

♠♣ Strefa ♦♥

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General assumptions

Offensive bidding

- $1\clubsuit = 2+$ (Strefa)
- $1\diamond = 4+$ ($1\clubsuit$ does not deny $4\diamond$)
- weak 1NT 11-14 (**non-vul**)
- Swedish $2\heartsuit$ openings (10-13)
- $2\diamond$ Multi
- strong 2NT (20-21)
- Dutch $2\clubsuit$ (\diamond preempt or Acol)
- non-**GF** reverses
- **HSF** schema (no shortness first)
- Non-Serious 3NT; we do not show strength after 2/1 (shape only)
- $5\clubsuit\diamond+1 = \text{RKCB for } \clubsuit\diamond$ ($4\text{NT} = \text{NAT}$)
- 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 (\times)

- Rubensohl + Lebensohl after 1NT overcall

Defensive bidding

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

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

- $2\spadesuit = 11+$ BAL, no $4\heartsuit\spadesuit$
- $2NT = 11-12$ BAL
- $3\clubsuit = \rightarrow 3\diamond$, preempt or strong splinter
- $3\diamond =$ mixed raise
- $3NT = 15-17$ BAL

$1\diamond - 3\clubsuit$

$3\diamond - ?$

- $3\heartsuit/3\spadesuit/3NT = \heartsuit/\spadesuit/\clubsuit$ shortness

$1\diamond - 1\heartsuit\spadesuit$

$2\diamond - ?$

- $2\heartsuit\spadesuit = \text{NF}$
- 3rd suit = stopper, **GF**
- $2NT = \text{GF}$
- $3\diamond = \text{INV}$

$1\diamond - 2\diamond$

$?$

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

bidding higher suit denies lower stopper

$1\diamond - 2\spadesuit$

$?$

- $2NT = \text{BAL min}$
- $3\clubsuit = 4+\clubsuit \text{ min}$
- $3\diamond = 5+\diamond \text{ min}$

- $3♥ = 1-♥, 5+♦$ **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
- $2♦ = \text{art}$, any 15+ ~~BAL~~
- $2♥ = 3♥$, 11-14
- $2NT = 18-19 \text{ BAL}$ **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: $1♣ - 1♦ = \text{negative}$).

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/4x (3♠) = splinter
- 4♦/4♥ = → 4♥♣

Drury

OFF in competition

P – 1♥
?

- 2♣ = better hand, fit
- 2♦ = mixed raise
- 2♥ = weak raise

- 2NT/3♣/3♦ = color + fit (2NT = ♠)
- 3♠ = Two Tiered Splinters = 4+♥, unspecified singleton, (10)11DP
- 3NT/4♣/4♦ = void splinter (3NT = ♠ void)

P – 1♠

?

- 2♣ = better hand, fit
- 2♦ = TRSF to ♥ 7+
- 2♥ = mixed raise
- 2♠ = weak raise
- 3♣/3♦/3♥ = color + fit
- 3NT = Two Tiered Splinters = 4+♠, unspecified singleton, (10)11DP
- 4♣/4♦/4♥ = void splinter

P – 1♥

2♣ – ?

- 2♦ = INV
- 2♥ = no interest in the game
- 2♠ = ASK HSF, 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♦ = INV
- 2♥ = 4+♥ INV⁺
- 2♠ = no interest in the game
- 2NT = ASK HSF, 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♦

?

- 2♥ over 1♠ = Last Train (says nothing about ♥)
- 2♥♠ = SIGN-OFF
- 2NT = 11, BAL
- 3♥♠ = 4-card support
- any other bid = NAT, INV

2♥ opening

2♥ = 10-13 6+♥

2♥^A – ?

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

2♥ – 2♠

?

- 2NT = ♠ shortness, better hand
- 3♣ = 2♠, ♣ feature
- 3♦ = 2♠, ♦ feature
- 3♥ = ♠ shortness, weak

- $3\spadesuit = 3\clubsuit$, weak
- $3NT = 3\clubsuit$, no shortness
- $4\clubsuit\heartsuit = \text{splinter, } 3+\spadesuit$

$2\heartsuit - 2NT$

?

- $3\clubsuit = 4+\clubsuit\spadesuit$ ($3\heartsuit = \text{ask}$)
- $3\heartsuit = \clubsuit\heartsuit$ feature ($3\heartsuit = \text{ask}$)
- $3\heartsuit = \text{bad hand}$
- $3\spadesuit = \spadesuit$ feature
- $3NT = \text{very good } \heartsuit$

$2\heartsuit - 2NT$

$3\clubsuit - 3\heartsuit$

?

- $3\heartsuit = 4\spadesuit$
- $3\spadesuit = 4\clubsuit$
- $3NT = 4\heartsuit$

$2\heartsuit - 2NT$

$3\heartsuit - 3\heartsuit$

?

- $3\spadesuit = \clubsuit$ feature
- $3NT = \heartsuit$ feature

$2\heartsuit - 3\heartsuit$

?

- $3\heartsuit = \text{weak}$
- $3\spadesuit = \text{better hand, no shortness}$
- $3NT/4\clubsuit\heartsuit = \text{shortness } (3NT = \spadesuit)$

2♠ opening

2♠ = 10-13 6+♠

2♠^A – ?

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

2♠ – 2NT

?

- 3♣ = 4+♣♥ (3♦ = ask)
- 3♦ = ♣♦ feature (3♥ = ask)
- 3♥ = ♥ feature
- 3♠ = weak hand
- 3NT = very good ♠

2♠ – 2NT

3♣ – 3♦

?

- 3♥ = 4♥
- 3♠ = 4♣
- 3NT = 4♦

2♠ – 2NT

3♦ – 3♥

?

- 3♠ = ♣ feature

- 3NT = ♦ feature

2♠ – 3♣
?

- 3♦ = 2♥
- 3♥ = 3♥ weak
- 3♠ = ♥ shortness, weak
- 3NT = ♥ shortness, better hand
- 4♣♦ = splinter, 3+♥

2♠ – 3♦
3♥ – ?

- 3♠ = ♣
- 3NT = ♦

2♠ – 3♥
?

- 3♠ = weak hand
- 3NT = good hand, no shortness
- cue = 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 2_{NT} schema
(reverses, 2/1, 2_{NT} 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**

- $3\clubsuit = \text{ask shape}$
- $3\diamond = \text{ask } 3\heartsuit\spadesuit$
- $3\heartsuit = \clubsuit \text{ shortness}$
- $3\spadesuit = \diamond \text{ shortness}$

1NT – $2\clubsuit$

$2\diamond - 3\clubsuit$

?

- $3\diamond = 5\clubsuit\diamond$
- $3\heartsuit = 2\spadesuit$
- $3\spadesuit = 2\heartsuit$
- $3\text{NT} = 33(34)$

?

1NT – $2\clubsuit$

$2\diamond - 3\diamond$

$3\heartsuit\spadesuit - ?$

- $3\text{NT}/4\heartsuit\spadesuit = \text{to play}$
- other = cuebid

1NT – $2\clubsuit$

$2\heartsuit - ?$

- $2\spadesuit = \text{relay } (2\text{NT} = \text{min}, 3\clubsuit = \text{max})$
- $2\text{NT} = 5\spadesuit, \text{INV}$
- $3\clubsuit = \text{ask shape}$
- $3\diamond = \clubsuit\diamond \text{ shortness}$
- $3\heartsuit = \text{INV}$
- $3\spadesuit/4\clubsuit\diamond = \text{splinter}$

1NT – $2\clubsuit$

$2\heartsuit - 2\spadesuit$

$2\text{NT} - ?$

- PASS = INV BAL

- $3\clubsuit = 6\clubsuit 4\spadesuit$ **INV**
- $3\diamond = 6\diamond 4\spadesuit$ **INV**
- $3\heartsuit = 4\heartsuit$ slam try, no splinter
- $3NT =$ choice of games

1NT – 2 \clubsuit

2 \heartsuit – 2 \spadesuit

3 \clubsuit – ?

- $3\diamond = 6\clubsuit\diamond 4\spadesuit$ (3 \heartsuit = ask)
- $3\heartsuit = 4\heartsuit$ slam try, no splinter
- $3NT =$ to play

1NT – 2 \clubsuit

2 \spadesuit – ?

- $2NT =$ **INV**
- $3\clubsuit =$ ask shape
- $3\diamond = \clubsuit\diamond$ shortness
- $3\heartsuit = 4\spadesuit$ slam try, no splinter
- $3\spadesuit =$ **INV**

1NT – 2 \clubsuit

2 $\heartsuit\spadesuit$ – 3 \clubsuit

?

- $3\diamond = 43\clubsuit\diamond$
- $3\heartsuit = 4\clubsuit$
- $3\spadesuit = 4\diamond$
- $3NT = 4333$ (4 $\heartsuit\spadesuit$)

1NT – 2 \clubsuit

2NT – ?

- **PASS = INV BAL**

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

1NT – $2\clubsuit$

$3\clubsuit$ – ?

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

1NT – $2\diamondsuit/2\heartsuit$

?

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

1NT – $2\diamondsuit$

$2\heartsuit$ – ?

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

1NT – $2\diamondsuit$

$2\heartsuit$ – $2\spadesuit$

?

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

- 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.

→ 2♦ = relay / other bids like after 2♦ preempt opening

2♣ – ?

- 2♥/3♣ = NAT 5+, F1
- 2NT = ask NT feature

2♣ – 2♦

?

- 2♥ = Kokish relay
- 2♠ = NAT (2NT = relay → transfers)
- 2NT = 22-23 BAL NF

Preempt openings

2♦ opening (Multi)

3-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)

- $3\blacklozenge = \text{ask}$

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♣♦
- 3x = INV BAL

1♣ – (2♦) – ?

2♦ = ♦

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

- $3\clubsuit = 54\heartsuit \text{ GF}$
- $3\spadesuit = \text{ask for } \diamond \text{ stopper}$

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

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

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

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

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

- $\times = \text{takeout, GF}$
- $3\diamond/3\heartsuit = \text{TRSF to } \heartsuit/\spadesuit, \text{ INV}^+$
- $3\spadesuit = \text{TRSF to } \diamond, \text{ GF}$

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

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

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

- $\times = \spadesuit, \text{ INV}^+$
- $3\spadesuit = 4\spadesuit, \text{ no } \heartsuit \text{ stopper, GF}$

1♣ – (3♠) – ?

- $\times = 4♥$, **GF**, no ♠ stopper

Opponents' overcalls over 1♦ opening

1♦ – (×) – ?

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

1♦ – (1♥) – ?

- $\times = 4+♠$
- $1♠ = \rightarrow 1\text{NT}$
- 1NT = **INV**
- $2♣/2♥/2♠ = \text{TRSF to } ♦/♠/♣, \text{ weak/}$ **GF**
- $2♦ = ♦$ **INV**
- $3♣/3♠ = \text{NAT, INV}$
- $3♦ = \text{preempt}$

1♦ – (1♠) – ?

- $\times = 4-5♥$
- 1NT = 7-10
- $2♣/2♦/2♠ = \text{TRSF to } ♦/♥/♣, \text{ weak/}$ **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**

- $3\diamond = \text{mixed raise}$
- $3♥/3NT/4♣ = ♥/\diamond/♣ + \text{fit}$
- $3♠ = \text{preempt}$

$1♠ - (2♣) - ?$

- $\times = \text{takeout}$
- $2\diamond/2♥ = \text{F1}$
- $2♠ = 6-10$
- $2NT = ♠ \text{GF}$
- $3♣ = ♠ \text{INV}$
- $3\diamond = \text{mixed raise}$
- $3♥ = ♥ + \text{fit}, \text{INV}$
- $3♠ = \text{preempt}$
- $4\diamond/4♥ = \text{color} + \text{fit}$

$1♠ - (2\diamond) - ?$

- $\times = \text{takeout}$
- $2♥ = \text{F1}$
- $2♠ = 6-10$
- $2NT = ♣ \text{INV}^+$
- $3♣ = ♠ \text{GF}$
- $3\diamond = ♠ \text{INV}$
- $3♥ = \text{mixed raise}$
- $3♠ = \text{preempt}$
- $4♣/4♥ = \text{color} + \text{fit}$

$1♠ - (2♥) - ?$

- $\times = \text{takeout}$
- $2♠ = 6-10$

- $2_{NT} = \clubsuit INV^+$
- $3\clubsuit = \diamond INV^+$
- $3\diamond = \spadesuit INV^+$
- $3\heartsuit =$ mixed raise
- $3\spadesuit =$ preempt
- $4\clubsuit/4\diamond =$ color + fit

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

- $\times =$ take out
- $3\diamond = \heartsuit INV^+$
- $3\heartsuit = \spadesuit INV^+$
- $3\spadesuit =$ competitive
- $4\clubsuit =$ slam try, no \clubsuit shortness
- $4\diamond =$ slam try, \clubsuit shortness
- $4\heartsuit/4\spadesuit =$ to play

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

- $\times =$ takeout
- $3\heartsuit = \heartsuit GF$
- $3\spadesuit =$ competitive
- $4\clubsuit =$ slam try, no \diamond shortness
- $4\diamond =$ slam try, \diamond shortness
- $4\heartsuit/4\spadesuit =$ to play

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

- $\times =$ takeout
- $3\spadesuit =$ competitive
- $4\clubsuit =$ slam try, no \diamond shortness
- $4\diamond =$ slam try, \diamond shortness

- $4\heartsuit = \text{slam try, } \heartsuit \text{ void}$
- $4\text{NT} = \text{minors}$

Opponents' overcalls over 1NT opening

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

$2\clubsuit = \clubsuit$

- $\times = \text{Stayman}$

SYSTEM ON

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

$2\clubsuit = \heartsuit\spadesuit$

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

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

$2\diamond = \diamond$

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

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**⁺
- $3NT = \text{no } ♠ \text{ stopper}$
- $4♦ = \text{Texas}$

1NT – (2NT^A) – ?

$2NT = ♣♦$

- $× = 10+$
- $3♣ = \text{Stayman}$
- $3♦ = 5+♥$, **INV**⁺
- $3♥ = 5+♠$, **INV**⁺

1NT – (3♣) – ?

- $× = \text{negative}$
- $3♦ = 5+♥$, **INV**⁺
- $3♥ = 5+♠$, **INV**⁺
- $3♠ = 5+♦$, **INV**⁺
- $3NT = \text{to play}$

1NT – (3♦) – ?

- $× = \text{negative}$
- $3♥ = 5+♠$, **INV**⁺
- $3♠ = 5+♥$, **GF**
- $3NT = \text{to play}$

1NT – (×^A) – ?

$×$ artificial

SYSTEM ON

1NT – (×) – ?

× = penalty

- PASS = forces ××
- ××
- 2× = forces x+1

1NT – (×) – P^A – (P)

××

- PASS = penalty
- 2♣ = 4♣ + 4× 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⁺

- $3\heartsuit = \spadesuit \text{ INV}^+$
- $3\spadesuit = \text{TRSF to NT}$
- $3\text{NT} = 55\heartsuit\spadesuit \text{ slam try}$
- $4\clubsuit = 55\heartsuit\spadesuit \text{ (no slam try)}$
- $4\diamondsuit/4\heartsuit = \text{Texas}$

$1\diamondsuit - (2\diamondsuit^A) - ?$

$2\diamondsuit = \heartsuit\spadesuit$

- $2\heartsuit = \clubsuit \text{ INV}^+$
- $2\spadesuit = \diamondsuit \text{ INV}^+$
- $2\text{NT} = \clubsuit\diamondsuit \text{ weak}$
- $3\clubsuit\diamondsuit = \text{NAT NF}$
- $3\heartsuit\spadesuit = \text{splinter (F to } 4\diamondsuit)$

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

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

- $3\clubsuit = \diamondsuit \text{ INV}^+$
- $3\diamondsuit = \text{competitive}$
- $3\heartsuit = \spadesuit \text{ INV}^+$
- $3\spadesuit = \text{NAT NF}$

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

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

- $3\clubsuit/3\diamondsuit/3\heartsuit = \text{TRSF to } \diamondsuit/\heartsuit/\spadesuit \text{ INV}^+$
- $3\spadesuit = \text{GF}$

$1\heartsuit - (2\heartsuit^A) - ?$

- $2\spadesuit = \heartsuit \text{ INV}^+$
- $2\text{NT} = \clubsuit \text{ INV}^+$

- $3\clubsuit = \diamond \text{ INV}^+$
- $3\diamond = \text{mixed raise}$
- $3\heartsuit = \text{competitive}$
- $3\spadesuit = \text{splinter}$
- $4\clubsuit\diamond = \text{color} + \text{fit}$

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

- $3\clubsuit = \heartsuit \text{ INV}^+$
- $3\diamond = \spadesuit \text{ INV}^+$
- $3\heartsuit = \text{NAT NF}$
- $3\spadesuit = \text{NAT NF}$

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

- $2\text{NT} = \clubsuit \text{ INV}^+$
- $3\clubsuit = \diamond \text{ INV}^+$
- $3\diamond = \spadesuit \text{ INV}^+$
- $3\heartsuit = \text{mixed raise}$
- $3\spadesuit = \text{competitive}$
- $4\clubsuit\diamond = \text{color} + \text{fit}$
- $4\heartsuit = \text{splinter}$

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

- $3\clubsuit = \heartsuit \text{ INV}^+$
- $3\diamond = \spadesuit \text{ INV}^+$
- $3\heartsuit = \text{NAT NF}$
- $3\spadesuit = \text{NAT NF}$

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

Rubens advances

After 1♣ opening

(1♣) – 1♠ – (P) – ?

- 2♣ = TRSF to ♦
- 2♦ = TRSF to ♥
- 2♥ = TRSF to ♠
- 2♠ = weak support

1_{NT} defense (Jassem)

aa

2_{NT} defense (CRASH)

aa

Michaels & Unusual 2_{NT}

bb

Kokish 2 ♦ Multi (Wilkoś) defense

bb