

1_{NT} opening

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based on Kacper Kuflowski's system

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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

- $2\spadesuit = 5\spadesuit$, **INV**
- $2\text{NT} = \text{INV}$
- $3\clubsuit = \text{ask shape}$
- $3\diamond = \text{ask } 3\heartsuit\spadesuit$
- $3\heartsuit = \clubsuit \text{ shortness}$
- $3\spadesuit = \diamond \text{ shortness}$

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 – $2\clubsuit$

$2\heartsuit - ?$

- $2\spadesuit = \text{relay } (2\text{NT} = \text{min}, 3\clubsuit = \text{max})$
- $2\text{NT} = 5\spadesuit$, **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♣

2♥ – 2♠

2NT – ?

- PASS - INV BAL
- 3♣ = 6♣ 4♠ INV
- 3♦ = 6♦ 4♠ INV
- 3♥ = 4♥ slam try, no splinter
- 3NT = choice of games

1NT – 2♣

2♥ – 2♠

3♣ – ?

- 3♦ = 6♣♦ 4♠ (3♥ = ask)
- 3♥ = 4♥ slam try, no splinter
- 3NT = to play

1NT – 2♣

2♠ – ?

- 2NT = INV
- 3♣ = ask shape
- 3♦ = ♣♦ shortness
- 3♥ = 4♥ slam try, no splinter
- 3♠ = INV

1NT – 2♣

2♥♠ – 3♣

?

- 3♦ = 43♣♦
- 3♥ = 4♣
- 3♠ = 4♦
- 3NT = 4333 (4♥♠)

1NT – 2♣

2NT – ?

- PASS = INV BAL
- 3♣ = 6+♦, ♣ shortness, no 4♥♠, GF
- 3♦ = 4+♥
- 3♥ = 4+♠

1NT – 2♣

3♣ – ?

- 3♦ = 4+♥
- 3♥ = 4+♠
- 3♠ = 6+♦, ♣ shortness, no 4♥♠, GF

1NT – 2♦/2♥

?

- 2♥♠ = acc
- 2NT = 4+♥♠ max
- 3♥♠ = 4+♥♠ min

1NT – 2♦

2♥ – ?

- 2♠ = INV
- 2NT = 4+♣GF
- 3♣ = 4+♦GF
- 3♦ = 6+♥GF
- 3♥ = 5♥ 4♠, INV
- 3♠/4♣♦ = splinter

1NT – 2♦

2♥ – 2♠

?

- 2NT/3♥ = min
- 3♣ = max, no 3♥
- 3♦ = max, 3♥
- 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 ♦)