣) – ?

- × = takeout
- 2♦ = NAT
- 2♥/2♠ = NAT, **F1**
- 2NT = 54♥♠
- 3♣ = ♦ **INV+**
- 3♦ = preempt
- 3♥/3♠ = color+fit

1♦ – (2♥) – ?

- × = takeout
- 2♠ = NAT **NF**
- 2NT/3♣/3♥ = TRSF to ♣/♦/♠ **INV+**
- 3♦ = competitive

1♦ – (2♠) – ?

- × = takeout

- 2NT/3♣ = TRSF to ♣/♦, **INV+**
- 3♦ = competitive
- 3♥ = NAT, **GF**

1♦ – (3♣) – ?

- × = takeout, **GF**
- 3♦ = competitive
- 3♥ = ♠, **INV+**
- 3♠ = ♥, **GF**

1♦ – (3♥) – ?

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

1♦ – (3♠) – ?

- × = ♥, **GF**

Opponents' overcalls over 1♥ opening

1♥ – (×) – ?

- ×× = 10+ (may have 3♥)
- 1♠ = NAT, 4+♠, **F1**
- 1NT = TRSF to 2♣
- 2♣ = TRSF to 2♦
- 2♦ = TRSF to 2♥, constructive 7-10
- 2♥ = 3-6, 3♥
- SYSTEM ON

1♥ – (1♠) – ?

- × = takeout

- 1NT = ♣
- 2♣ = ♦
- 2♦ = fit, constructive/**GF**
- 2♥ = weak raise (4-6)
- 2♠ = ♥ **INV** (4♥ or shortness)
- SYSTEM ON

1♥ – (1NT) – ?

- × = 10+, penalty
- 2♣/2♦/2♥/2♠ = NAT, **NF**
- 2NT = ♣♦
- 3♣ = ♥ **INV**
- 3♦ = mixed raise
- 3♥ = preempt
- 3♠/3NT/4♣ = ♠/♦/♣ + fit

1♥ – (2♣) – ?

- × = takeout
- 2♦ = **F1**
- 2♥ = 6-10
- 2♠ = **F1**
- 2NT = ♥ **GF**
- 3♣ = ♥ **INV**
- 3♦ = mixed raise
- 3♥ = preempt
- 3♠/4♦ = color + fit

1♥ – (2♦) – ?

- × = takeout
- 2♥ = 6-10
- 2♠ = **F1**
- 2NT = ♣ **INV+**
- 3♣ = ♥ **INV+**
- 3♦ = mixed raise
- 3♥ = preempt
- 3♠/4♣ = color + fit

1♥ – (2♠) – ?

- × = takeout
- 2NT = ♣ **INV+**
- 3♣ = ♦ **INV+**
- 3♦ = ♥ **INV+**
- 3♥ = competitive
- 3♠ = splinter
- 4♣/4♦ = color + fit

1♥ – (3♣) – ?

- × = takeout
- 3♦ = ♥ **INV+**
- 3♥ = ♥ competitive
- 3♠ = ♠ **GF**
- 4♣ = slam try, no ♣ shortness
- 4♦ = slam try, ♣ shortness

1♥ – (3♦) – ?

- × = takeout
- 3♥ = competitive
- 3♠ = ♠ **GF**
- 4♣ = slam try, no ♦ shortness
- 4♦ = slam try, ♦ shortness

1♥ – (3♠) – ?

- × = takeout
- 4♣ = slam try, no ♠ shortness
- 4♦ = slam try, ♠ shortness
- 4♠ = slam try, ♠ void

Opponents' overcalls over 1♠ opening

1♠ – (×) – ?

- ×× = 10+ (may have 3♠)
- 1NT = TRSF to 2♣
- 2♣ = TRSF to 2♦
- 2♦ = TRSF to 2♥
- 2♥ = TRSF to 2♠, constructive 7-10
- 2♠ = 3-6, 3♠
- SYSTEM ON

1♠ – (1NT) – ?

- × = 10+, penalty
- 2♣/2♦/2♥/2♠ = NAT, **NF**
- 2NT = ♣♦
- 3♣ = ♠ **INV**

- 3♦ = mixed raise
- 3♥/3NT/4♣ = ♥/♦/♣ + fit
- 3♠ = preempt

1♠ – (2♣) – ?

- × = takeout
- 2♦/2♥ = **F1**
- 2♠ = 6-10
- 2NT = ♠ **GF**
- 3♣ = ♠ **INV**
- 3♦ = mixed raise
- 3♥ = ♥ + fit, **INV**
- 3♠ = preempt
- 4♦/4♥ = color + fit

1♠ – (2♦) – ?

- × = takeout
- 2♥ = **F1**
- 2♠ = 6-10
- 2NT = ♣ **INV+**
- 3♣ = ♠ **GF**
- 3♦ = ♠ **INV**
- 3♥ = mixed raise
- 3♠ = preempt
- 4♣/4♥ = color + fit

1♠ – (2♥) – ?

- × = takeout
- 2♠ = 6-10

- 2NT = ♣ **INV**$^+$
- 3♣ = ♦ **INV**$^+$
- 3♦ = ♠ **INV**$^+$
- 3♥ = mixed raise
- 3♠ = preempt
- 4♣/4♦ = color + fit

1♠ – (3♣) – ?

- × = take out
- 3♦ = ♥ **INV**$^+$
- 3♥ = ♠ **INV**$^+$
- 3♠ = competitive
- 4♣ = slam try, no ♣ shortness
- 4♦ = slam try, ♣ shortness
- 4♥/4♠ = to play

1♠ – (3♦) – ?

- × = takeout
- 3♥ = ♥ **GF**
- 3♠ = competitive
- 4♣ = slam try, no ♦ shortness
- 4♦ = slam try, ♦ shortness
- 4♥/4♠ = to play

1♠ – (3♥) – ?

- × = takeout
- 3♠ = competitive
- 4♣ = slam try, no ♦ shortness
- 4♦ = slam try, ♦ shortness

- 4♥ = slam try, ♥ void
- 4NT = minors

Opponents' overcalls over 1NT opening

1NT – (2♣) – ?

2♣ = ♣

- × = Stayman

SYSTEM ON

1NT – (2♣[A]) – ?

2♣ = ♥♠

- × = 8+
- 2♦, 2♥ = to play
- 2♠ = ♣♦, **INV+**
- 2NT/3♣/3♦/♥ = TRSF to ♣/♦/♥/♠, 5+, **INV+**
- 3♠ = **GF**

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♦, 4♥ = Texas

1NT – (2♥) – ?

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

1NT – (2♠) – ?

- × = negative
- 2NT = Lebensohl
- 3♣ = 5+♦, **INV**$^+$
- 3♦ = 5+♥, **INV**$^+$

- 3♥ = 55♣♦, **GF**
- 3♠ = 1-♠, **INV**$^{+}$
- 3NT = no ♠ stopper
- 4♦ = Texas

1NT – (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♣
- 2**x** = forces **x+1**

1NT – (×) – P[A] – (P)
×× – (P) – ?

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

Dealing with 2-suited overcalls

1♣ – (2♣♦[A]) – ?

2♣♦ = ♥♠

- 2♦ = NAT **NF**
- 2♥ = ♣ **INV+**
- 2♠ = ♦ **INV+**
- 2NT = ♣♦ weak
- 3♣♦ = NAT **NF**
- 3♥ = 55♣♦ **GF**
- 3♠ = 55♣♦ **INV**

1♣ – (2NT[A]) – ?

2NT = ♣♦

- 3♣ = 54♥♠ **GF**
- 3♦ = ♥ **INV+**

- 3♥ = ♠ **INV**$^{+}$
- 3♠ = TRSF to NT
- 3NT = 55♥♠ slam try
- 4♣ = 55♥♠ (no slam try)
- 4♦/4♥ = Texas

1♦ – (2♦^{A}) – ?

2♦ = ♥♠

- 2♥ = ♣ **INV**$^{+}$
- 2♠ = ♦ **INV**$^{+}$
- 2NT = ♣♦ weak
- 3♣♦ = NAT **NF**
- 3♥♠ = splinter (**F** to 4♦)

1♦ – (2NT^{A}) – ?

2NT = ♣♥

- 3♣ = ♦ **INV**$^{+}$
- 3♦ = competitive
- 3♥ = ♠ **INV**$^{+}$
- 3♠ = NAT **NF**

1♦ – (2NT^{A}) – ?

2NT = ♣ + ♥♠

- 3♣/3♦/3♥ = TRSF to ♦/♥/♠ **INV**$^{+}$
- 3♠ = **GF**

1♥ – (2♥^{A}) – ?

- 2♠ = ♥ **INV**$^{+}$
- 2NT = ♣ **INV**$^{+}$

- 3♣ = ♦ **INV**$^{+}$
- 3♦ = mixed raise
- 3♥ = competitive
- 3♠ = splinter
- 4♣♦ = color + fit

1♥ – (2NT^{A}) – ?

- 3♣ = ♥ **INV**$^{+}$
- 3♦ = ♠ **INV**$^{+}$
- 3♥ = NAT **NF**
- 3♠ = NAT **NF**

1♠ – (2♠^{A}) – ?

- 2NT = ♣ **INV**$^{+}$
- 3♣ = ♦ **INV**$^{+}$
- 3♦ = ♠ **INV**$^{+}$
- 3♥ = mixed raise
- 3♠ = competitive
- 4♣♦ = color + fit
- 4♥ = splinter

1♠ – (2NT^{A}) – ?

- 3♣ = ♥ **INV**$^{+}$
- 3♦ = ♠ **INV**$^{+}$
- 3♥ = NAT **NF**
- 3♠ = NAT **NF**

Other opponents' overcalls

HSF 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

RKCB interference

4NT – (×/**5**♣♦) – **?**

DOPI

4NT – (**5**♥♠) – **?**

DEPO

Defensive bidding

aa