2 Force Game opening

The 2^{\clubsuit} opening in this system always shows a strong hand, which can be one of three types:

- Balanced (23+ HCP) → Strong NT-like hands. Please Note we have Mutli strong opening
- One-Suiter (9+ tricks in a suit) \rightarrow A long, strong suit ($\spadesuit/\heartsuit/\diamondsuit/\clubsuit$).
- Two-Suiter (at least 5-5 wild shape, very strong) → Highly distributional hands.

In case of Wild distributions (2 and 3 cases) we have only 4 losers in the hand. And Wild distributions are most common for this opening

Responder's Responses - Control Showing

The responder answers in "Controls" (Aces = 2, Kings = 1) instead of traditional step responses.

Responder's Bid Control Points Meaning

- 2 ◆ 0 or 1 Controls Weak hand, 0-1 Aces/Kings
- 2 Controls At least 2 Kings or 1 Ace
- 2 3 Controls Any combination adding to 3 (1 Ace + 1 King)
- 2NT 3 Controls 3 Kings

And this is rare but possible in a wild distribution:

- 2NT 4 Controls 2 Aces or 1 Ace + 2 Kings
- 3♣ 5 Controls 3 Aces, or 2 Aces + 1 King
- 3 + 6 + Controls 3 + Aces, or 2 Aces + multiple Kings

Opener Bid:

- 2NT 23 + PC Balanced, Stayman transefrs
- 3♣, 3D, 3H 3S Single wild suited
- 3NT Any Wild 55, Minimax bidding
- 4♣ Wild 64+ in minor, =4♣
- 4♦ Wild 64+ in minors, =4♦
- 4♥ Wild Two suiters in Majors, preference ♥
- 4🗭 Wild Two Suiters in Majors, preference 秦

Everything else goes in a natural order

2♦ Multi

It means we have:

- Weak block in one of Majors
- 22-23 Plain

<u>Answers</u>

A partner bids in a Minimax way - guessing the suitable level for a weak opening.

Except

2NT - is a game force and ask for a suit.

Answers:

3 - 4 = shortness, Singleton 3 - 4 = Natural

3NT - 22-23 Plain, obviously it's a Slam bidding started transfers, Stayman etc., Blackwood

Opener's rebid

Bid NT if he has 22-23 balanced Or bids a major suit at the lowest level if a partner didn't guess

2♠/2♥/2NT CRASH 5-5

Of course, when we vulnerable, it should be more safe and preferably High Cards spread in two suits.

2♥ - 5-10 PC and 5-5 of the same Color (♥♦)
2♠ - 5-10 PC and 5-5 of the same Rank (♠♥ or ♦♠)
2NT - 5-10 PC and 5-5 of the same Shape (♠♦ or ♥♠)

Usually, a partner bids in a Minimax way.

Non-vulnerable might have a really weak hand and aggressive.



1NT - Raptor Overcall

We have 5 cards in a minor and 4 cards in a major.

- · Against 1 Major (1 \heartsuit or 1 \spadesuit) \rightarrow Shows 5 cards in an unknown minor and 4 cards in the other major.
- · Against 1 Minor (1 \clubsuit or 1 \blacklozenge) \rightarrow Shows 5 cards in the other minor and an unknown 4-card major.
- · Special case: If both opponents have bid suits, a Raptor overcall shows a 4-card suit in the next higher-ranking suit.
- Partner responds in a MINIMAX manner, estimating the best level to bid.

5-5 Michaels Cue Bid

A classic Michaels bid structure:

- $\cdot 1 2 2 4 \rightarrow \text{Shows 5-5 in the majors } ()$
- · 1♥/♠ 2♥/♠ → Shows 5-5 in the other major and an unspecified minor
- · 1 \checkmark / \spadesuit 2NT → Shows 5-5 in the minors (\clubsuit \spadesuit)

1NT Overcall

X At least 5-4 of the same Color (♠♠ or ♥♠)
2♠ At least 5-4 of the same Rank (♠♥ or ♦♠)
2♠ At least 5-4 of different Color but the same Shape (♠♦ or ♥♠)
2♥ Single suit Hearts (♥)
2♠ Single suit Spades (♠)
2NT 5-5 in Minors (♠♦)

A responder answers in a MINIMAX manner.

Carding

- · Priority signal on partner's lead: Encouragement/Discouragement
- Discard the lowest card if you like the lead and want a continuation (unless playing a higher card to contest the trick).
- · Discard the highest expendable card if you want a switch to another suit.
- · Count signals (only when useful to partner):
- · Discard the lowest card \rightarrow Even count (when ruffing, no more than 2!).
- · Discard the highest expendable card \rightarrow Odd count (when ruffing, 3 or more).
- · Discard signals when void in the suit (Italian signals):
- \cdot Odd-ranking honor \rightarrow Strength in the discarded suit.
- \cdot Even low honor \rightarrow Strength in the lower of the remaining suits (or neutral).
- \cdot Even high honor \rightarrow Strength in the higher of the remaining suits.
- · Suit-preference on ruffs (Lavinthal signal):
- · Small card \rightarrow Request return in the lower remaining suit.
- High card \rightarrow Request return in the higher remaining suit.