Bridge Bidding System

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1 One side bidding 3
1.1 1♣ opening 3
1.2 1♦ opening 5
1.3 Negative 1♦ 7
1.4 Two-way checkback 8
1.5 Flannery 8
1.6 2/1 GF 8
1.7 Responder's 2NT rebid 9
1.8 Rebid 2NT 9
1.9 1NT opening 10
1.10 2NT opening 12
1.11 Minor Puppet Stayman 13
1.12 Drury 16
1.13 Non Serious 3NT 18
1.14 Reverses, jump shifts and jump reverses 18
1.15 Preempt opening 19
1.16 Acol 2♣ 20
1.17 Acol – Kokish relay 21
1.18 Rebid with 3-card support 22
1.19 Ask LSF 22
1.20 Gazilli 23
1.21 Mini Splinters 26
2 Competitive bidding – dealing with interference 28
2.1 1♣♦ (×) 28
2.2 1♥♠ (×) 29
2.3 1♣ opening: dealing with opponent's preempt overcall 30
2.4 1♦ opening: dealing with opponent's preempt overcall 31
2.5 1♥ opening: dealing with opponent's preempt overcall 32
2.6 1♠ opening: dealing with opponent's preempt overcall 34

2.7 1NT – dealing with interference 35
2.8 Dealing with Michaels & Unusual 2nt 38
2.9 Acol interference 39
2.10 LSF – dealing with interference 39
2.11 RKCB – dealing with interference 40
3 Defensive bidding – how to overcall 41
3.1 Overcalls after 1NT opening 41
3.2 Michaels & Unusual 2nt 42
3.3 Dealing with preempts 43
3.4 Two-suiter overcalls 45
3.5 2NT overcall after major preempt 46
3.6 Overcalls after 2NT opening 50
3.7 Dealing with Multi/Wilkosz 50
3.8 Overcalls after mini 1NT opening 53
3.9 Other 54
4 Defensive signaling 55
4.1 Opening lead – Polish (upside down) version 55
4.2 Other 55

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+
- 2♥ = 5♠ 4♥ 5-11
- 2♠ = 11+ BAL, no 4♥♠
- 2NT = 11-12 BAL
- 3♣ = ♦ preempt or shortness, strong hand (→ 3♦)
- 3♦ = mixed raise
- 3NT = 15-17 BAL

1♦ – 1♥
?

- 1NT = 12-14 BAL
- 2♦ = 6+♦

1♦ – 1♥
2♦ – ?

- 2♠ = GF art (→ all NAT) !!
- 2NT = INV art, F to 3♦ !!

1♦ – 1♥
2♦ – 2NT
?

- 3♣ = any minimum or ♣ values
- 3♦ = 7+♦, GF
- 3♥ = 3♥, GF

1♦ – 1♠
?

- 1NT = 12-14 BAL, may have 1♠
- 2♦ = 6+♦

1♦ – 1♠
2♦ – ?

- 2♥ = **GF** art !!
- 2NT = **INV** art, **F** to 3♦

1♦ – 1♠
2♦ – 2♥
?

- 2♠ = 3♠ (2NT = **ASK LSF**)
- 2NT = NAT
- 3♣ = 4♥ !!

1♦ – 1♠
2♦ – 2♥
3♣ – ?

- 3♦ = agreeing ♦
- 3♥ = agreeing ♥

1♦ – 1♠
2♦ – 2NT
?

- 3♣ = any minimum or ♣ values
- 3♦ = 7+♦, **GF**
- 3♥ = ♥ values max (4♦ = **NF**)
- 3♠ = 3♠ max

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

1♦ – 3♣
3♦ – ?

- 3♥/3♠/3NT = ♥/♠/♣ shortness

1.3 Negative 1♦

1♣ – ?

- 1♦ = 0-6 or 16+ BAL or 5+♦ 7-11

1♣ – 1♦
?

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

1♣ – 1♦
1♥♠ – ?

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

1.4 Two-way checkback

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

1x – 1y
1z – ?

- 2♣ = any invite, forces 2♦
- 2♦ = any **GF**

1.5 Flannery

1♣♦ – 2♥
?

- 2NT = **ASK LSF** **!!**

1.6 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♣ = checkback

x – 2y
2NT – 3♣
?

- 3♦ = 3y !
- other = denies 3y

1.7 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♣ = 3y
- 3♦ = 5x 4z 2y 2
- 3♥ = 5x 5z 2y 1
- 3♠ = 5x 5z 1-y 2+
- 3NT = 5x 4z 1-y 3+

1.8 Rebid 2NT

Accepting transfer agrees suit.

1♣ – 1♥
2NT – 3♣

- 3♦ = 3♥

- 3♥ = 4♠, denies 3♥
- 3♠ = 5♣
- 3NT = 4♦

1♦ – 1♥
2NT – 3♣

- 3♦ = 3♥
- 3♥ = 4♠, denies 3♥
- 3♠ = 6♦
- 3NT = 3+♣

1♣ – 1♠
2NT – 3♣

- 3♦ = 4♥, may have 3♠
- 3♥ = 3♠, denies 4♥
- 3♠ = 5♣
- 3NT = 4♦

1♦ – 1♠
2NT – 3♣

- 3♦ = 4♥, may have 3♠
- 3♥ = 3♠, denies 4♥
- 3♠ = 6♦
- 3NT = 3+♣

1.9 1NT opening

1NT opening = (14)15-17 BAL

1NT – ?

- 2♣ = Stayman
- 2♦ = TRSF to 2♥
- 2♥ = TRSF to 2♠

- 2♠ = **INV** or TRSF to ♣
- 2NT = TRSF to ♦
- 3♣ = Puppet Stayman
- 3♦ = 55♣♦
- 3♥ = 3-♠ 1-♥, 54♣♦
- 3♠ = 3-♥ 1-♠, 54♣♦
- 3NT = to play
- 4♣ = 55♥♠
- 4♦, 4♥ = Texas
- 4NT = quantitative

1NT – 2♠
?

- 2NT = 14-15(16)
- 3♣ = (16)17

1NT – 2NT
?

- 3♣ = superaccept
- 3♦ = accept

1NT – 3♥
?

- 3♠ = NAT
- 3NT = to play
- 4♥ = pick a ♣♦, good hand
- 4NT = pick a ♣♦

Smolen
1NT – 2♣
2♦ – ?

- 2♥ = 5♥ 4♠, to play
- 2♠ = 5♠ 4♥, to play

- 3♥ = 5♠ 4♥, **GF**
- 3♠ = 5♥ 4♠, **GF**

1NT – 2♦
2♥ – ?

- 2♠ = 5♥ 4♠, **INV**

1NT – 2♥
2♠ – ?

- 3♥ = 5♠ 4♥, **INV**

1NT – 2♦
2♥ – 2♠
?

- PASS, 2NT, 3♥ = to play
- 3NT, 4♥, 4♠ = to play

1NT – 2♥
2♠ – 3♥
?

- PASS, 3♠ = to play
- 3NT, 4♥, 4♠ = to play

1.10 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♥
- 3♠ = 4+♥, cue bid
- 3NT = 3♠
- 4♣, 4♦ = 4+♥, cue bid

2NT – 3♥
?

- 3♠ = 2♠
- 3NT = 3♠
- 4♣, 4♦ = 4+♠, cue bid

2NT – 3♠
3NT – ?

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

1.11 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 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 ♦

1.12 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**

1.13 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.

1.14 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

1.15 Preempt opening

2♦ – ?

- 2NT = OGUST (after 2♦ only!)

2♦ – 2NT
?

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

2♥ – ?

- 2♠ = **ASK LSF**
- 2NT = 5+♠
- 3♣ = ♣/♦**GF**
- 3♦ = **INV** to 3NT

2♠ – ?

- 2NT = **ASK LSF**
- 3♣ = ♣/♦**GF**
- 3♦ = **INV** to 3NT

2♥/2♠ – 3♣
?

- 3♦ = 2+♣ 2+♦
- 3♥ = 1-♣
- 3♠ = 1-♦

2♥/2♠ – 3♦
?

- 3OM = accept

2x – ?

- 4♣ = RKCB 0/1-Q/1+Q/2-Q/2+Q

1.16 Acol 2♣

2♣ opening = 23+ HCP or 9.5 winning tricks

2♣ – ?

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

2♣ – 2♥
?

- PASS = good ♥
- 2♠ = NAT (5+), **F1**
- 2NT/3♣/3♦ = **NF**
- 3♥ = NAT (5+), **GF**

2♣ – 2♥
2NT – ?

System as after 2NT opening, except non-**GF** transfers: 3♦, 3♥ force 3♥, 3♠.

2♣ – 2♦
?

- 2NT = 23-24, BAL
- 2♥ = Kokish relay (see: Kokish relay)
- 2♠, 3♣, 3♦ = 5+, ~~BAL~~
- 3♥, 3♠, 4♣, 4♦ = agreeing suit

2♣ – 2♦
2NT – ?

System as after 2NT opening

2♣ – 2♦
2♠ – ?

- 2NT = no fit, relay
- 3♠ = fit

2♣ – 2♦
2♠ – 2NT
?

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

1.17 Acol – Kokish relay

2♣ – 2♦
?

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

2♣ – 2♦
2♥ – 2♠
?

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

2♣ – 2♦
2♥ – 2♠
2NT – ?

SYSTEM ON

1.18 Rebid with 3-card support

1♣ – 1♥
2♥ – ?

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

1♣ – 1♠
2♠ – ?

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

1.19 Ask LSF

Basic ASK LSF sequences:

- 1♥♠ – 2♥♠
  2♥♠+1[A]
- 1♣♦ – 1♥♠
  3♥♠ – 3♥♠+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♥ – 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♥ = agreeing ♥ **GF**

1♠ – 1NT
?

- PASS = 5332 12-14
- 2♣ = 5♠♣ 11-15 OR 16+ HCP **F1**
- 2♦ = 5♠ 4♦ 11-15
- 2♥ = 5♠ 4♥ 11-15
- 2♠ = 11-15
- 2NT = 6♠ 4♣♦ 15+
- 3♣ = 5♠ 5♣ **GF**
- 3♦ = 5♠ 5♦ **GF**
- 3♥ = 5♠ 5♥ **GF**
- 3♠ = agreeing ♠ **GF**

1♥ – 1♠
2♣ – ?

- ♦ = 8+
- ♥ = 2♥ 5-7
- ♠ = good 5♠ 5-7
- 2NT = 1-♥ 5-7
- 3♣ = 6+♣ 5-7
- 3♦ = 6+♦ 5-7
- 3♥ = ♥ fit, **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♠ = 5♥ 4♠ 16+
- 2NT = 5332 18-20
- 3♣ = 5♥ 4♣ 16+
- 3♦ = 5♥ 4♦ 16+
- 3♥ = 6♥ 16+

1♠ – 1NT
2♣ – 2♦
?

- 2♥ = 5♠ 4♥ 16+
- 2♠ = 5♠ 4♣ 11-15
- 2NT = 5332 18-20
- 3♣ = 5♠ 4♣ 16+
- 3♦ = 5♠ 4♦ 16+
- 3♠ = 6♠ 16+

1♥♠ – 1♠/1NT
2NT – ?

- 3♣ = PASS/correct
- 3♦ = ask, **GF**
- 3♥♠ = agreeing ♥♠

- 3♠♥ = NAT

1♥♠ – 1♠/1NT
2NT – 3♦
?

- 3♥ = ♣ (3♠ = ask strength, 3NT = weaker)
- 3♠ = ♦ good hand
- 3NT = ♦

1.21 Mini Splinters

any shortness 9-11, 4-card support, not **GF**!

1♥ – ?

- 2♠ = mini splinter
- 2NT = **INV** + fit

1♠ – ?

- 2NT = mini splinter
- 3♥ = **INV** + fit

1♥ – 2♠
?

- 2NT = **ASK LSF**

1♠ – 2NT
?

- 3♣ = **ASK LSF**

1♥ – 2♠
2NT – ?

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

1♠ – 2NT
3♣ – ?

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

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**
- 2NT = 4+♦, **INV**$^{+}$
- 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♥
- 2♠ = ♠, (3)4♥**INV**$^+$
- 2NT = 4+♥**INV**$^+$
- 3♣ = ♣, (3)4♥**INV**$^+$
- 3♦ = 4+♥, 6-9
- 3♥ = 4+♥, 0-5
- 3♠ = 4+♥, **ASK LSF** **!!**
- 3NT = semi-preempt, ♠, 4+♥
- 4♣ = semi-preempt, ♣, 4+♥
- 4♦ = semi-preempt, ♦, 4+♥
- 4♥ = preempt

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♠
- 2NT = 4♠**INV**$^+$
- 3♣ = ♣, (3)4♠**INV**$^+$
- 3♦ = ♦, (3)4♠**INV**$^+$

- 3♥ = 4+♠, 6-9
- 3♠ = 4+♠, 0-5
- 3NT = 4+♠, **ASK LSF** !!
- 4♣ = semi-preempt, ♣, 4+♠
- 4♦ = semi-preempt, ♦, 4+♠
- 4♥ = semi-preempt, ♥, 4+♠
- 4♠ = preempt

2.3 1♣ opening: dealing with opponent's preempt overcall

1♣ – (2♦) – ?

2♦ = ♦

- × = takeout
- 2♥/2♠ = NAT **NF**
- 2NT/3♦/3♥ = transfer to ♣/♥/♠ **INV+**
- 3♣ = 54♥♠ **GF**
- 3♠ = ask for ♦ stopper

1♣ – (2♥) – ?

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

1♣ – (2♠) – ?

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

1♣ – (3♣) – ?

- × = takeout, **GF**
- 3♦/3♥ = transfer to ♥/♠, **INV**$^+$
- 3♠ = transfer to ♦, **GF**

1♣ – (3♦) – ?

- × = takeout, **GF**
- 3♥ = transfer to ♠, **INV**$^+$
- 3♠ = transfer to ♥, **GF**

1♣ – (3♥) – ?

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

1♣ – (3♠) – ?

- × = 4♥, **GF**, no ♠ stopper

2.4 1♦ opening: dealing with opponent's pre-empt overcall

1♦ – (2♥) – ?

2NT = ♣♦

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

1♦ – (2♠) – ?

2NT = ♣♦

- × = takeout
- 2NT/3♣ = transfer to ♣/♦, **INV**$^+$
- 3♦ = competitive

- 3♥ = NAT, **GF**

1♦ – (3♣) – ?

2NT = ♣♦

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

1♦ – (3♥) – ?

2NT = ♣♦

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

1♦ – (3♠) – ?

2NT = ♣♦

- × = ♥, **GF**

2.5 1♥ opening: dealing with opponent's pre-empt overcall

1♥ – (2♠) – ?

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

1♥ – (2♠) – ?

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

1♥ – (3♣) – ?

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

1♥ – (3♦) – ?

- × = takeout
- 3♥ = competative
- 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

2.6 1♠ opening: dealing with opponent's pre-empt overcall

1♠ – (3♣) – ?

- × = take out
- 3♦ = ♥, **INV+**
- 3♥ = ♠, competative/**GF**
- 3♠ = ♠, **INV**
- 3NT = to play
- 4♣ = slam try, no ♣ shortness
- 4♦ = slam try, ♣ shortness
- 4♥/4♠ = to play

1♠ – (3♦) – ?

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

1♠ – (3♥) – ?

- × = takeout
- 3♠ = competitive
- 3NT = to play
- 4♣ = slam try, no ♦ shortness
- 4♦ = slam try, ♦ shortness
- 4♥ = slam try, ♥ void
- 4♠ = to play

- 4NT = minors

2.7 1NT – dealing with interference

1NT – (2♣) – ?

2♣ = ♣

- × = Stayman

SYSTEM ON

1NT – (2♣[A]) – ?

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

2.8 Dealing with Michaels & Unusual 2NT

1♣ – (2NT) – ?

2NT = ♣♦

- 3♣ = ♥, **INV+**
- 3♦ = ♠, **INV+**
- 3♥♠ = to play

1♦ – (2NT) – ?

- 3♣ = **INV+**, fit
- 3♦ = simple raise 6-9
- 3♥ = 5+♠, **GF**
- 3♠ = 6♠, **NF** !

1♠ – (2NT) – ?

- 3♣ = 5♥, **GF**
- 3♦ = **INV+**, fit
- 3♥ = 6♥, **NF** !
- 3♠ = simple raise 6-9

1♣ – (2♦) – ?

2♦ = ♥♠

- 2♥ = ♣, **INV+**
- 2♠ = ♦, **GF**

1♥ – (2♥) – ?

- × = ownership
- 2♠ = **INV+**, fit
- 3♣♦ = 5+, **GF**
- 3♥ = simple raise 6-9
- 3♠ = splinter
- 4♣♦ = fit jump (5♣♦ with 2/3 honors, 7+, 4♥)

2.9 Acol interference

2♣ – (×/any) – ?

× = ♣

- ××/× = negative
- PASS = positive
- own suit = 4+ HCP, 5+ cards, **GF**

2♣ – (P) – 2♦ – (any)
?

- × = take out !
- PASS = forces penalty ×

2.10 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

2.11 RKCB – dealing with interference

4NT – (×/**5♣♦**) – **?**

DOPI

4NT – (**5♥♠**) – **?**

DEPO

3 Defensive bidding – how to overcall

3.1 Overcalls after 1NT opening

(1NT) – ?

- × = 5♣♦ + 4♥♠
- × in balancing position = 5♣♦ + 4♥♠ or 6♣♦
- 2♣ = 54 ♥♠
- 2♦ = 6+ ♥♠
- 2♥ = 5♥ + 4♣♦
- 2♠ = 5♠ + 4♣♦

(1NT) – × – (P) – ?

- 2♣ = PASS/correct
- 2♦ = show major
- 2♥ = own suit
- 2♠ = own suit

(1NT) – 2♣ – (P) – ?

- 2♦ = show better major
- 2♥, 2♠ = preference

(1NT) – 2♦ – (P) – ?

- 2♥ = PASS/correct

- 2♠ = **INV** with ♥

3.2 Michaels & Unusual 2NT

(1♣[A]) – ?

1♣ = 2+ or fully artificial

- 1♦ = NAT (5+)
- 2♣ = NAT
- 2♦ = Michaels

(1♣[A]) – ?

1♣ = 3+

- 1♦ = NAT (5+)
- 2♣ = Michaels
- 2♦ = weak (6+)

(1♦) – ?

- 2♦ = Michaels

(1♦) – 2♦ – (P) – ?

- 2♥♠ = preference
- 3♣ = ♥, **INV**$^+$
- 3♦ = ♠, **INV**$^+$
- 3♥♠ = mixed raise
- 4♥♠ = preempt

(1♥) – 2♥ – (P) – ?

- 2♠ = to play
- 2NT = show minor, **INV**$^+$
- 3♣ = pass/correct
- 3♦ = ♠ fit, **INV**$^+$
- 3♠ = 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 then 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 then 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♣ = forces 3♦, 1-♥GF OR weak with ♦
- 3♦ = 4♠GF
- 3♥ = forces 3♠, 5+♠, weak or GF
- 3♠ = long minor/minors, no ♥ shortness, 3NT = ASK
- 3NT = to play
- 4♣ = 6♣ 5♠, may have shortness
- 4♦ = 6♦ 5♠, may have shortness
- 4♥ = 6+♠
- 4♠ = minors
- 4NT = quantitative

(2♥) – 2NT – (P) – 3♣
(P) – 3♦ – (P) – ?

- PASS = weak with ♦
- 3♥ = 3-♠
- 3♠ = 4♠
- 3NT = 5♠
- 4♣ = 6+♠

(2♥) – 2NT – (P) – 3♣
(P) – 3♦ – (P) – 3♥
(P) – ?

- 3♠ = last train for a 3NT game
- 3NT = good ♥ stopper

(2♥) – 2NT – (P) – 3♣
(P) – 3♦ – (P) – 3♥
(P) – 3♠ – (P) – ?

- 3NT = weak own suit
- 4♣, 4♦ = own suit
- 4♥ = ♣♦: 4♠ agreeing ♣, 4NT agreeing ♦

- 4♠ = 3♠

(2♥) – 2NT – (P) – 3♦
(P) – ?

- 3♥ = minors
- 3♠ = 4♠
- 3NT = to play

(2♥) – 2NT – (P) – 3♥
(P) – 3♠ – (P) – ?

- PASS = weak, 5+♠
- 3NT = PASS/correct
- 4♣/4♦ = NAT

(2♥) – 2NT – (P) – 3♠
(P) – 3NT – (P) – ?

- 4♣/4♦ = NAT, agreeing suit
- 4♥ = 1♠, both minors
- 4♠ = void ♠, both minors

(2♥) – 2NT – (P) – 4♥
(P) – 4♠ – (P) – ?

- 4NT = RKCB 1430
- 5x = EX 0314

(2♠) – 2NT – (P) – ?

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

- 4♥ = 6+♥
- 4♠ = minors
- 4NT = quantitative

(2♠) – 2NT – (P) – 3♣
(P) – 3♦ – (P) – ?

- PASS = weak with ♦
- 3♥ = 3-♥
- 3♠ = 4♥
- 3NT = 5♥
- 4♣ = 6+♥

(2♠) – 2NT – (P) – 3♣
(P) – 3♦ – (P) – 3♥
(P) – ?

- 3♠ = last train for a 3NT game
- 3NT = good ♠ stopper

(2♠) – 2NT – (P) – 3♣
(P) – 3♦ – (P) – 3♥
(P) – 3♠ – (P) – ?

- 3NT = weak own suit
- 4♣, 4♦ = own suit
- 4♥ = 3♥

(2♠) – 2NT – (P) – 3♦
(P) – 3♥ – (P) – ?

- PASS = weak, 5+♥
- 3NT = PASS/correct
- 4♣/4♦ = NAT

(2♠) – 2NT – (P) – 3♥
(P) – 3♠ – (P) – ?

- 4♣/4♦ = NAT, agreeing suit

- 4♥ = 1♠ both minors
- 4♠ = void ♠ both minors

(2♠) – 2NT – (P) – 3♠
(P) – ?

- 4♣ = 4♥
- 3NT = to play

(2♠) – 2NT – (P) – 4♦
(P) – 4♥ – (P) – ?

- 4NT = RKCB 1403
- 4♠/5♣/5♦ = EX **0314**

3.6 Overcalls after 2NT opening

(2NT) – ?

- × = ♣♠ OR ♦♥
- 3♣ = ♣♦ OR ♥♠
- 3♦ = ♣♥ OR ♦♠

3.7 Dealing with Multi/Wilkosz

(2♦) – ?

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

- 4♦ = ♦+♥♠

(2♦) – P – (P[A]) – ?

System like after 2♦ preempt.

(2♦) – P – (2♥) – ?

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

(2♦) – P – (2♠) – ?

- PASS = no suitable call OR takeout with ♥ shortness !
- × = takeout with ♠ shortness !
- 2NT = 17-19, BAL

(2♦) – P – (>2♠) – ?

- × = takeout !

(2♦) – P – (2♥) – P
(P) – ?

- 2NT = ♣♦

(2♦) – × – (××/PASS) – ?

- PASS = want to defend, doubles are penalty
- 2♥♠ = 5+♥♠, to play
- 2NT = Lebensohl (see below)
- 3♣ = Stayman !!
- 3♦ = TRSF to ♥, GF + superaccepts
- 3♥ = TRSF to ♠, GF + superaccepts
- 3♠ = TRSF to NT, no ♥♠ stoppers
- 4♦, 4♥ = Texas

(2♦) – × – **(××/PASS) – 2NT**
(P) – 3♣ – (P) – ?

- PASS = to play
- 3♦ = **GF**, no 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[A]) – ?

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♣ – (×) – ?

- 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 → 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 → 9
- T9 or T9xx(...) → T
- XT9(...) → T

4.2 Other

- Upside down count and attitude (high-low odd / discouraging)
- Lavinthal (suit preference) discards