

Matthew and Oslo system

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Openings

Carding

1♣ Opening

Competitive bidding after 1♣

1♦ Opening

Competitive bidding after 1♦

GF relay after 1m opening

Continuations after 1m-1M-2M

1♥ Opening

1♠ Opening

Kokish game tries after 1M-2M

2/1 after 1M openings

Mass 1M-2NT raise

Gazzilli

Competitive bidding after 1M

1NT Opening

Defence to 1NT - (DBL) - ?

2♣ Opening

Competitive auctions after 1NT or 2♣ opening

2♦ Opening

2♥ Opening

2♠ Opening

2M-2NT ask

2NT Opening

3X Openings

3NT Opening

Competitive agreements

Rubensohl after 2 level overcalls of 1♣, 1NT and 2♣

Defence to 1NT

Defence vs preempts:

Openings

- 1♣ 11+ 4+♣ unbal or 12-14 balanced (14-16 when 1NT is 10-13)
- 1♦ 11+ 4+♦ unbal
- 1♥ 5+♥ 11+
- 1♠ 5+♠ 11+
- 1NT balanced: 10-13 1st NV or 2nd/3rd Fav
- 2♣ balanced 18-19(17-19 when 1NT is 10-13) or any GF
- 2♦ Multi: 5+M less than 2M strength or 22-23 balanced
- 2M 6+M 1st-2nd NV 8-11, 10-13 other
- 2NT 20-21 balanced

- 3x preemptive
- 3NT Good 4M preempt
- 4/5x nat preempt

Opening choice: with (14)44 open 1♣ with 12-14(only when 1NT is strong), open 1♦ or 1NT otherwise

1NT can be rather off-shape

Carding

UDCA

vs NT :: 2/4 leads(2nd from any 3 or from 4+ weak suit), attitude on A/Q lead from partner, count on other leads (K ask for unblock as well).

Reverse smith at trick 2(never delayed smith) from both players, unless count is needed to stop a long suit in dummy with no entries. When the position of the lead suit is clear, negative smith implies interest in the obvious switch.

vs Suit :: 3/5 leads, K ask for count, attitude on other leads

Standard suit preference in the trump suit and when it makes sense

1♣ Opening

- 1♦ 4+♥ 0+HP
 - 1♥ :: 3♥ 11-16 -> XYZ
 - 1♠ :: unbalanced 4+♠ -> XYZ
 - 2♦ GF
 - 2♠ default rebid with
 - 1NT :: 12-14/14-16 1-2♥ can have 4♠ -> XYZ
 - 2NT 6+♣ 15+, no 3♥ unless 18+
 - 3♣ 6+♣ 3♥ 15-17
- 1♥ 4+♠ 0+HP— same as above
- 1♠ no 4M, less than GF
- 1NT GF balanced or 5+♦ (can have 4M in either option)
 - 2♣ balanced 12-14/14-16
 - 2♦ stayman(doesn't promise 4M), usually balanced
 - other: natural with 5+♦
 - 2♦+ as per GF relay after 1m Openings
- 2♣ 5+♣ GF, can have 4M
 - 2♦ balanced 12-14/14-16
 - Other: natural unbalanced
- 2♦ 6+M 4-9 —2NT ask: 3♣/♦ =min ♥/♠; 3M=6oM max
- 2♥ 5+♠ 4♥ 6-9

- 2♠ 5+♠ 4♥ 10-11
- 2NT Natural 11-12?
- 3♣ 6+♣ weak
- 3♦ /M preemptive 3-7 7+ card suit

After and similar auctions as well.1

1x-1M

2x-3M GF 6+M (semi)solid suit

1♣-2♥ continuations

- pass: s.o.
- 2♠ s.o.
- 2NT ask, see below
- 3♣ s.o.
- 3♦ GF 6+♣
- 3M invitational

1♣-2♠ continuations:

- pass: s.o.
- 2NT ask, see below
- 3♣ s.o.
- 3♦ GF 6+♣
- 3♥ s.o.
- 3♠ natural ISL

1♣-2M-2NT ask continuations:

- 3♣ min 5/4— 3M s.o. while 3♦ ask (usuall H/L/22 responses)
- 3♦ max 54 (31)— 3♥ ask H/L short
- 3♥ 5/5 min
- 3♠ 6/4 min
- 3NT max 54 22
- 4♣ 5/5 max
- 4♦ 6/4 max

Competitive bidding after 1♣

1♣ - (DBL) - ?

- ReDBL :: 11+ any, forcing to 2NT (First X TO after XX)
- other :: system on

1♣ - (1♦) - ?

- DBL :: 4/5♥
- 1♥ :: 4/5♠
- 1♠ :: transfer to NT or ♣
- 1NT :: natural 8-10
- 2♣ :: 4/4 Majors 8+, 5/5 Majors 5+, 5/4 Majors less than inv
- 2♦ :: 6+♥ wk or GF
- 2♥ :: 6+♠ wk or GF
- 2♠ :: 6+♣ wk or GF
- 2NT :: natural inv
- 3♣ :: 6+♣ inv
- 3♦ :: 6+♥ inv
- 3♥ :: 6+♠
- 3♠ :: stop ask

1♣ - (1♥) - ?

- DBL :: 4/5♠
- 1♠ :: transfer to NT or ♣
- 1NT :: natural 8-10
- 2♣ :: 5+♦ light invite+
- 2♦ :: GF no better bid
- 2♥ :: 6+♠ wk or GF
- 2♠ :: 6+♣ wk or GF
- 2NT :: natural inv
- 3♣ :: 6+♣ inv
- 3♦ :: 6+♦ inve
- 3♥ :: 6+♠ inv
- 3♠ :: stop ask

1♣ - (1♠) - ?

- DBL :: 4+♥
- 1NT :: natural 8-10
- 2♣ :: 5+♦ 9+

- 2♦ :: 5+♥ 9+
- 2♥ :: GF no better bid
- 2♠ :: 6+♣ wk or GF
- 2NT :: natural inv
- 3♣ :: 6+♣ inv
- 3♦ :: 6+♦ inv
- 3♥ :: 6+♥ inv
- 3♠ :: stop ask

1♣-2X (that doesn't promise two known suits): Rubensohl (see competitive bidding section)

1♣ - (3♣ natural)

- Transfers same as after 1♦-(3♣)

1♦ Opening

- 1M 4+M F1
 - 1NT 4+♣
 - 2♣ 6+♦
 - 2♦ ♥(3 over ♥, 4 over 1♠) 11-15
 - 3♦ 6+♦ 3M 15-17
- 1NT 4+♣ NF
- 2♣ clubs or balanced(maybe Fit as well) GF— see below conts.
- 2♦ inverted minors— stoppers
- 2M 4-9 6+M— 2NT feature ask
- 2NT 11-12 balanced
- 3♣ invitational 6+♣
- 3♦ 5-9 raise?
- 3M preemptive 7+M 3-7

Competitive bidding after 1♦

1♦ - (1♥) - ?

- DBL :: 4/5♠
- 1♠ :: transfer to NT or ♣
- 1NT :: natural 8-10
- 2♣ :: 4+♦ 4-8 or GF
- 2♦ :: 4+♦ 9-11
- 2♥ :: 6+♠ wk or GF

- 2♠ :: 6+♣ wk or GF
- 2NT :: natural inv
- 3♣ :: 6+♣ inv
- 3♦ :: preemptive
- 3♥ :: 6+♠ inv
- 3♠ :: ♥ splinter

1♦ - (1♠) - ?

- DBL :: 4+♥
- 1NT :: natural 8-10
- 2♣ :: 5+♥ 8+
- 2♦ :: 4+♦ less than inv
- 2♥ :: 5+♣ inv+ (exactly 5 if inv)
- 2♠ :: ♦ raise inv+
- 2NT :: natural inv
- 3♣ :: 6+♣ inv
- 3♦ :: preemptive
- 3♥ :: 6+♥ inv
- 3♠ :: splinter

1♦ - (2♣) - ?

- DBL :: TO
- 2♦ :: 5+♥ 9+
- 2♥ :: 5+♠
- 2♠ :: ♦ raise inv+
- 2NT :: natural inv
- 3♣ :: 5/5 Majors inv+
- 3♦ :: preemptive
- 3♥ :: Fit showing
- 3♠ :: Fit showing

1♦ - (3♣) - ?

- DBL :: TO
- 3♦ :: 5+♥ inv+
- 3♥ :: 5+♠ inv+
- 3♠ :: ♦ raise inv+
- 3NT :: to play
- 4♣ :: 5/5 Majors inv+

- 4♦ :: less than invitational raise
- 4M :: to play

GF relay after 1m opening

- 2♦ 11-15 not both minors
 - 2♥ ask: see max
- 2♥ both minors any range
 - 2♠ ask
 - 2NT 5-5 minors (undiscussed after 1♣, maybe 6-5)
 - 3♣ 11-15 5m-4om -> 3♦ ask H/L/22
 - 3♦ 6m-4om -> 3♥ ask: H min/L min/H max/L max
 - 3♥ 5m-4om high short 16+
 - 3♠ 5m-4om low short 16+
 - 3NT 5m-4om 22 16+
- 2♠ 5+m 4♠ 16+
 - 2NT ask
 - 3♣ 5m-4♠ 16-17 -> 3♦ ask H/L/22
 - 3♦ 6m-4♠ 16+ -> 3♥ asks H/L short
 - 3♥ 5431 high short 18+
 - 3♠ 5431 low short 18+
 - 3NT 5422 18+
- 2NT 5+m 4♥ 16+
 - 3♣ ask
 - 3♦ 6m 4♥ -> 3♥ ask High/Low short
 - 3♥ 5431 High short -> 3♠ set ♥
 - 3♠ 5431 Low short
 - 3NT 5422
- 3♣ 6+m + short 16+
 - 3♦ ask -> High/Middle/low
- 3♦ 6+m no short 16+
- 3♥/♠/NT 4441 or 5440 16+ with High/Middle/Low short

Continuations after 1m-1M-2M

1♣ - 1♦ ; 2♥ - 2♠ asking, game try+

- 2NT unspecified splinter— 3♣ asks shortness and strength
 - min H/min L/max H/ max L
 - 4♣ 6/4 high short

- 4♦ 6/4 low short
- 4♥ 6/4 with A/Ax in shortness
- 3♣ 2425 any range— 3♦ asks min/mid/max, 3NT always to play
- 3♦ Min bal
- 3♥ Max bal
- 3♠ 5♣ 4♥ (31)--- 3NT asks short
- 3NT 44(41)--- 4♣ ask short

1♣ - 1♥; 2♠

2NT asking, game try+

- 3♣ unspecified splinter—3♦ asks, same steps just +1
- 3♦ 4225 any range— 3♥ ask min/ other mxn
- 3♥ Min bal
- 3♠ Max bal
- 3NT 44(41)--- 4♣ ask short H/L

1♦ - 1♥; 2♥

2♠ asking, game try+

- 2NT unspecified splinter--- 3♣ asks same as over 1♣
- 3♣ 2425 any range
- 3♦
- 3♥
- 3♠
- 3NT

1♦ - 1♠; 2♣

2NT asking, game try+

- 3♣ unspecified splinter—3♦ asks, same steps just +1
- 3♦
- 3♥
- 3♠
- 3NT

1♥ Opening

- 1♠ 4+♠ F1
 - 1NT 12-14/14-16 balanced -> XYZ

- 2♣ 6+♥ 12-15(14/15 vul/3rd/4th) or 16+ any
- 2♥ 5♥ 4+♣ 11-15
- 2NT 6♥-4m 15+
- 3♣ 5-5 15-17
- 3♦ 5-5 15-17
- 3♥ 7+♥ 12-15
- 1NT 5-11 NF
 - 2♣ 6+♥ 12-15(14/15 vul/3rd/4th) or 16+ any
 - 2♥ 5♥ 4+♣ 11-15
 - 2♠ 6♥ 5♠ or GF 5♥-5m
 - 2NT ask
 - 3m 5-5 GF
 - 3♥ 6♥ 5♠ 12-15
 - 3♠ 6-5 16-17
 - 2NT 6♥-4m 15+
 - 3m 5-5 15-17
 - 2♣ clubs bal or fit GF (see other file, but using reverse shortness showing)
 - 2♦ 5+♦ GF (see other file)
 - 2♥ less than invitational raise
 - 2♠ 6+♠ 4-9
 - 2NT 10-14 3/4♥ Mass
 - 3♣ mixed raise
 - 3♦ 6+♦ invitational
 - 3♥ 0-5 4♥
 - 3♠ any void splinter— **3NT asks LMH short**
 - 3NT singleton ♠ splinter
 - 4m singleton splinter
 - 4♥ 5+♥ weak

1♠ Opening

- 1NT 5-11 NF
 - 2♣ 6+♠ 12-15(14/15 Vul/3rd/4th) or 16+ any
 - 2♠ 5♠ 4+♣ 11-15
 - 2NT 6+♠ 4m 15+
 - 3♣: 5♠ 5X GF— 3:diamonds; ask
 - 3♥ 5-5♥
 - 3♠ 5-5♣
 - 3NT 5-5♦
 - 3♦/♥ 5-5 15-17

- 3♠ 7+♠ 12-15
- 2♣ clubs bal or fit GF (see other file)
- 2♦ 5+♦ GF (see other file)
- 2♥ 5+♥ GF (see other file)
- 2♠ less than invitational raise
- 2NT 10-14 3/4♠ Mass
- 3♣ mixed raise
- 3♦/♥ invitational 6+♦/♥
- 3♠ 4♠ 0-5
- 3NT any void splinter 4♣ LMH short
- 4x sing x splinter
- 4♠ 5+♠ weak

Kokish game tries after 1M-2M

1♥ -2♥

- 2♠ generic invite or slam try
Asks first suit we would accept a game try in.
 - 2NT :: ♠ values
 - 3m :: m values
 - 3♥ :: dead minimum
- 2NT :: ♠ shortness game try
- 3m :: m shortness game try

1♠-2♠

- 2NT generic invite or slam try
 - 3m :: m values
 - 3♥ :: ♥ values
 - 3♠ :: dead minimum
- 3m :: m shortness game try
- 3♥ :: ♥ shortness game try

2/1 after 1M openings

1M-2♣

- 2♦ 4+♦ any range
 - 2M sets M and asking
 - 2oM 4SF
 - 2NT+ see G.R. below
- 2♥ oM any range
 - 2♠ sets opening major and asking

- 2NT+ see G.R. below
- 2♠ a) single suiter b) balanced minimum c) min 5+M 4♣
- 2NT a) balanced max b) 6M 4♣ max
- 3♣ 5M 4♣ max
 - 3♦ ask H/L/22 can have 3M
 - 3M 4M
 - 3oM punt
- 3♦ 5M 5♣ max- 3oM punt
- 3♥ 7+M (semi)solid any range
 - 3♠ xxx or H in M
 - 3NT void
 - 4x cue with x or xx
- 3♠ 5M - 5♣ min
- 3NT 5M - 5♣ min (bad suit quality)

1M-2♦

- 2♥ oM any range
 - 2♠ sets opening major and asking
 - 2NT+ see G.R. below
- 2♠ a) single suiter b) balanced minimum c) min 4♣ d) min 4♦
- 2NT a) balanced max b) 6M 4♣ max
- 3♣ 5M 4+♣ max
 - 3♦ asking
 - 3♥ 5-5--- 3♠ ask stop oM; 4♣ set ♣
 - 3♠ 5/4, doesn't want to declare 3NT
 - 3NT 5/4
 - 4♦ 3 card support 3♦
 - 3oM 6+♦---
 - 3♠ (if available) asks for stop
 - 3NT nat or min
 - 4♣ 5-5
 - 4♦ doubleton or stiff H
 - 4M 6-5
 - 4oM short + 3♦
 - 3M Fit
- 3♦ 5+M 4+♦ 15+ or 5-5♦ 12-14
 - 3M: Fit M
 - 3oM: Hx in M
 - 4x: ISL in ♦
- 3♥ 7+M (semi)solid any range; same as over 2♣
- 3♠ 5M - 5♣ min

- 3NT 5M - 5♣ min (bad suit quality)
- 4♦ 5M-5♦ very weak

1M-2m-2R General Rules

- 2NT denies the major suit fit, but could have a fit in the second suit.
- 3m natural 6+m
- 3 fourth suit: 2way 4SF
 - a) natural 5/5 (6/5 when 5/5 is impossible)
 - b) if no 4SF available at the 2level: 4SF stopper asking
- 3R/M show 4+R support with low and high shortness

After the 2N relay the bidding continues:

- 3♣ min 5+M-4+R, not 3m unless 6430 or 5530
 - 3♦ ask(no 4R): use same scheme as with max
 - 3♥ Fit 4R (no shortness or very strong)
 - 3♠ 5/5
 - 3NT 5/4
 - 4m 6/4 cue -> 4M s.o.
- 3♦ 5M 4R 3m or 5M 4R 4m any range
 - 3♥ ask
 - 3♠ 5431 max
 - 3♠ 5431 min
 - 4♣ 5M 4R 4m min —cues are for m
 - 4♦ 5M 4R 4m max —cues are for m
 - 3♠ 4R —3NT min, 4x cue max
- 3♥ max 5M 5R (6M-4R when 5/5 is impossible)
- 3♠ max 6M 4R (6M 5R when 5/5 is impossible)
- 3NT max 5M 4R 1-2m -> 4m cue with R fit
- 4♣ max 5M 5R 3m (6430 when 5530 is impossible) —Must add rules for setting suits
- 4♦ max 6M 4R 3m — Must add rules for setting suits

1M-2♣-2♠ General Rules

- 2NT asking, could have a fit
 - 3♣ 5+M 4♣ — 3♦ ask
 - 3♥ high short
 - 3♠ low short
 - 3NT 22
 - 4♣ 6/4
 - 3♦ :: 3♣ — 4♣ sets ♣ while 3♥ ask

- 3♠ 6M min —4♣ set ♣, 4♦ sets ♥
- 3NT balanced min—same
- 4m cue 6♥ max
- 3♥ 6+M 0-2♣ min
- 3♠ 6+M 0-2♣ max
- 3NT 5M 2♣ 33 min—cue sets ♣
- 3♣ 6+♣
- 3♦ a) 3SF b) 6/5 —4♣ reopening to show 6/5
- 3oM natural 6♣ 5oM
- 3M 3SF with oM (aka, looking for a ♦ stop)
- 4♣ nice 6+♣ + Hxx support

1M-2♦ -2♠

- 2NT asking, includes M fit
- 3♣ 4♣ min—3♦ ask
 - 3♥ High short(3♦)—3♠ sets M; 4m sets m
 - 3♠ Low short(sing ♦)
 - 3NT 5M-4♣-2-2
 - 4♣ 6M-4♣
- 3♦ 3+♦ (not 4+♣)
 - 3♥ ask
 - 3♠ 6M min
 - 3NT 5M min (balanced or 4♦)
 - 4x cue with 6M
 - 4♦ sets ♦
- 3♥ 6+M min 0-2♦
- 3♠ 6+M max 0-2♦
- 3NT 5M 2♦ 3=3 min—cue sets M
- 3♣ a) 3SF b) nat 5/5
- 3♦ natural 6+♦
- 3oM natural 6/5
- 3M 3SF in oM(aka ♦ stop ask)
- 4♣/♦ nice 6+♦ + Hxx support: with and without ♣ cue

1M-2m-2NT General Rules

- 3♣ asking, no 4M but can have 3M
 - 3♦ bal with Hxx in m—3M sets M
 - 3♥ 6M-4♣ strong
 - 3♠ bal with Hx in m

- 3NT bal with xx or xxx in m— 4m sets m; 4om set M
- 3♦ natural (6/5 after 2♣, 6+♦ after 2♦)
- 3oM nat 6/5
- 3M Fit 4M

1♥ - 2♣; 2♦ - 2♥

- 2♠ min— 2NT asks: same responses just that 5422 max bids 3NT
- 2NT 5422 18+
- 3♣ 5/4 16-17— 3♦ asks H/L/22 short
- 3♦ 5/4 (31) 18+— 3♥ asks H/L short
- 3♥ 5-5 16+
- 3♠ 6-4 16+
- 4♣ 0=5=4=4 18+

Other 1M-2m; 2R-2S sequences

- 2NT min— 3♣ ask
 - 3♦ 54 (31)— 3♥ ask
 - 3♥ 5-5 (6/4 when 5/5 not possible)
 - 3♠ 6/4 (6/5 when 5-5 not possible)
 - 3NT 5422
 - 4m 54 4m
- 3♣ 5/4 16-17— 3♦ asks H/L/22 short
- 3♦ 5/4 (31) 18+— 3♥ asks H/L short
- 3♥ 5-5 16+ (6/4 when 5/5 is not possible)
- 3♠ 6-4 16+ (6/5 when 5/5 is not possible)
- 3NT 5/4 22 18+
- 4m 54 4m 18+

1♠-2♥

- 2♠ waiting
 - 2NT ask
 - 3♣ 5+♠ 4+♣ —3♦ ask 5/5; 6/4; 5/4
 - 3♦ 5+♠ 4+♦ —3♥ asks 5/5; 5/4; 6/4
 - 3♥ 6+♠ max
 - 3♠ 6♠ min
 - 3NT 5=2=3=3 min
 - 4m 6♠ ♥xxx + short m
 - 4♥ same but no shortness
- 2NT 3♥ fit or balanced max

- 3♣ ask
 - 3♦ 3♥ bal 15+
 - 3♥ 3♥ min — 3♠ ask if any shortness
 - 3♠ Hx ♥ bal 15+
 - 3NT xx♥ bal 15+
 - 4m 3♥ + shortness 15+
- 3♦ nat 5/5
- 3♥ 5♥ - 5♣
- 3♠ sets ♠ — 3NT min
- 3♣ 4+♣ max
 - 3♦ ask
 - 3♥ 5/5
 - 3♠ 6/4
 - 3NT 5/4
 - 3♥ nat
 - 3♠ solid ♥ sets ♥
- 3♦ 4+♦ max
 - 3♥ ask
 - 3♠ 5/5
 - 3NT 5/4
 - 4♣ 6/4
 - 3♠ 6+♥
 - 4m cuebids auto setting ♥
- 3♥ 4♥ min — 3♠ ask short
- 3♠ (semi)solid 7+♠
- 3NT 4♥ max no short
- 4m 4♥ max + short

When responder asks for shortness with 3♠ we can bid 4♥ to show dead min

Mass 1M-2NT raise

1M-2NT 10-14 3/4M

- 3♣ :: generic slam try
 - 3♦ :: 4M max
 - 3♥ :: 3M max
 - 3♠ :: 4M min
 - 3NT :: 3M min
 - 4x :: splinter with 3M
- 3♦ :: generic counter game invite
- 3M :: dead min

- 3oM :: natural F1/GF depending the major
- 3NT :: offer to play
- 4x :: splinter
- 4M :: to play

Gazzilli

1M-1x-2NT

- 3♣ asking
 - 3♦ :: 4♦ 15-17 NF
 - 3♥ :: 4♣ 15-17 NF
 - 3♠ :: 4♦ GF
 - 3NT :: 4♣ GF
- 3♦ Natural 6+♦ GF
- 3M s.o.
- 3oM natural GF

1♥-1♠-2♣

- 2♦ any 8+
 - 2♥ 6+♥ 12-15/14-15
 - 2♠ 5+♠ F1
 - 3m natural GF
 - 2♠ 3+♠ 16+
 - 2N ask
 - 3m 16+ Natural 4+m 3♠ 5+♥
 - 3♥ 16+ 6♥ 3♠
 - 3♠ 18+ 4♠ likely (22)
 - 3NT 16+ 3=5=(32)
 - 4m 4♠ + splinter
 - 3m natural 6+m
 - 3M natural ISL
 - 2NT 0-2♠ 18+
 - 3♣ ask
 - 3♦/♥/NT: natural
 - 3♠ 5♥ - 4♣
 - 3m 16-17 5♥ 4m 0-2♠
 - 3♥ 16-17 6+♥ 0-2♠
 - 3♠ 4♠ 16-17 (only hand with 3+♠)

- 3NT 16-17 2♠533
- 2♥ 1-2♥ 4-7
 - 2♠ 3+♠ 18+ F1
 - 3♠ 4♠ 16-17
- 2♠ 6+♠ 4-7
- 2NT minors 4-7
- 3m 6+m 4♠
- 3♥ Fit ISL

1♥-1NT-2♣

- 2♦ any 8+
 - 2♥ 6+♥ 12-15/14-15
 - 2♠ 4+♠ 16+ — 2NT ask, then:
 - 3♣ 5/4 16-17— 3♦ ask H/L/22 short
 - 3♦ 5/4 (31) 18+— 3♥ ask H/L short
 - 3♥ 6/4 16-17
 - 3♠ 6/4 18+
 - 3NT 4=5=2=2 18+
 - 2NT 18+
 - 3♣ ask
 - 3♦/♠/NT natural
 - 3♠ 5♥ - 4+♣
 - 3m 5♥ 4m
 - 3♥ 6+♥ 16-17
 - 3♠ 6-5 18+
 - 3NT 16-17 bal
- 2♥/3m s.o. 4-7
- 2♠ 6+m inv— 2NT s.o. 3m P/C
- 2NT minors 4-7

1♠-1NT-2♣

- 2♦ any 8+
 - 2♥ 3+♥ 16+ (see below)
 - 2♠ 6+♠ 12-15/14-15
 - 2NT 18+ 0-2♥
 - 3♣ ask
 - 3♦/♥/NT natural
 - 3♥ 5♠ - 4+♣

- 3m natural 15-17 0-2♥
- 3♥ 5♠ 4♥ 16-17
- 3♠ 6+♠ 0-2♥ 16-17
- 3NT 5=2=3=3 16-17
- 2NT minors 4-7
- 2M/3m s.o. 4-7
- 3♥ 6+♥ 9-10

1♠ - 1NT; 2♣ - 2♦ ; 2♥ -

- 2♠ asking
 - 2NT 4♥ 5/6♠ — 3♣ ask
 - 3♦ 5/4 min
 - 3♥ 6/4 min
 - 3♠ 5/4 max
 - 3NT 6/4 max
- 2NT minors
- 3m 6+m
- 3♥ sets ♥

Competitive bidding after 1M

1M - (DBL) - ?

- 1NT to 2M-2 transfer
- 2M-1 constructive+ raise

Applies when we overcall 1M as well

1M - overcall below 2M

- 2NT :: 4M inv+
- cueibd :: 3M inv+
- other :: natural stuff

1NT Opening

- 2♣ Garbage stayman
 - 2♦ :: no 4M
 - 2♥ 4+♥ 4+♠ weak
 - 2♠ inv 5♠
 - 2NT inv

- 3m 5+m GF
 - 3M smolen
- 2♥ 4♥ possible 4♠
 - 2♠ 5♠ inv
 - 2NT inv with 4♠
 - 3m 5+m 4♠ GF
 - 3♥ inv raise
 - 3NT GF with 4♠
- 2♠
 - 3♥ ISL ♠ raise
- 2♦ 5+♥
 - 2♥ 2-3♥
 - 2♠ 5♥ inv
 - 2N/3♣ GF transfer
 - 3m support
 - 3♥ support
 - new suit: no fit, problem in bid suit
 - 3♦ 6+♥ inv or GF bad suit
 - 3♥ rejecting the invite
 - 3♠ accepting the invite
 - 3♥ 6+♥ GF good suit
 - 3N offer to play
 - other: cue and s.o.
 - 2NT 4♥ max
 - 3♦ retransfer
 - 3♥ 4♥ min
- 2♥ 5+♠
 - 2♠ 2-3 ♠
 - 2NT/3♣ GF transfer (see above)
 - 3♦ 5-5 MM GF
 - 3♥ 6+♠ inv or GF bad suit
 - 3♠ min
 - 3N accepting the invite
 - 3♠ 6+♠ GF good suit
 - 3N offer to play
- 2♠ range ask or 6+♣ --> new suit = shortness
- 2NT 6+♦ or 5+/5+ minors(weak) --> new suit = shortness
- 3♣ 5 card Major stayman
- 3♦ 5-5 minors GF
- 3M 1M 3oM (54)

- 4m South African Texas
- 4M to play
- 4/5NT quant invite

Defence to 1NT - (DBL) - ?

- pass: to play (less than inv I guess)— if they run: DBL TO and Rubensohl
- ReDBL: to play— same as above (or is DBL pen?)
- 2X: s.o.
- 2NT ?
- 3X to play
- 4♣/♦ **South African Texas**

2♣ Opening

- 2♦ waiting
 - 2♥ 5+♥ GF or 18-19 balanced
 - 2♠ asking
 - 2NT 18-19 balanced
 - 3♣ styaman+smolen
 - 3R GF transfer
 - 3N 2M
 - 3♠ + same as 2NT opening
 - 3♣ 6+♥ GF
 - 3♥ 5♥ 4+♣ GF
- 2M 5+M 0-5
 - 3M :: 18-19 4M
 - other :: nat GF
- 2NT 6+♣
 - 3♣ :: 18-19 balanced --> new suit natural 6/4
- 3♣ 6+♦
 - 3♦ :: 18-19 balanced --> new suit natural 6/4
- 3♦ 5+/5+ Majors any range
- 3♥ 1M 3oM (54)
- 3♠ 1M 3oM (54)
- 3NT

Competitive auctions after 1NT or 2♣ opening

After a 2X overcall that doesn't promise two known suits we play Rubensohl(see below)

After a 3♣ overcall

- X :: TO
- 3♦/♥ :: transfer to M inv+
- 3♠ :: xfer to ♦?

Unusual over unusual after two know suit overcalls.

2♦ Opening

- 2♥ pass or correct
- 2♠ pass or correct
- 2NT inv+ ask
- 3♣ to play
- 3♦ to play
- 3♥ P/C
- 3♠ P/C
 - 4♣ 22/23 balanced with 4/5♥
- 3NT to play probably
- 4♣ bid your M in transfer :: in competition as well
- 4♦ bid your M :: in competition as well
- 4♥ pass or correct
- 4♠ to play

2♦ - 2NT ask

- 3♣ 5M
 - 3♦ bid the major you don't have
 - 3M p/c
- 3♦ 6♥ min
- 3♥ 6♠ min
- 3♠ 6♥ max
- 3NT 6♠ max

2♦ - (DBL) - ?

- pass :: offer to play(pass with 2+♦)
- XX :: puppet to 2♥ I have my own suit

- other :: system on

2♦ - (2M) - ?

- DBL :: P/C
- system on

Over higher over-calls pen X and system on

2♥ Opening

- 2♠ natural F1
- 2NT asking, delayed 3NT is just an offer
- 3m nat GF
- 3/4♥ to play
- 3♠ natural invitational
- 3NT unilateral decision to play 3NT.
- 4m splinter

2♠ Opening

- 2NT ask, later 3NT is just an offer
- 3x GF to play
- 3NT unilateral decision to play 3NT

2M-2NT ask

- 3♣ side 4 card suit
 - 3♦ ask : ♣/♦/oM
- 3♦ minor suit splinter
- 3M no short min
- 3oM shortnes
- 3NT no short max
- 4m void
- 4♥ void oM

2NT Opening

- 3♣ muppet stayman
 - 3♦ :: 1/2 4M

- 3 \heartsuit 4+ \spadesuit
 - 3 \spadesuit :: 3 \spadesuit
 - 4 \clubsuit ISL \spadesuit
 - 4 \diamond ISL \diamond
 - 4 \heartsuit ISL \clubsuit
 - 3NT :: 2 \spadesuit
 - 4 \clubsuit :: 4 \spadesuit max
 - 4 \heartsuit or 5/6 \heartsuit after ISL are transfers
 - 4 \spadesuit :: 4 \spadesuit min
- 3 \spadesuit 4 \heartsuit
 - 3NT no 4+M
 - 4 \clubsuit 4+/4+ Majors ISL
 - 4M s.o.
 - 4 \diamond RKCB \heartsuit
 - 4NT RKCB \spadesuit
 - 4 \diamond Majors for game
 - 4M \clubsuit / \diamond ISL (see direct 4M responses)
- 3 \heartsuit :: no 4/5M
 - 3 \spadesuit xfer to 3NT
 - 3NT 5 \spadesuit 3/4 \heartsuit
 - 4 \clubsuit 5-5 Majors ISL
 - 4 \diamond 5-5 Majors Game
 - 4M 5+ \clubsuit / \diamond (see direct 4M)
- 3 \spadesuit 5 \spadesuit
 - same as above
- 3NT 5 \heartsuit
 - 4 \clubsuit ISL \heartsuit
 - 4 \diamond xfer to 4 \heartsuit
 - 4M same as direct 4M
- 3 \diamond xfer
 - 3 \heartsuit :: 2-3 \heartsuit
 - 3 \spadesuit xfer to 3NT
 - 3NT 5 \heartsuit 4 \spadesuit
 - 4m
 - 4 \heartsuit to play
 - 3 \spadesuit :: 5 \spadesuit -2 \heartsuit
- 3 \heartsuit xfer
- 3 \spadesuit MSS
 - 3NT :: no 4m
 - 4m :: 4m 5om

- 4M :: shortness 5/5mm
 - 4NT :: quant
 - 4m :: 4/5m
 - 3NT to play
 - 4♣/♦ ISL 6+♥/♠ --> 4M min
 - 4♥ ISL 6+♣
 - 4♠ RKCB 1430
 - 4NT discouraging
 - 5♣ Fit encouraging but Few KC
 - 4♠ ISL 6+♦
 - 4NT discouraging
 - 5♣ RKCB 1430
 - 5♦ encouraging with Fit but few KC
 - 4/5NT quant invite
- 3X Openings

3X Openings

- 3Y natural GF
- 4♣(4♦ over 3♣) baby blackwood(01122)

3NT Opening

- 4♣ xfer to your Major --> 4NT RKCB
- 4♦ generic ISL
 - 4M min
 - 4NT cue other M
 - 5m cue --> 5/6♥ p/c
- 4♥ pass or correct
- 4♠ To play(I know you have ♠)

Competitive agreements

After 1 or 2 level overcall new suits at the 1 or 3 level are forcing, new suits at the 2 level are NF, and jump are fit showing.

Jumps in new suits are fit jumps (unless agreed otherwise for that spot)

Jumps to 4M by an unpassed hand are always natural

Unusual over unusual after overcalls showing 2 known suits (lower cuebid shows support when partner has already shown a suit)

When UoU is on and we DBL, next DBL is TO, subsequent DBLs penalty

Micheals cuebids (1m)-2♦ :: Major; (1m)-3m :: ♠+om

(1x) - DBL - (pass) - 2x(cue-bid) is forcing to 2NT or suit repetition

(1x) - DBL - (1M) - DBL=4+M constructive+

Grue switch

When opponents show ♠ and partner bids a natural 3♥ and no other suits have been bid. Like: (2♠) - 3♥ - (pass) - ? now 3♠ is a stopper ask or a strong natural 4♣ bid, while 4♣ shows a ♥ raise with stronger than 4♥

Other switch:

When we have shown a major and opponents compete at the 3 level or partner has just competed to 3M and we don't have a 3level cuebid we use 4♣ as the strong raise, and the cuebid as the natural 4♣ bid

Examples:

1M-(3♦/3oM)- ? 4♣=stronger raise; 4cue = strong ♣.

(3♦)-3M-(pass)-? .

(2♠) - 3♥ - (pass) - ?

(1♥) - 1♠ - (3♥) - ?

| (1R) | DBL | (3R) | 3♠ |
|--------|--------------------------|------|----|
| (pass) | 4♣ ♠ ISL; 4R=♣ power DBL | - | - |

1M - (DBL) - 2M

- DBL no 4oM (can be 5♥ inv)
 - (pass)
 - 2♠(over 2:hearts) min, probably 4♠ 333
 - 2NT, generic minimum
 - 3m natural some extras
 - 3oM reverse with 5+oM
 - 2NT ask for better minor, can be 4oM inv+
 - 3m to play
 - 3M(cuebid) 5oM GF
 - 3♥(over 2♠) to play
 - 3♠(over 2♥) 5♠ invitation

General rules guidelines of what DBL is

After showing strength with a DBL or ReDBL (1x-(1NT)-DBL;; (1NT)-DBL;; 1x-(DBL)-ReDBL;; double in UoU...)

Next DBL by our side is TO, later penalty

General rules for when Forcing pass is on

Rubensohl after 2 level overcalls of 1♣, 1NT and 2♣

After a 2 level over call of any of the above openings (unless it shows two know suits then we play UoU) we play:

(1X)

- DBL: TO, (generic strength vs no anchor suit overcalls)
- 2Y: natural NF
- 2NT: lowest unbid suit
- 3♣: middle unbid suit
- 3♦: highest unbid suit (♥ when no anchor suit)
- 3♥: GFTO with short X and 3 or 4 in unbid majors (5+♠ when no anchor suit)
- 3♠: xfer to 3NT after 1/2♣; minors or majors the one that makes sense after 1NT

Transfer to a suit below the overcall is constructive or better, opener can supper accept or just accept the xfer with any normal hand.

Transfer to a suit above the overcall is invitational or better, opener can accept the transfer with a minimum with support, bid 3NT/4M with a max or bid the step with no better bid (usually: no Fit min, or max no supp + no stop)

Defence to 1NT

- DBL: strength (14+ in direct seat vs wk/mini NT)
- 2♣ landy
 - (DBL) — same after multi: pass to play, XX I have my suit, other system on
- 2♦ 6+M **—2NT asks same as 1♣-2♦**
- 2M 5M (4)5+m
- 2NT minors

Defence vs preempts:

Vs weak two openings:

3 level cue bid asks for stoper

leaping micheals

Lebensohl, Fast denies.

Vs multi

DBL 13-15 balanced or strong— later X still TO and delayed lebensohl (could also do Rubensohl as DBL is available)

Vs 3 level preempts

Non leaping Micheals: Forcing in direct seat, NF in reopening seat.

If we overcall 3NT then 4♣ range ask, 4♦/♥/♠ game ordered transfer conts after range ask 4♣?