

# 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**: BAL or ♣
- 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♥ = 4+♥
- 1♠ = 4+♠
- 1NT = 6-10, no 4♥♠
- 2♣ = **GF**: BAL or ♣, no 4♥♠
- 2♦ = no 4♥♠, 4+♦, **INV**<sup>+</sup>
- 2♥ = 5♠ 4♥ 5-11

- $2\spadesuit = 11+$  BAL, no  $4\heartsuit\spadesuit$
- $2\text{NT} = 11-12$  BAL
- $3\text{NT} = 15-17$  BAL

$1\clubsuit - 1\heartsuit/1\spadesuit$   
?

- $2\clubsuit = 5+\clubsuit$ ,  $12-15$  ~~BAL~~
- $3\clubsuit = 6+\clubsuit$ ,  $(15)16-18$ , ~~BAL~~

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

- $2\diamondsuit = \text{INV art}$
- $2\spadesuit/2\text{NT} = \text{GF}$

!!

$1\clubsuit - 1\heartsuit$   
 $2\clubsuit - 2\diamondsuit$   
?

- $2\heartsuit = 3+\heartsuit$ , **F1**
- $2\spadesuit = \text{GF}$
- $2\text{NT} = 3145$ , **NF** ( $3\diamondsuit$  to play)
- $3\clubsuit = \text{NAT}$ , **NF**

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

- $2\diamondsuit = \text{INV art}$  or  $5\spadesuit 4\heartsuit$  **GF**
- $2\heartsuit = \text{GF art}$ , no  $4\heartsuit$
- $2\text{NT} = \text{GF}$

!!

!!

$1\clubsuit - 1\spadesuit$   
 $2\clubsuit - 2\diamondsuit$   
?

- $2\heartsuit = \text{NAT}$ , **F1**

- $2\spadesuit = 3+\spadesuit$ , **F1**
- $2\text{NT} = 3145$ , **NF** ( $3\diamond$  to play)
- $3\clubsuit = \text{NAT}$ , **NF**
- $3\diamond = \text{GF art}$

!!

$1\clubsuit - 1\spadesuit$   
 $2\clubsuit - 2\diamond$   
 $2\heartsuit/2\spadesuit - ?$

- $3\diamond = \text{agreeing } \heartsuit/\spadesuit$ , **GF**

$1\clubsuit - 1\spadesuit$   
 $2\clubsuit - 2\diamond$   
 $2\text{NT}/3\clubsuit - ?$

- $3\heartsuit = 5\spadesuit 5\heartsuit$ , **GF**
- $3\spadesuit = 6\spadesuit 4\heartsuit$ , **GF**
- $3\text{NT} = 5\spadesuit 4\heartsuit$ , **GF**

$1\diamond - 1\heartsuit$   
 $?$

- $1\text{NT} = 12-14 \text{ BAL}$
- $2\diamond = 6+\diamond$

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

- $2\spadesuit = \text{GF art}$  ( $\rightarrow$  all NAT)
- $2\text{NT} = \text{INV art}$ , **F** to  $3\diamond$

!!

!!

$1\diamond - 1\heartsuit$   
 $2\diamond - 2\text{NT}$   
 $?$

- $3\clubsuit = \text{any minimum or } \clubsuit \text{ values}$
- $3\diamond = 7+\diamond$ , **GF**
- $3\heartsuit = 3\heartsuit$ , **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♦ = 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♦

?

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

bidding higher suit denies lower stopper

1♣♦ – 2♥

?

- 2NT = **ASK LSF**



1♣ – 2♠  
?

- 2NT = BAL min
- 3♣ = 5+♣ min
- 3♦ = 5+♣ **GF**
- 3♥ = 1-♥, 5+♣ **GF**
- 3♠ = 1-♠, 5+♣ **GF**
- 3NT = to play

1♦ – 2♠  
?

- 2NT = BAL min
- 3♣ = 4+♣ min
- 3♦ = 5+♦ min
- 3♥ = 1-♥, 5+♦ **GF**
- 3♠ = 1-♠, 5+♦ **GF**
- 3NT = to play

### Two way checkback

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

1x – 1y  
1z – ?

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

## 1.2 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

### 1.3 1♥♠ opening

1♥ – ?

- 1♠ = 4+♠, no 3♥ OR 5♠ 3♥+ **GF**
- 1NT = 5-11HCP, (or 5-7HCP with ♥ fit)
- 2♣ = any **GF**
- 2♦ = 5♦, **GF**
- 2♥ = constructive raise
- 2♠ = mini splinter
- 2NT = limit raise

- $3\clubsuit = \text{solid } 6\clubsuit, \text{ INV}$
- $3\diamond = \text{solid } 6\diamond, \text{ INV}$
- $3\heartsuit = \text{mixed raise}$
- $3\spadesuit = \text{splinter } \spadesuit$
- $3\text{NT} = \text{splinter } \diamond$
- $4\clubsuit = \text{splinter } \clubsuit$
- $4\diamond = 11\text{HCP}, 4\heartsuit, \text{ no shortness}$
- $4\spadesuit/5\clubsuit/5\diamond = \text{EXRKCB } 0314$

$1\spadesuit - ?$

- $1\text{NT} = 5\text{-}11\text{HCP}, (\text{or } 5\text{-}7\text{HCP with } \spadesuit \text{ fit})$
- $2\clubsuit = \text{any GF}$
- $2\diamond = 5\diamond, \text{ GF}$
- $2\heartsuit = 5\heartsuit, \text{ GF}$
- $2\spadesuit = \text{constructive raise}$
- $2\text{NT} = \text{mini splinter}$
- $3\clubsuit = \text{solid } 6\clubsuit, \text{ INV}$
- $3\diamond = \text{solid } 6\diamond, \text{ INV}$
- $3\heartsuit = 3+\spadesuit, \text{ INV}$
- $3\spadesuit = \text{mixed raise}$
- $3\text{NT} = \text{splinter } \heartsuit$
- $4\clubsuit = \text{splinter } \clubsuit$
- $4\diamond = \text{splinter } \diamond$
- $4\heartsuit = 11\text{HCP}, 4\spadesuit, \text{ no shortness}$

$1\heartsuit - 1\spadesuit$

$2\heartsuit - ?$

- $2\text{NT} = \text{INV}^+ \text{ art}$

!!

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**

## 1.4 2/1 **GF**

**x** – **2y**  
?

- 2NT = 5332 or 5422, denies 4-card support
- 3**y** = 4-card support or 3-card support with shortness

**x** – **2y**  
2NT – ?

- 3♣ = checkback

**x** – **2y**  
2NT – 3♣  
?

- 3♦ = 3**y**
- other = denies 3**y**

## 1.5 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♣ = 3**y**
- 3♦ = 5**x** 4**z** 2**y** 2
- 3♥ = 5**x** 5**z** 2**y** 1
- 3♠ = 5**x** 5**z** 1-**y** 2+

- $3_{NT} = 5x\ 4z\ 1-y\ 3+$

## 1.6 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  $4\heartsuit$
- $3\spadesuit = 6\diamondsuit$

- $3\text{NT} = 3+\clubsuit$

## 1.7 $1\text{NT}$ opening

$1\text{NT}$  opening = (14)15-17 BAL

$1\text{NT} - ?$

- $2\clubsuit = \text{Stayman}$
- $2\diamond = \text{forces } 2\heartsuit$
- $2\heartsuit = \text{forces } 2\spadesuit$
- $2\spadesuit = \text{INV or TRSF to } \clubsuit$
- $2\text{NT} = \text{TRSF to } \diamond$
- $3\clubsuit = \text{Puppet Stayman}$
- $3\diamond = 55\clubsuit\diamond$
- $3\heartsuit = 3-\spadesuit\ 1-\heartsuit, 54\clubsuit\diamond$
- $3\spadesuit = 3-\heartsuit\ 1-\spadesuit, 54\clubsuit\diamond$
- $3\text{NT} = \text{to play}$
- $4\clubsuit = 55\heartsuit\spadesuit$
- $4\diamond, 4\heartsuit = \text{Texas}$
- $4\text{NT} = \text{quantitative}$

$1\text{NT} - 2\spadesuit$

?

- $2\text{NT} = 14-15(16)$
- $3\clubsuit = (16)17$

$1\text{NT} - 2\text{NT}$

?

- $3\clubsuit = \text{superaccept}$
- $3\diamond = \text{accept}$

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

## 1.8 2NT opening

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

2NT – ?

- 3♣ = Puppet Stayman
- 3♦ = forces 3♥, **GF**
- 3♥ = forces 3♠, **GF**
- 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-♠

## 1.9 2NT opening – extended

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

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♦

- $5\spadesuit = \text{fit } \heartsuit 2 \text{ Aces, } Q\heartsuit$

... -  $4\clubsuit$

$4\heartsuit - ?$

- $4\spadesuit = \text{fit } \clubsuit, 1/4 \text{ Aces}$
- $4\text{NT} = \text{SIGN-OFF}$
- $5\clubsuit = \text{fit } \clubsuit, 0/3 \text{ Aces}$
- $5\heartsuit = \text{fit } \clubsuit, 2 \text{ Aces, no } Q\clubsuit$
- $5\heartsuit = \text{fit } \clubsuit 2 \text{ Aces, } Q\clubsuit$

... -  $4\clubsuit$

$4\spadesuit - ?$

- $4\text{NT} = \text{SIGN-OFF}$
- $5\clubsuit = \text{fit } \heartsuit, 1/4 \text{ Aces}$
- $5\heartsuit = \text{fit } \heartsuit, 0/3 \text{ Aces}$
- $5\heartsuit = \text{fit } \heartsuit, 2 \text{ Aces, no } Q\heartsuit$
- $5\spadesuit = \text{fit } \heartsuit 2 \text{ Aces, } Q\heartsuit$

... -  $4\heartsuit$

?

- $4\heartsuit = 3+\clubsuit, 3+\heartsuit$
- $4\spadesuit = 3+\clubsuit, 2\heartsuit$  ( $4\text{NT} = \text{SIGN-OFF}$ , other bids agreeing  $\clubsuit$ )
- $4\text{NT} = 2\clubsuit, 3+\heartsuit$  (all bids agreeing  $\heartsuit$ )

... -  $4\heartsuit$

$4\heartsuit - ?$

- $4\spadesuit = \text{agreeing } \clubsuit$
- $4\text{NT} = \text{SIGN-OFF}$
- $5\clubsuit = \text{agreeing } \heartsuit$

## 1.10 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(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(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 2♠ = Last Train (says nothing about ♥)
- 2♥♠ = **SIGN-OFF**
- 2NT = 11, BAL
- 3♥♠ = 4-card support
- 4♥♠ = to play
- any other bid = NAT, **INV**

## 1.11 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.

## 1.12 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+

## 1.13 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-♣

- $3\spadesuit = 1\text{-}\diamond$

$2\heartsuit/2\spadesuit - 3\diamond$   
?

- 3OM = accept

$2\text{x} - ?$

- $4\clubsuit = \text{RKCB } 0/1\text{-Q}/1+\text{Q}/2\text{-Q}/2+\text{Q}$

## 1.14 Acol $2\clubsuit$

$2\clubsuit$  opening = 23+ HCP or 9.5 winning tricks

$2\clubsuit - ?$

- $2\diamond = \text{positive } 4+, \text{ GF}$
- $2\heartsuit = \text{negative } 3\text{-}$
- $2\spadesuit, 3\clubsuit, 3\diamond = \text{own suit } 5+$
- 2NT = own suit ( $\heartsuit$ ) 5+

$2\clubsuit - 2\heartsuit$   
?

- PASS = good  $\heartsuit$
- $2\spadesuit = \text{NAT } (5+), \text{ F1}$
- $2\text{NT}/3\clubsuit/3\diamond = \text{NF}$
- $3\heartsuit = \text{NAT } (5+), \text{ GF}$

$2\clubsuit - 2\heartsuit$   
 $2\text{NT} - ?$

System as after 2NT opening, except non-**GF** transfers:  $3\diamond, 3\heartsuit$  force  $3\heartsuit, 3\spadesuit$ .

$2\clubsuit - 2\diamond$   
?

- 2NT = 23-24, BAL



- $2♥ = \text{Kokish relay (see: Kokish relay)}$
- $2♠, 3♣, 3♦ = 5+, \text{BAL}$
- $3♥, 3♠, 4♣, 4♦ = \text{agreeing suit}$

$2♣ - 2♦$   
 $2NT - ?$

System as after 2NT opening

$2♣ - 2♦$   
 $2♥ - ?$

- $2♠ = \text{no fit, relay}$
- $3♥ = \text{fit}$

$2♣ - 2♦$   
 $2♠ - ?$

- $2NT = \text{no fit, relay}$
- $3♠ = \text{fit}$

$2♣ - 2♦$   
 $2♥ - 2♠$   
 $?$

- $2NT = 5♥ + 4♣$
- $3♣ = 5♥ + 4♦$
- $3♦ = 6♥$
- $3♥ = 5♥ + 4♠$

$2♣ - 2♦$   
 $2♠ - 2NT$   
 $?$

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

- $3\spadesuit = 5\spadesuit + 4\clubsuit$

## 1.15 Acol – Kokish relay

$2\clubsuit - 2\diamond$   
?

- $2\heartsuit = \text{Kokish relay, forces } 2\spadesuit$
- $2\text{NT} = 23\text{-}24, \text{BAL}$

$2\clubsuit - 2\diamond$   
 $2\heartsuit - 2\spadesuit$   
?

- $2\text{NT} = 25+, \text{BAL}$
- $3\clubsuit = 5\heartsuit + 4\diamond, 23+$
- $3\diamond = 6\heartsuit, 23+$
- $3\heartsuit = 5\heartsuit + 4\spadesuit, 23+$
- $3\spadesuit = 5\heartsuit + 4\clubsuit, 23+$

$2\clubsuit - 2\diamond$   
 $2\heartsuit - 2\spadesuit$   
 $2\text{NT} - ?$

SYSTEM ON

## 1.16 Rebid with 3-card support

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

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

1♣ – 1♠

2♠ – ?

- 2NT = 4♠, INV
- 3♣ = 4♠ + 4♣, INV
- 3♦ = 5♠, INV<sup>+</sup>, ASK LSF
- 3♥ = 4♠, GF

## 1.17 Ask LSF

All basic ASK LSF sequences:

- 1♥♠ – 2♥♠  
2♥♠ + 1<sup>A</sup>
- 1♣♦ – 1♥♠  
2♥♠ – 2♥♠ + 1<sup>A</sup>
- 1♥♠ – 2x  
2♥♠ – 2♥♠ + 1<sup>A</sup>
- 1♣♦ – 1♥♠  
3♥♠ – 3♥♠ + 1<sup>A</sup>

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

**Answering:**

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

## 1.18 Gazilli

1♥ – 1♠

?

- 2♣ = 5♥ ♣ 11-15 OR 16+ HCP **F1**

1♥ – 1NT

?

- 2♣ = 5♥ ♣ 11-15 OR 16+ HCP **F1**

- $2\diamond = 5♥ 4\diamond$  11-15
- $2♥ = 11-15$
- $2♠ = 6♥ 5♠$  **GF**
- $2NT = 6♥ 5♣♦$  **GF**
- $3♣ = 5♥ 5♣$  **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
- $2♠ = 11-15$
- $2NT = 6♠ 5♣♦$  **GF**
- $3♣ = 5♠ 5♣$  **GF**
- $3♦ = 5♠ 5♦$  **GF**
- $3♥ = 6♠ 5♥$  **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

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♥ = 5♠ 4♥ 16+
- 3♠ = 6♠ 16+

## 1.19 Mini Splinters

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

1♥ – ?

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

1♠ – ?

- 2NT = mini splinter

- $3♥ = \text{INV} + \text{fit}$

$1♥ - 2♠$   
?

- $2NT = \text{ASK LSF}$

$1♠ - 2NT$   
?

- $3♣ = \text{ASK LSF}$

$1♥ - 2♠$   
 $2NT - ?$

- $3♣ = ♣ \text{ shortness}$
- $3♦ = ♦ \text{ shortness}$
- $3♥ = ♠ \text{ shortness}$
- $3♠ = ♠ \text{ shortness GF (max)}$

$1♠ - 2NT$   
 $3♣ - ?$

- $3♦ = ♣ \text{ shortness}$
- $3♥ = ♦ \text{ shortness}$
- $3♠ = ♥ \text{ shortness}$
- $3NT = ♥ \text{ shortness GF (max)}$

## 2 Competitive bidding – dealing with interference

### 2.1 1NT – dealing with interference

1NT – (2♣) – ?

2♣ = ♣

- ✕ = Stayman

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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>



- $3♥ = 5+♠, INV^+$
- $3♠ = 5+♣, INV^+$
- $3NT = \text{no } ♦ \text{ stopper}$
- $4♦, 4♥ = \text{Texas}$

$1NT - (2♦^A) - ?$

$2♦ = 6+ ♥♠$

- $× = 8+$
- $2♥, 2♠ = \text{to play}$
- $2NT = \text{Lebensohl}$
- $3♣ = 5+♦, INV^+$
- $3♦ = 5+♥, INV^+$
- $3♥ = 5+♠, INV^+$
- $3♠ = 5/5 ♣♦$
- $3NT = \text{to play}$
- $4♦, 4♥ = \text{Texas}$

$1NT - (2♥) - ?$

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

1NT – (2♠) – ?

- ✕ = negative
- 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♣) – ?

- ✕ = 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

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1NT - (×) - ?

× = penalty

- PASS = forces ××
- ××
- 2<sup>x</sup> = forces x+1

1NT - (×) - P<sup>A</sup> - (P)

××

- PASS = penalty
- 2<sup>♣</sup> = 4<sup>♣</sup> + 4<sup>x</sup> or 4333 or any other edge case
- 2<sup>♦</sup> = 4<sup>♦</sup> + 4<sup>♥♠</sup>
- 2<sup>♥</sup> = 4<sup>♥</sup> + 4<sup>♠</sup>

## 2.2 Acol interference

2<sup>♣</sup> - (×/any) - ?

× = ♣

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

2<sup>♣</sup> - (P) - 2<sup>♦</sup> - (any)  
?

- × = take out
- PASS = forces penalty ×

!

## 2.3 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

## 2.4 Transfers after 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**<sup>+</sup>
- 2NT = 4+♥ **INV**<sup>+</sup>
- 3♣ = ♣, (3)4♥ **INV**<sup>+</sup>
- 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<sup>+</sup>
- 3♣ = ♣, (3)4♠ INV<sup>+</sup>
- 3♦ = ♦, (3)4♠ INV<sup>+</sup>
- 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

!!

## 2.5 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>) – ?

- $\times = 5\clubsuit\spadesuit + 4\heartsuit$
- $\times$  in balancing position =  $5\clubsuit\spadesuit + 4\heartsuit$  or  $6\clubsuit\spadesuit$
- $2\clubsuit = 54\heartsuit$
- $2\spadesuit = 6+\heartsuit$
- $2\heartsuit = 5\heartsuit + 4\clubsuit\spadesuit$
- $2\heartsuit = 5\heartsuit + 4\clubsuit\spadesuit$

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

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

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

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

(1NT) – 2♦ – (P) – ?

- 2♥ = PASS/correct
- 2♠ = INV with ♥

### 3.2 Michaels & Unusual 2NT

(1♣<sup>A</sup>) – ?

1♣ = 2+ or fully artificial

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

(1♣<sup>A</sup>) – ?

1♣ = 3+

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

(1♦) – ?

- 2♦ = Michaels

### 3.3 Dealing with preempts

(2♥) – ?

- 3♠ = strong hand, solid suit
- 3♥ = Michaels
- 4♣/4♦ = Leaping Michaels, GF
- 4♥ = ♣♦, strong
- 4NT = ♣♦, weaker than 4♥

!!



$(2♥) - \times - (P) - ?$

- 2NT = Better Minor Lebensohl
- $3♣ = 0-11, 5+♣$
- $2♠ = \text{weak}$
- $3♦ = \text{INV (8-11)}$
- $3♥ = \text{no } 4♠, \text{ no } ♥ \text{ stopper}$
- $3♠ = 5♠, \text{ INV (8-11)}$
- 3NT = no  $4♠, ♥$  stopper
- $4♥ = ♣♦, \text{ no } ♥ \text{ control, Slam Try}$
- $4♠ = \text{to play}$

!

!!

$(2♥) - \times - (P) - 2NT$

$(P) - 3m - (P) - ?$

- $3♦ = \text{weak}$
- $3♥ = 4♠, \text{ no } ♥ \text{ stopper}$
- $3♠ = 4♠, \text{ INV (8-11)}$
- 3NT =  $4♠, ♥$  stopper

!

$(2♥) - \times - (3♥) - ?$

- $\times = \text{no } 4♠, 10+$

$(2♠) - ?$

- $3♠ = \text{Michaels}$
- $4♣/4♦ = \text{Leaping Michaels, GF}$
- $4♠ = ♣♦, \text{ strong}$
- 4NT =  $♣♦, \text{ weaker than } 4♥$

$(2♠) - \times - (P) - ?$

- 2NT = Better Minor Lebensohl
- $3♣ = 0-11, 5+♣$

- $3\spadesuit/3\heartsuit = \text{INV}$  (8-11)
- $3\clubsuit = \text{no } 4\heartsuit, \text{ no } \clubsuit \text{ stopper}$
- $3\text{NT} = \text{no } 4\heartsuit, \clubsuit \text{ stopper}$
- $4\heartsuit = \text{to play}$
- $4\heartsuit = \clubsuit\spadesuit, \text{ no } \clubsuit \text{ control, Slam Try}$

!!

$(2\spadesuit) - \times - (\text{P}) - 2\text{NT}$   
 $(\text{P}) - 3\text{m} - (\text{P}) - ?$

- $3\heartsuit/3\spadesuit = \text{to play}$
- $3\clubsuit = 4\heartsuit, \text{ no } \clubsuit \text{ stopper}$
- $3\text{NT} = 4\heartsuit, \clubsuit \text{ stopper}$

$(2\spadesuit) - \times - (4\spadesuit) - ?$

- $4\text{NT} = \text{two-suited OR weak } \heartsuit$
- $5\clubsuit/5\spadesuit = \text{to play}$
- $5\heartsuit = \text{Slam Try}$

### 3.4 Two-suiter overcalls

$(2\spadesuit) - 4\clubsuit - (\text{P}) - ?$

- $4\spadesuit = \text{agreeing } \heartsuit$
- $4\heartsuit = \text{SIGN-OFF}$
- $4\spadesuit = \text{agreeing } \clubsuit$
- $5\clubsuit = \text{SIGN-OFF}$

$(2\spadesuit) - 4\spadesuit - (\text{P}) - ?$

- $4\heartsuit = \text{SIGN-OFF}$
- $4\spadesuit = \text{agreeing } \spadesuit$
- $4\text{NT} = \text{agreeing } \heartsuit$
- $5\spadesuit = \text{SIGN-OFF}$

$(2♥) - 4♣ - (P) - ?$

- $4♦ = \text{agreeing } ♠$
- $4♥ = \text{agreeing } ♣$
- $4♠ = \text{SIGN-OFF}$
- $5♣ = \text{SIGN-OFF}$

$(2♥) - 4♦ - (P) - ?$

- $4♥ = \text{agreeing } ♠$
- $4♠ = \text{SIGN-OFF}$
- $4NT = \text{agreeing } ♦$
- $5♦ = \text{SIGN-OFF}$

$(3♣) - ?$

- $4♣ = ♦ + ♥♠, \text{ GF}$
- $4♦ = ♥♠, \text{ GF}$

$(3♣) - 4♣ - (P) - ?$

- $4♦ = \text{ASK } ♥♠$
- $4♥ = \text{agreeing } ♦$

!!

$(3♣) - 4♦ - (P) - ?$

- $4♥ = \text{SIGN-OFF}$
- $4♠ = \text{SIGN-OFF}$
- $4NT = \text{agreeing } ♥$
- $5♣ = \text{agreeing } ♠$

$(3♣) - 4♣ - (P) - 4♦$

$(P) - 4♥ - (P) - ?$

- $\text{PASS} = \text{SIGN-OFF}$
- $4♠ = \text{agreeing } ♦$

- 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

- $4\clubsuit/4\diamond = \text{NAT}$

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

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

$(2\heartsuit) - 2\text{NT} - (\text{P}) - 4\heartsuit$   
 $(\text{P}) - 4\spadesuit - (\text{P}) - ?$

- $4\text{NT} = \text{RKCB } 1430$
- $5\text{x} = \text{EX } 0314$

$(2\spadesuit) - 2\text{NT} - (\text{P}) - ?$

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

$(2\spadesuit) - 2\text{NT} - (\text{P}) - 3\clubsuit$   
 $(\text{P}) - 3\diamond - (\text{P}) - ?$

- $\text{PASS} = \text{weak with } \diamond$
- $3\heartsuit = 3-\heartsuit$
- $3\spadesuit = 4\heartsuit$

- $3\text{NT} = 5\heartsuit$
- $4\clubsuit = 6+\heartsuit$

$(2\spadesuit) - 2\text{NT} - (\text{P}) - 3\clubsuit$   
 $(\text{P}) - 3\diamondsuit - (\text{P}) - 3\heartsuit$   
 $(\text{P}) - ?$

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

$(2\spadesuit) - 2\text{NT} - (\text{P}) - 3\clubsuit$   
 $(\text{P}) - 3\diamondsuit - (\text{P}) - 3\heartsuit$   
 $(\text{P}) - 3\spadesuit - (\text{P}) - ?$

- $3\text{NT}$  = weak own suit
- $4\clubsuit, 4\diamondsuit$  = own suit
- $4\heartsuit = 3\heartsuit$

$(2\spadesuit) - 2\text{NT} - (\text{P}) - 3\diamondsuit$   
 $(\text{P}) - 3\heartsuit - (\text{P}) - ?$

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

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

- $4\clubsuit/4\diamondsuit = \text{NAT}$ , agreeing suit
- $4\heartsuit = 1\spadesuit$  both minors
- $4\spadesuit = \text{void } \spadesuit$  both minors

$(2\spadesuit) - 2\text{NT} - (\text{P}) - 3\spadesuit$   
 $(\text{P}) - ?$

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

(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 than power double
- 3NT = ♣♦
- 4♣ = ♣+♥♠
- 4♦ = ♦+♥♠

!!

!!

(2♦) – P – (P<sup>A</sup>) – ?

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<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+♣♦