

♠♣ Strefa ♦♥

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# General assumptions

## Offensive bidding

- $1\clubsuit = 2+$  (Strefa)
- 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
- Kokish 2♦ Multi (Wilkosz) defense
- CRASH 2NT defense
- Jassem 1NT defense
- Michaels – full range (not mini-maxi)

## Defensive signaling

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

# Offensive bidding

# Minor suit openings

## 1♣ opening

1♣ – 2♣<sup>A</sup>  
?

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**<sup>+</sup>
- 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

$1\diamond - 1\heartsuit\spadesuit$

$2\diamond - ?$

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

$1\diamond - 2\diamond$

$?$

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

bidding higher suit denies lower stopper

$1\diamond - 2\spadesuit$

$?$

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

## 2♥ opening

2♥<sup>A</sup> – ?

- 2♠ = NAT 5+, **F** to 3♥
- 2NT = relay
- 3♣ = ♣♦ **GF** (3♦ = ask)
- 3♦ = **INV**<sup>+</sup>, ♥ fit

- $3\heartsuit$  = preemptive
- $3\spadesuit/4\clubsuit = \text{splinter}$
- $3\text{NT}$  = to play

$2\heartsuit - 2\spadesuit$   
?

- $2\text{NT}$  = no  $\spadesuit$  support
- $3\clubsuit = 4+$
- $3\diamondsuit = 4+$
- $3\heartsuit = 7\heartsuit$
- $3\spadesuit = 3\spadesuit$ , weak
- $3\text{NT}$  =  $\spadesuit$  shortness, better hand
- $4\clubsuit = \text{splinter}, 3+\spadesuit$
- $4\spadesuit = 3-4\spadesuit$ , better hand

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

- $3\clubsuit = 4+\clubsuit\diamondsuit$  ( $3\diamondsuit = \text{ask}$ )
- $3\diamondsuit = \clubsuit\diamondsuit$  feature ( $3\heartsuit = \text{ask}$ )
- $3\heartsuit$  = bad hand
- $3\spadesuit = \spadesuit$  feature
- $3\text{NT}$  = good hand, no shortness

$2\heartsuit - 2\text{NT}$   
 $3\clubsuit - 3\diamondsuit$   
?

- $3\heartsuit = 4\spadesuit$
- $3\spadesuit = 4\clubsuit$
- $3\text{NT} = 4\diamondsuit$

2♥ – 2NT

3♦ – 3♥

?

- 3♠ = ♣ feature
- 3NT = ♦ feature

2♥ – 3♦

?

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

## 2♠ opening

2♠<sup>A</sup> – ?

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

2♠ – 2NT

?

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

2♠ – 2NT

3♣ – 3♦

?

- 3♥ = 4♥
- 3♠ = 4♣
- 3NT = 4♦

2♠ – 2NT

3♦ – 3♥

?

- 3♠ = ♣ feature
- 3NT = ♦ feature

2♠ – 3♦

3♥ – ?

- 3♠ = ♣
- 3NT = ♦

2♠ – 3♥

?

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

# American rebid

## (with 3-card support)

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

Do not rebid 2♠ with 3(244).

With 43(42) rebid 1♠, not 2♥.

1♣ – 1♥

2♥ – ?

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

1♣ – 1♥

2♥ – 2♠

?

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



1♣ – 1♥

2♥ – 2♠

2NT – 3♣

?

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

1♣ – 1♠

2♠ – ?

- 2NT = GF
- 3x = INV

1♣ – 1♠

2♠ – 2NT

?

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

1♣ – 1♠

2♠ – 2NT

3♣ – 3♦

?

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

1♦ – 1♥

2♥ – ?

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

1♦ – 1♥

2♥ – 2♠

?

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

1♦ – 1♥

2♥ – 2♠

2NT – 3♣

?

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

1♦ – 1♠

2♠ – ?

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

1♦ – 1♠

2♠ – 2NT

?

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

1♦ – 1♠

2♠ – 2NT

3♣ – 3♦

?

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

1♥ – 1♠

2♠ – ?

- 2NT = GF
- 3x = INV

1♥ – 1♠

2♠ – 2NT

?

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

1♥ – 1♠

2♠ – 2NT

3♣ – 3♦

?

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

Ask shape 2<sub>NT</sub> schema  
(reverses, 2/1, 2<sub>NT</sub> 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<sup>A</sup> opening = 21-22 BAL, may have 5♥♠

2NT – ?

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

!

2NT – 3♦

?

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

2NT – 3♦

3♥ – ?

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

- cue = agreeing ♥

2NT – 3♥  
?

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

2NT – 3♠  
3NT – ?

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

## Minor Puppet Stayman

2NT – 3♣  
3♦ – ?

- 4♣ = Minor Puppet Stayman

2NT – 3♣  
3♥♠ – ?

- 4♣ = Minor Puppet Stayman
- 4♦ = Minor Puppet, ask 3s

2NT – 3♣  
(3♦ – 3♥♠)  
3NT – ?

- 4♣ = Minor Puppet Stayman
- 4♦ = Minor Puppet, ask 3s

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

2NT – 3♦

3♥ – 3♠

3NT – ?

- 4♣ = Minor Puppet Stayman
- 4♦ = Minor Puppet, ask 3s

2NT – 3♥

3♠ – ?

- 4♣ = Minor Puppet Stayman
- 4♦ = Minor Puppet, ask 3s

... – 4♣

?

- 4♦ = 4♣♦, no 5♣♦
- 4♥ = 5+♣
- 4♠ = 5+♦
- 4NT = no 4♣♦
- 5♣ = 5♣, 4♦
- 5♦ = 5♦, 4♠

... – 4♣

4♦ – ?

- 4♥ = 4♣
- 4♠ = 4♦
- 4NT = SIGN-OFF

... – 4♦

?

- 4♥ = 3+♣, 3+♦
- 4♠ = 3+♣, 2♦ (4NT = SIGN-OFF, other bids agreeing ♣)
- 4NT = 2♣, 3+♦ (all bids agreeing ♦)

... - 4♦

4♥ - ?

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

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

## 2♣ opening (Dutch Acol)

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

???

# Preempt openings

## 2♦ opening (Multi)

### 3-level openings

### Higher-level openings

3♣ – ?

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

3♦ – ?

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

3♥♠ – ?

- 4♣ = ask keycards

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

3NT – ?

3NT = constructive ♥♠ preempt



- $3\clubsuit = \text{ask (answer with transfer)}$
- $3\diamondsuit = \text{ask}$

## Competitive bidding

# 1-level opening overcall

## 1♣ opening overcall

1♣ – (×) – ?

- ×× = 10+
- 1♦/1♥/1♠ = 7+HCP, 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 = 7-10, ♦ stopper
- 2♣ = 54♥♠ 6-11
- 2♦/2♥/2♠ = TRSF to ♥/♠/♣ 6+, weak/GF
- 2NT = INV
- 3♣ = INV
- 3♦ = ask stopper, long ♣

1♣ – (1♥) – ?

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

1♣ – (1♠) – ?

- ♠ = 4-5♥
- 1NT = 7-10, ♠ stopper
- 2♣/2♦/2♠ = TRSF to ♦/♥/♣ 6+, weak/**GF**
- 2♥ = **INV**<sup>+</sup>, 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**<sup>+</sup>

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

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

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

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

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

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

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

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

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

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

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

1♣ – (3♠) – ?

- ♠ = 4♥, GF, no ♠ stopper

## 1♦ opening overcall

1♦ – (♠) – ?

- ♠♠ = 10+
- 1♥/1♠ = 7+HCP, 4+
- 1NT = 7-11
- 2♣ = ♦ raise weak/GF
- 2♦/2♥/2♠ = TRSF to ♥/♠/♣ 6+, weak/GF
- 2NT = 4+♦, INV<sup>+</sup>
- 3♣ = INV
- 3♦ = preempt

1♦ – (1♥) – ?

- ♠ = 4+♠
- 1♠ = → 1NT
- 1NT = 7-10
- 2♣/2♥/2♠ = TRSF to ♦/♠/♣, weak/GF
- 2♦ = ♦ INV
- 2NT = INV
- 3♣/3♠ = NAT, INV
- 3♦ = preempt

1♦ – (1♠) – ?

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

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

$1♦ - (1NT) - ?$

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

$1♦ - (2♣) - ?$

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

$1♦ - (2♥) - ?$

- $×$  = takeout
- $2♠ = NAT NF$
- $2NT/3♣/3♥ = TRSF \text{ to } ♣/♦/♠ INV^+$
- $3♦ = competitive$

1♦ – (2♠) – ?

- ✕ = takeout
- 2NT/3♣ = TRSF to ♣/♦, INV<sup>+</sup>
- 3♦ = competitive
- 3♥ = NAT, GF

1♦ – (3♣) – ?

- ✕ = takeout, GF
- 3♦ = competitive
- 3♥ = ♠, INV<sup>+</sup>
- 3♠ = ♥, GF

1♦ – (3♥) – ?

- ✕ = ♠, GF
- 3♠ = 4♠, no ♥ stopper, GF

1♦ – (3♠) – ?

- ✕ = ♥, GF

## 1♥ opening overcall

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♥
- SYSTEM ON



1♥ – (1♠) – ?

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

1♥ – (1NT) – ?

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

1♥ – (2♣) – ?

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

1♥ – (2♦) – ?

- ♠ = takeout
- 2♥ = 6-10
- 2♠ = F1
- 2NT = ♣, INV<sup>+</sup>
- 3♣ = GF + fit
- 3♦ = INV + fit
- 3♥ = preempt
- 3♠/4♣ = color + fit

1♥ – (2♠) – ?

- ♠ = takeout
- 2NT = ♣, INV<sup>+</sup>
- 3♣ = ♦, INV<sup>+</sup>
- 3♦ = ♥ competitive/GF
- 3♥ = ♥ INV
- 3♠ = splinter
- 4♣/4♦ = color + fit

1♥ – (3♣) – ?

- ♠ = takeout
- 3♦ = ♥, competitive/GF
- 3♥ = ♥, INV
- 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

## 1♠ opening overcall

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♠
- SYSTEM ON

1♠ – (1NT) – ?

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

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

$1♠ - (2♣) - ?$

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

$1♠ - (2\diamond) - ?$

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

$1♠ - (2♥) - ?$

- $× = \text{takeout}$
- $2♠ = 6-10$
- $2NT = ♣ \mathbf{INV}^+$

- $3\clubsuit = \diamond \text{ INV}^+$
- $3\diamond = \spadesuit, \text{GF}$
- $3\heartsuit = \spadesuit, \text{INV}$
- $3\spadesuit = \text{preempt}$
- $4\clubsuit/4\diamond = \text{color} + \text{fit}$

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

- $\times = \text{take out}$
- $3\diamond = \heartsuit, \text{INV}^+$
- $3\heartsuit = \spadesuit, \text{competative/GF}$
- $3\spadesuit = \spadesuit, \text{INV}$
- $3\text{NT} = \text{to play}$
- $4\clubsuit = \text{slam try, no } \clubsuit \text{ shortness}$
- $4\diamond = \text{slam try, } \clubsuit \text{ shortness}$
- $4\heartsuit/4\spadesuit = \text{to play}$

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

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

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

- $\times = \text{takeout}$
- $3\spadesuit = \text{competitive}$
- $3\text{NT} = \text{to play}$

- $4\clubsuit$  = slam try, no  $\diamond$  shortness
- $4\diamond$  = slam try,  $\diamond$  shortness
- $4\heartsuit$  = slam try,  $\heartsuit$  void
- $4\spadesuit$  = to play
- 4NT = minors

## Defensive bidding

aa