

♠♣ Strefa ♦♥

September 14, 2024

## Założenia

### Licytacja jednostronna

- Strefa
- 1♦ z dobrej czwórki
- 2♥♠ NAT blok
- 2♦ NAT blok !
- 2NT 20-21 BAL
- 2♣ = Acol
- Gazilli
- podwójny magister
- Flannery po 1♣♦
- Podniesienia z 3, kontra bilansowa
- Niepoważne 3NT, po 2/1 nie sprzedajemy siły do poziomu 3!!! (jako że na razie nie umiem inaczej)
- 4NT Blackwood na ♥♠
- 5♣♦+1 = RKCB na ♣♦ (4NT = NAT) !
- Exclusion 03/14
- po pytaniu o krótkość LSF (brak najpierw)

### Licytacja dwustronna

- Po wejściu przeciwnika: nowy kolor 2x = NF, 3x = GF
- Niższa z odzywek: [2NT, KP] = INV<sup>+</sup> z fitem, wyższa: mixed raise
- Po naszym wejściu na poziomie 1 nic nie forsuje chyba że z przeskokiem (lub KP), na poziomie 2 nowy kolor F1
- DONT po 1NT (×)
- Rubensohl + Lebensohl po wejściu na 1NT
- Na 1NT – Jassem

- Michaels – pełen przedział (nie mini-maxi)
- Drury w jednostronnej, w dwustronnej KP jest  $INV^+$  ( $\clubsuit = \text{NAT}$ , chyba że przeciwnik otwarł  $1\clubsuit$ )

## Sygnalizacja

- Wist odmienny, marka/demarka, Lavinthale
- Ilościówki (ale nie zawsze mi wychodzą)

## Otwarcie 1♣

1♣ – ?

- 1♦ = negat (potem klasycznie)
- 2♠ = transfer na NT
- 2♣ = **GF** BAL! (lub ♣)

1♣ – 2♣

?

- 2♦ = BAL (może mieć 4♥♠)
- 2♥♠ = 5♣ 4♥♠
- 2NT = 5♣ 4♦
- 3♣ = ♣

1♣ – 2♣

2♦ – ?

- 2NT = 12-14/18+ BAL
- 3NT = 15-17 BAL
- pozostałe odzwycyki nat z treflami

1♣ – 1♥♠

2♣ – ?

- 2♦ = sztuczne, **INV<sup>+</sup>**, forsuje do 3♣

## Otwarcie 1♦

Z dobrej czwórki!

1♦ – ?

- 2♦ = 4+♦, **INV<sup>+</sup>** (inverted)
- 2♥ = Flannery
- 2♠ = 11+ BAL, no 4♥♠

- 2NT = 11-12 BAL
- 3♣ = → 3♦, blok albo silny splinter
- 3♦ = mixed raise
- 3NT = 15-17 BAL

1♦ – 3♣

3♦ – ?

- 3♥/3♠/3NT = ♥/♠/♣ krótkość

1♦ – 1♥♠

2♦ – ?

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

1♦ – 2♦

?

- 2♥ = ♥ stopper
- 2♠ = ♠ stopper
- 2NT = stopery w ♥♠
- 3♣ = NAT
- 3♦ = SIGN-OFF

## Otwarcie 1♥♠

1♥♠ – ?

- 2♥♠ = konstruktywne
- 2♠ (po 1♥) = blok
- 2NT = limit raise
- 3♣ = mixed raise

- $3\diamond = \text{mini splinter } (3\heartsuit \text{ ask})$
- $3\heartsuit \text{ (po } 1\spadesuit) = \text{NAT } \textcolor{teal}{INV}$
- $3\heartsuit\spadesuit = \text{blok}$
- $3\text{NT}/4\text{x } (3\spadesuit) = \text{splinter}$
- $4\diamond/4\heartsuit = \rightarrow 4\heartsuit\spadesuit$

## Otwarcie 1NT

Może mieć  $5\heartsuit\spadesuit$ ,  $6\clubsuit\diamond$ , singlową figurę, 54...

1NT – ?

- $2\spadesuit = \textcolor{teal}{INV}$  lub TRSF to  $\clubsuit$  ( $2\text{NT} = \text{min}$ ,  $3\clubsuit = \text{max}$ )
- $2\text{NT} = \rightarrow\diamond$  ( $3\clubsuit = \text{góraż}$ )
- $3\clubsuit = \text{Puppet Stayman}$  !
- $3\heartsuit = 3\spadesuit\ 1\heartsuit$ ,  $54\clubsuit\diamond$
- $3\spadesuit = 3\heartsuit\ 1\spadesuit$ ,  $54\clubsuit\diamond$
- $4\clubsuit = 55\heartsuit\spadesuit$
- $4\diamond, 4\heartsuit = \text{Texas}$

Smolen

1NT –  $2\clubsuit$

$2\diamond$  – ?

- $2\heartsuit\spadesuit = \text{do gry}$
- $3\heartsuit = 5\spadesuit\ 4\heartsuit$ , **GF**
- $3\spadesuit = 5\heartsuit\ 4\spadesuit$ , **GF**

1NT –  $2\diamond$

$2\heartsuit$  – ?

- $2\spadesuit = 5\heartsuit\ 4\spadesuit$ , **INV**

1NT – 2♥

2♠ – ?

- 3♥ = 5♠ 4♥, INV

## Otwarcie 2♣

2♣ – ?

- 2♦ = 0-1 controls (2♥ = Kokish relay)
- 2♥ = 2 controls (potem NAT)
- 2♠ = 3+ controls (potem NAT)
- 2NT/3♣/3♦/3♥ = ♣/♦/♥/♠, własny bardzo dobry kolor

2♣ – 2♦

2♥ – 2♠

?

- 2NT = NF BAL (potem jak po otw 2NT)
- 3♣ = 5♥ 4♦
- 3♦ = 6♥
- 3♥ = 5♥ 4♠
- 3♠ = 5♥ 4♣

2♣ – 2♦

2♠ – 2NT (relay)

?

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

2♣ – 2x

3♣ – ?

- 3♦ = ask 4♥♠

- $3♥/3♠ = 5♥/5♠$

## Otwarcie blokiem

Tu mi w sumie wszystko jedno, z każdym gram inaczej, może być np:

2NT = ask NT feature **INV**<sup>+</sup>

nowy kolor = **F1**

4♣ = RKCB (0/1-Q/1+Q/2-Q/2+Q) (po 3♣: 4♦)

## Otwarcie 2NT

2NT – ?

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

!  
!

2NT – 3♦

?

tak samo po transferze na ♠

- 3♥ = 2♥
- 3NT = fit, propozycja
- cue = fit

2NT – 3♠

3NT – ?

- 4♣ = 6+♣
- 4♦ = 6+♦



- $4♥ = 54♣♦ 1-♥$
- $4♠ = 54♣♦ 1-♠$

Puppet Stayman:

$2NT - 3♣$   
?

- $3♦ = 4♥♠$ , brak  $5♥♠$
- $3♥♠ = 5♥♠$
- $3NT =$  brak  $4♥♠$

$2NT - 3♣$   
 $3♦ - ?$

- $3♥♠ = 4OM$
- $4♦ = 4♥$  i  $4♠$

Minor Puppet ← na końcu pliku

## Podniesienie z 3

Tu mam 2 wersje.  
wersja 1 (bardzo prosta)

- $2NT = INV$  z  $4♥♠$   $NF$
- $3[kolor otwarcia] = NAT$   $INV$  (z  $4♥♠$ )
- najniższa odzywka (poza powyższymi) = pytanie o krótkość z  $5♥♠$ ,  $GF$
- druga najniższa odzywka =  $GF$  z  $4♥♠$

Na przykład:

$1♣ - 1♥$   
 $2♥ - ?$

- $2♠ = 5♥$ ,  $GF$ ,  $ASK$   $LSF$
- $2NT = 4♥$ ,  $INV$
- $3♣ = 4♥ + 4♣$ ,  $INV$

- $3\diamond = 4\heartsuit$ , GF

$1\clubsuit - 1\spadesuit$

$2\spadesuit - ?$

- $2NT = 4\spadesuit$ , INV
- $3\clubsuit = 4\spadesuit + 4\clubsuit$ , INV
- $3\diamond = 5\spadesuit$ , GF, ASK LSF
- $3\heartsuit = 4\spadesuit$ , GF

wersja 2 (pełna)

$1\clubsuit - 1\heartsuit$

$2\heartsuit - ?$

- $2\spadesuit = GF$
- $2NT = INV \spadesuit$
- $3\clubsuit\diamond/3\heartsuit = INV$

$1\clubsuit - 1\heartsuit$

$2\heartsuit - 2\spadesuit$

?

- $2NT = 4\heartsuit$  ( $3\clubsuit = ask$ )
- $3\clubsuit = 3\heartsuit +$  krótkość ( $3\diamond = ask$ , nie uzgadnia  $\heartsuit$ )
- $3\diamond = 2326$
- $3\heartsuit = 3325$
- $3\spadesuit = 2335$
- $3NT = 2344$

$1\clubsuit - 1\heartsuit$

$2\heartsuit - 2\spadesuit$

$2NT - 3\clubsuit$

?

- $3\diamond = BAL$
- $3\heartsuit = 2425$

- $3\spadesuit = 3415$
- $3\text{NT} = 1435$

$1\clubsuit - 1\spadesuit$

$2\spadesuit - ?$

- $2\text{NT} = \text{GF}$
- $3\text{x} = \text{INV}$

$1\clubsuit - 1\spadesuit$

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

$?$

- $3\clubsuit = 4\spadesuit$  ( $3\diamondsuit = \text{ask}$ )
- $3\diamondsuit = 3\spadesuit + \text{krótkość}$  ( $3\heartsuit = \text{ask}$ , nie uzgadnia  $\spadesuit$ )
- $3\heartsuit = 3226$
- $3\spadesuit = 3325$
- $3\text{NT} = 3235$

$1\clubsuit - 1\spadesuit$

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

$3\clubsuit - 3\diamondsuit$

$?$

- $3\heartsuit = \text{BAL}$
- $3\spadesuit = 4225$
- $3\text{NT} = 4315$
- $4\clubsuit = 4135$

$1\diamondsuit - 1\heartsuit$

$2\heartsuit - ?$

- $2\spadesuit = \text{GF}$
- $2\text{NT} = \text{INV } \spadesuit$
- $3\clubsuit\diamondsuit/3\heartsuit = \text{INV}$

1♦ – 1♥

2♥ – 2♠

?

- 2NT = 4♥ (3♣ = ask)
- 3♣ = 3♥+ krótkość (3♦ = ask, nie uzgadnia ♥)
- 3♦ = 2362
- 3♥ = 3352
- 3♠ = 2335
- 3NT = 2352

1♦ – 1♥

2♥ – 2♠

2NT – 3♣

?

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

1♦ – 1♠

2♠ – ?

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

1♦ – 1♠

2♠ – 2NT

?

- 3♣ = 4♠ (3♦ = ask)
- 3♦ = 3♠+ krótkość (3♥ = ask, nie uzgadnia ♠)
- 3♥ = 3262
- 3♠ = 3352
- 3NT = 3252

$1\spadesuit - 1\heartsuit$   
 $2\heartsuit - 2NT$   
 $3\clubsuit - 3\spadesuit$   
 ?

- $3\heartsuit = \text{BAL}$
- $3\heartsuit = 4252$
- $3NT = 4351$
- $4\clubsuit = 4153$

$1\heartsuit - 1\heartsuit$   
 $2\heartsuit - ?$

- $2NT = \text{GF}$
- $3x = \text{INV}$

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

- $3\clubsuit = 4\heartsuit$  ( $3\spadesuit = \text{ask}$ )
- $3\spadesuit = 3\heartsuit + \text{krótkość}$  ( $3\heartsuit = \text{ask}$ , nie uzgadnia  $\heartsuit$ )
- $3\heartsuit = 3622$
- $3\heartsuit = 3532$
- $3NT = 3523$

$1\heartsuit - 1\heartsuit$   
 $2\heartsuit - 2NT$   
 $3\clubsuit - 3\spadesuit$   
 ?

- $3\heartsuit = \text{BAL}$
- $3\heartsuit = 4522$
- $3NT = 4531$
- $4\clubsuit = 4513$

W tej wersji nie podnosimy 2♠ z 3(244).  
Oraz z 43(42) należy dać rebid 1♠ (nie 2♥).

## Gazilli (proste)

1♥ – 1♠  
?

- 2♣ = 5♥ 4♣ 11-15 OR 16+ HCP **F1**
- 2NT = 6♥ 4♣♦, 15+

1♥ – 1NT  
?

- 2♣ = 5♥♣ 11-15 OR 16+ HCP **F1**
- 2♦ = 5♥ 4♦ 11-15
- 2♥ = 11-15
- 2♠ = 6♥ 5♠ **GF**
- 2NT = 6♥ 4♣♦ 15+
- 3♣ = 5♥ 5♣ **GF**
- 3♦ = 5♥ 5♦ **GF**
- 3♥ = uzgadnia ♥ **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♠ 4♣♦ 15+
- 3♣ = 5♠ 5♣ **GF**

- $3\diamond = 5\spadesuit 5\diamond$  GF
- $3\heartsuit = 5\spadesuit 5\heartsuit$  GF
- $3\spadesuit = \text{uzgadnia } \spadesuit$  GF

$1\heartsuit - 1\spadesuit$

$2\clubsuit - ?$

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

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

$2\clubsuit - ?$

- $2\diamond = 8+$
- $2\heartsuit = 2-3\heartsuit 5-7$
- $2\spadesuit = 55\clubsuit\diamond 5-7$
- $2\text{NT} = 1-\heartsuit 5-7$
- $3\clubsuit = 6+\clubsuit 5-7$
- $3\diamond = 6+\diamond 5-7$

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

$2\clubsuit - ?$

- $2\diamond = 8+$
- $2\heartsuit = 5\heartsuit 5-7$
- $2\spadesuit = 2-3\spadesuit 5-7$
- $2\text{NT} = 1-\spadesuit 5-7$
- $3\clubsuit = 6+\clubsuit 5-7$

- $3\diamond = 6+\diamond$  5-7

$1\heartsuit - 1\spadesuit$

$2\clubsuit - 2\diamond$

?

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

$1\heartsuit - 1NT$

$2\clubsuit - 2\diamond$

?

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



- $3\spadesuit = 6\spadesuit$  16+

## Rebid $2_{NT}$

Akceptacja transferu ustala kolor.

$1\clubsuit - 1\heartsuit$

$2_{NT} - 3\clubsuit$

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

$1\diamondsuit - 1\heartsuit$

$2_{NT} - 3\clubsuit$

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

$1\clubsuit - 1\spadesuit$

$2_{NT} - 3\clubsuit$

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

$1\diamondsuit - 1\spadesuit$

$2_{NT} - 3\clubsuit$

- $3\diamondsuit = 4\heartsuit$ , może mieć  $3\spadesuit$
- $3\heartsuit = 3\spadesuit$ , bez  $4\heartsuit$
- $3\spadesuit = 6\diamondsuit$

- $3NT = 3+\clubsuit$

## Rewersy

Powtórzenie swojego koloru = slow down (nic nie mówi o składzie), dzięki temu rewers jest 16+, nie-**GF**. Np:

$1\diamond - 1\spadesuit$

$2\heartsuit$

- $2\spadesuit = \text{slow down}$
- $2NT = \text{GF}$

## 2/1

Do poziomu 3 nie sprzedajemy siły (tylko skład), więc np:

$1\heartsuit - 2\clubsuit$

?

- $2\heartsuit = 6\heartsuit$  (dowolna siła)
- $2NT = 5(332)$  (dowolna siła)

Potem bilansowanie niepoważnym  $3NT$  ( $3\spadesuit$ ) lub cue.

## Po wejściu przeciwnika na 1NT

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

$2\clubsuit = \clubsuit$

- $\times = \text{Stayman}$

SYSTEM ON

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

$2\clubsuit = \heartsuit\spadesuit$

- $\times = 8+$

- $2\diamond, 2♥ = \text{do gry}$
- $2♠ = \clubsuit\diamond, \text{INV}^+$
- $2\text{NT}/3♣/3\diamond/3♥ = \text{TRSF to } \clubsuit/\diamond/♥/\spadesuit, 5+, \text{INV}^+$
- $3♠ = \text{GF}$

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

$2\diamond = \diamond$

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

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

$2\diamond = 6+♥♠$

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

1NT – (2♥) – ?

- ✕ = negatywna
- 2♠ = do gry
- 2NT = Lebensohl
- 3♣ = 5+♦, INV<sup>+</sup>
- 3♦ = 5+♠, INV<sup>+</sup>
- 3♥ = 1-♥, INV<sup>+</sup>
- 3♠ = 55 ♣♦, GF
- 3NT = no ♥ stopper
- 4♥ = Texas

1NT – (2♠) – ?

- ✕ = negatywna
- 2NT = Lebensohl
- 3♣ = 5+♦, INV<sup>+</sup>
- 3♦ = 5+♥, INV<sup>+</sup>
- 3♥ = 55 ♣♦, GF
- 3♠ = 1-♠, INV<sup>+</sup>
- 3NT = no ♠ stopper
- 4♦ = Texas

1NT – (2NT<sup>A</sup>) – ?

2NT = ♣♦

- ✕ = 10+
- 3♣ = Stayman
- 3♦ = 5+♥, INV<sup>+</sup>
- 3♥ = 5+♠, INV<sup>+</sup>

1NT – (3♣) – ?

- ♠ = negatywna
- 3♦ = 5+♥, INV<sup>+</sup>
- 3♥ = 5+♠, INV<sup>+</sup>
- 3♠ = 5+♦, INV<sup>+</sup>
- 3NT = do gry

1NT – (3♦) – ?

- ♠ = negatywna
- 3♥ = 5+♠, INV<sup>+</sup>
- 3♠ = 5+♥, GF
- 3NT = do gry

1NT – (♠<sup>A</sup>) – ?

♠ sztuczna

SYSTEM ON

1NT – (♠) – ?

♠ = karna

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

1NT – (♠) – P<sup>A</sup> – (P)

♠♠ – (P) – ?

- PASS = karny
- 2♣ = 4♣ + 4♣ or 4333 albo inny edge case
- 2♦ = 4♦ + 4♥♠
- 2♥ = 4♥ + 4♠

## Dodatek: Minor Puppet

Tym nie musimy grać (raczej nie przyjdzie i tak) :)

Po 2NT w różnych sekwencjach, w których nie udało się znaleźć fitu ♥♠, 4♣ jest pytaniem o młodsze czwórki i piątki, 4♦ o trójki.

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

Każda z powyższych sekwencji tak samo po 1NT – 3♣.

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, inne odzywki uzgadniają ♣)
- 4NT = 2♣, 3+♦ (wszystkie odzywki uzgadniają ♦)

... - 4♦

4♥ - ?

- 4♠ = uzgadnia ♣
- 4NT = SIGN-OFF
- 5♣ = uzgadnia ♦

Zamiast odpowiadać asami można po prostu dawać cue/silne przyjęcie.



## Inne ważne rzeczy

1♥♠ – 1♠/1NT/2♣♦  
?

- 3♥♠ = samoustalenie

1♥♠ – 2♣♦  
2♥♠ – ?

- 2♥♠+1 = **ASK LSF**