

Folks Bridge 2/1M GF Conventions v1.0.1

Part 1: Elementary

- After 1x-1y-2N: (*Wolff signoff*)
 - 3C relays to 3D, then pass or 3M = to play
 - 3D = asking for majors
 - 3M = natural GF
- After openers' reverse bid (*Ingberman*)
 - 2N = relay to 3C then pass or 3x = weak
 - 3 level bids = natural GF
 - Rebid 2M = 5~7-, 5+ card (e.g. 1c-1h/s-**2d-2h/s**; 1m-1s-**2h-2s**)
- *Unusual vs unusual* (against Michaels or unusual 2N over-calls)
 - 2 known suits: low-low/high-high cue bids
 - For opener's suit: limit raise +
 - For the fourth suit: GF
 - 1 known suit: Cue bid = limit raise + (for opener's suit)
- 1m-2m: (follow-up after *Inverse minors*)
 - 2D = 2~3 card C
 - 2H = GF semi-BAL
 - 2S = Min un-balanced (2N ask shortness)
 - 2N = Max(16+ hcp), balanced
 - 3m = Min Bal
 - 3 new suit = Max un-balanced (short in the bid suit)
 - 3N = 14~15 hcp, balanced
- 1M-2N: (*Jacoby 2NT*, GF 4+M)
 - 3C = Min with short
 - 3D=ask, followed by 3H/S/N = shortness in C/D/M
 - 3D = no short (3H=ask: 3S/3N/4x=Max/Mid/Min-4controls)
 - 3H/S/N = Max with short (C/D/M)
 - 4m = Max 55+
 - 4M = Min opening hand, no shortness, <= 3 controls
 - 5m or 4NT = void-wood in the bid m or the other major
- *Ogust*

Opener	Responder	Opener 2nd bid	Description
2D	2NT =	3C	Bad hand bad suit
2H	Ogust	3D	Bad hand good suit
2S		3H	Good hand bad suit
		3S	Good hand good suit
		3NT	AKQXXX

- *Kokish 2H* after GF 2D response to opening 2C
 - Opener's rebid of 2H = Kokish, showing either
 - Natural Hearts
 - Good 24+ HCP and a balance hand
 - Opener's direct 2NT without going through 2H = 22-24 HCP, flat hand

Reverse Flannery

It is used to respond to 1C or 1D opening when responder has 5+ spades and 4+ hearts.

- 1D-2H and 1C-2D (or 1C-2H) = less than a game invite (0-9)
- 1D-2S and 1C-2H (or 1C-2S) = game invitational (10-12)
- With game forcing values, just make 1S response to partner's opening 1C or 1D

After Reverse Flannery by Responder, opener can:

- Pass = to play
- Jump to any game (3NT, 4H, 4S, 5C, 5D) = to play
- 4NT = RKC for the suit bid by responder
- 3m (three of opener's minor) = to play
- 4 of either minor = natural and game forcing
- 2 of a major or bid 3H over 2S = to play
- (Note: if opener bids 3H over 2S, responder is allowed to bid again with maximum).
- Raise or jump in a major, if below game, = inviting game
- Opener also has the following two special bids:
 - a) 2NT is forcing, and asks if responder has extra major length, or has three cards in opener's minor, or if responder has minimum or maximum values. Replies are like transfers as below:
 - 3C: Minimum, exactly 5Ss & 4Hs, fewer than 3 in opener's minor. After this
 - all 3 level bids are to play
 - 4C/4D are forcing.
 - 3D: Transfer to heart, showing 5+ hearts.
 - If opener bids 3H, 3S, or 4 of opener's minor, responder passes if minimum.
 - 3H: Transfer to spade, showing 6+spades, and exactly 4 hearts.
 - If opener bids 3S or 4 of opener's minor, responder passes if minimum.
 - 3S: "Transfer", showing 3 or 4 cards in opener's minor suit.
 - If opener bids 4 of opener's minor, responder passes if minimum.
 - 3NT: Maximum, exactly 5 spades & 4 hearts, fewer than 3 in opener's minor.
 - b) 3 of the new minor (that opener did not open) is fourth suit game forcing - it is looking for a stopper in the new minor and/or extra major length - responder now makes a descriptive bid.

Walsh 1 Diamond (over partner's opening 1C)

Without using Walsh 1D method, after partner opens 1 Club, most players bid four card suits "up the line" (starting from 1D), looking for a major suit 8+ card fit.

With Walsh 1D method:

- When responder holds a 4 card major
 - Opener start showing a 4 card major (1M) with a **minimum** or **invitational hand**. That is, "Immediately bid your major suit with a minimum/invitational hand even though opener may have 4+ card diamonds"
 - Note:** on the ACBL Convention Card, the players check "Frequently bypasses 4+ Diamonds."
 - When having **game-going** values (13+ HCP) and 4+ diamonds, you should start with 1D response and belatedly make a direct reverse major rebid.

For example,

1C – 1M;	Holding a (42)52 minimum (<= invitational) hand, responder bypassed 1D, bidding a 4 card major.
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- If playing XYZ, responder can also respond 1D (long D) with **invitational** hand because he can use XYZ 2C and then follow up with an indirect reverse bid.
- Implications
Using the Walsh 1 Diamond approach then, after Wash 1D response, **opener** need not rebid a 4 card major unless they hold an unbalanced hand.
 - With balanced hand, opener can simply rebid 1NT.
 - If responder has an invitational, he will rebid XYZ 2C (check-back).
 - If responder has a good 12+ points GF hand, responder will rebid a 4 card major (direct reverse).

1♣- 1♦ 1NT: does not deny 4-card M	1♣ - 1♦ 1M Shows 4 major & 5 clubs (unbalanced)
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- If opener holds 4-4-1-4 hand,
 - Also rebid 1NT with 12-15 HCP
 - Rebid 2NT with 18-20 HCP
 - Rebid 1♥ with 16-17 HCP, and if responder makes a preference, then opener make a further bid of 2NT.
- Note: Opener does not bypass Spade after 1C-1H. Opener denies 4 spades if he rebids 1NT in such bidding sequence.

XYZ Convention

XYZ = 3 successive partnership bids at the 1 level. **XYZ** convention kicks in at responder's next rebid.

XYZ allows the partnership to explore game using low level bids and efficiently find suit fits.

- After opener's **Z** rebid, responder's rebid of either **2♣** or **2** are artificial & forcing.
- As long as responder has a choice to bid **2♣** or **2**, **X, Y, Z** can be any bids **except that responder bid Pass as his first response**.

X-Y-Z-?

a) 2♣ is a transfer to 2 ;	Here is the general sequence to arrive at "XYZ" convention bid. 1X – (Opponent's bid or pass) – 1Y – (Opponent's bid or pass) 1Z – (Opponent's bid or pass) – XYZ Convention Bid (2c/2d/2nt)
b) 2 is game forcing.	
c) 2NT is a transfer to 3 .	

1) The 10 possible unimpeded bidding sequences when the opposition does not enter auction:

1C - 1D; 1H	1C - 1D; 1S	1C - 1D; 1N	1C - 1H; 1S	1C - 1H; 1N
1C - 1S; 1N	1D - 1H; 1S	1D - 1H; 1N	1D - 1S; 1N	1H - 1S; 1N

2) Should the opposition enter the auction, **XYZ** is still on in 1 level auction, such as:

1C - (X) - XX-(H/S); 1S/N	1D - (1H/S) - X - P 1N	1D - (P) - 1H - (1S); X ON if it is Support X	1C - (1H) - X - (1S) P ON (opener rebid pass)
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Summary:

XYZ-?	Meaning
2C	Forces opener to bid 2 . 1) Responder may pass to sign-off in 2 . 2) any other responder's bids are invitational game try, including 2NT inviting to 3NT 3) responder's jumps are just stronger game tries than non-jumps <ul style="list-style-type: none"> • Same Y suit Jump, inviting with quality 6 cards suit (a minimum of KQ109xx) • A new suit jump, shape showing and inviting, 8-11 HP, 2-suiter 5-5 better
2D	Game forcing, responder's hand pattern not yet disclosed, opener rebids unbid 4-card major before raise responder's Y with three card support
2N	Lebehnschol forces relay to 3 , then responder continues as follows. 1) Pass : to sign-off in 3 (for example, weak 4-card M with 6♣); 2) 3 new suit : 5M+5 any distribution game try hand. A game try with good distribution for any suit other than clubs, but less HCP than an XYZ 2 followed by the 3 level bid, which is more HCP based . 3) 3NT/4 level suits: used for slam tries
Consequences of XYZ convention	
2H/S	a signoff bid, except responder's game going reverse (e.g. 1H followed by 2S)
3 Any	<ul style="list-style-type: none"> • Not all game force hands start with 2 when playing XYZ • All suit jump rebids are game forcing and very distributional • A jump shift shows a 5-5 hand and game forcing values. This means of course that jumps always show a real second suit with good distribution as does jump rebids

Maximal Overcall Doubles

When do they occur?

After partner raises your major to two, and your RHO bids **the suit directly under yours**.

Why are Maximal Overcall Doubles needed?

You no longer have the room to bid a new suit as a game try, and bidding three of your major is competitive rather than invitational. Maximal double is artificially used to show **game interest** in a **bid-and-raised suit**

How do we solve the problem?

- If your hand is worth inviting to game, you double.
 - Partner will usually jump to game with a maximum, or
 - Sign off in three of your major with a minimum.
 - In addition, when he has strength in the enemy suit, he can
 - bid 3NT or even
 - Leave in the double.
- If your hand is not worth inviting to game, you simply raised your suit for competition.

Example:

South	West	North	East	In competitive auctions, a distinction is generally made between certain auctions. Maximal Double just uses this approach as below. <ul style="list-style-type: none">• Bidding Maximal Double to show strength and invite game.• Bidding 3S to merely compete and sign-off. Note: Maximal Double Can be made by either partner
1 ♠	Dbl	2 ♠	3 ♥	
X	invitational			
3 ♠	Just for competing			

In the above two illustrations, the opponents are bidding in a suit which is one rank below the suit of North-South. In other words, **they bid the maximum suit**, leaving no room for N-S to differentiate an invitational hand from a merely competitive hand.

If opponents **do not bid the maximum suit**, bidding the side suit available constitutes a general game try.

South	West	North	East	In this auction, since Diamond is not the maximum suit so that South has an alternative approach that is set by partnership agreement. North-South can agree to any or all of the following:
1 ♠	2 ♦	2 ♠	3 ♦	
?				• 3H is generally reserved as invitational. This bid is considered to be conventional and forcing. • 3S is generally agreed to mean a sign-off in the original suit. • Double penalty. This is an optional partnership agreement.

South	West	North	East	<div>X Penalty</div> <div>3 ♠ Just for competing</div> <div>3D/3H Inviting game</div>
1 ♠	Dbl	2 ♠	3C	
?				

Part 2: Slam Conventions

Roman Key Card Blackwood (RKCB)

RKCB is a 4NT bid that, unlike regular Blackwood, asks for "key cards" instead of Aces.

There are always 5 key cards.

- The 4 Aces plus the King of the agreed trump suit.
- If no trump suit has been clearly agreed, the King of the most recently bid suit is typically counted as the 5th key card.

Responses to 4NT **RKCB (1430)**:

- 5C: **1 or 4** key cards
 - 5D: **0 or 3** key cards
 - 5H: **2 or 5** key cards, but **no Queen** of the agreed suit
 - 5S: **2 or 5** key cards **plus Queen** of the agreed suit
 - 5NT: An even number of key cards plus an unspecified void
 - 6x (any suit): An odd number of key cards with a void.
 - If 6x is below 6 of the agreed suit then the void is in the suit bid.
 - If 6x is a bid in the agreed suit then the void is in an unspecified higher-ranking suit.
- 1) After the 5C and 5D responses, the 4NT bidder can bid the next non-signoff step to further ask for the Queen of the trump suit. Here are the possible answers.
 - Bidding the agreed suit at the cheapest level denies the Queen of the agreed suit.
 - Bidding a new suit promises the Queen of the agreed suit plus the King of the suit bid.
 - Bidding 5NT promises the Queen of the agreed suit and denies a side King that can be shown below 6 of the agreed suit.
 - 2) A subsequent 5NT bid by the 4NT bidder (regardless of whether or not the Queen asking bid above has taken place) asks for specific Kings. The 5NT bid promises that all of the 5 key cards and the trump Queen (or 10-card trump fit) are accounted for. Here is how to answer 5NT.
 - If RKCB partner has a King that is lower-ranking than the agreed suit, he should bid that suit at the 6-level. If he has more than one such King, he should bid his lowest-ranking King.
 - Otherwise the responder to RKCB should bid 6 of the agreed suit.

Note: The RKCB partner is entitled to bid a grand slam if he thinks that 13 tricks are available.

DIPO

It is used when an opponent interferes our RKCB 4NT with a lower suit than ours.

- Double with 1 key card (or ace, playing regular Blackwood)
- Pass with 0 key card (or ace, playing regular Blackwood)

DEPO

It is used when an opponent interferes our RKCB 4NT with a higher suit than ours.

- Double with even key card (or ace, playing regular Blackwood)
- Pass with odd key card (or ace, playing regular Blackwood)

Invitational Minorwood 4C/4D (inv-Minorwood) :

- 4m+1 = refuse to answer key cards, no interest
- 4m+2 ~ 4m+5 = 14/30/2/2Q

Voidwood (Exclusion RKCB1430/Blackwood)

A slam-related Jump asking bid after partners have found a trump fit. The Jump Suit shows a void. In most situations, the void suit is bid at the 5 level.

Answers: **RKCB1430**: 1 or 4, 3 or 0, 2 without trump Q, 2 with trump Q; **Blackwood**: 0,1,2,3

Examples: 1S-2H-**5C**; 1C-1D-2H(19+,5+Clubs/4Hearts)-3C-**4S**; 1C-1H-3H-**5D**

Pick a Slam

A jump bid of **5 Notrump** asks partner to pick the best slam suit, when

- There has not been a known trump fit **or**
- Opponents interfere the auction

For example: **1C - (P) - 1S - (P)** **(2D) - 3S - (4D) - 5N**
2D - (P) - 5N

Players should be careful not to confuse **Pick a Slam** with the **Grand Slam Force** convention.

Grand Slam Force (GSF)

With a known fit, a jump bid of **5 Notrump** asks partner about his top three trump honors.

- With 2 or more trump controls, responder makes a Grand Slam call in the trump suit.
- Otherwise, the responder signs off in a Small Slam.

For example: **1S - (P) - 3S - (P)** **4H - 5N** **1S - (P) - 2D - (P)**
5N - ? **3S - (P) - 5N**

An adaptation includes a lower level step response:

Step	Meanings
1st (6C)	No trump honors
2nd (6D)	Trump Queen
3rd (6H)	Ace or King of trump with only 3 trump
4th (6N)	Ace or King and extra trumps
5th (7C)	Both Ace and King and Support partner's suit (such as Diamonds in the third example above)

Voluntary Bid of 5 of a Major

5 of a major bid is voluntary if four of the major bid is still possible.

Voluntary five of a major **a slam try** (unless it is raising partner's pre-empt in a competitive auction.

This is commonly recognized as an **"advance sacrifice."**)

- If the enemy has bid a suit, 5 of the major shows concern about losing two tricks in the enemy suit. It asks partner to bid six of the major suit if holding second-round control of the enemy suit.
- If the partnership has bid three suits, a bid of 5 of the trump suit asks about second-round control of the unbid suit.

Second-round control could be a guarded king when on side, KQ or a singleton in the enemy suit.

Responses

- Pass with no control.
- Six of the agreed trump suit shows second-round control of the suit in question.
- Any suit bid other than the trump suit shows first round control of the suit in question as well as the cue-bid suit.

Note: The voluntary bid of 5 of a major is never a Grand Slam Forcing bid. The **Grand Slam Force bid of 5NT** is available for the partnership to use for a grand slam try if the trump suit is solid.

Part 3: Optional & Alternative (可选择增加 or 可替换的)

- **3-way major game try** (1M-2M-?):
 - 2M+1 (2S/2H; 2NT/2S) = Game try with some shortness
If needed, followed by 2M+2 to ask for the short suit
3C/3D/3H = shortness; When trump is H, 3H = spade shortness
 - 2NT(/2H)/3C/3D/3H = side help suit game try (2NT/2H = Spade)
 - 1S-2S-3S = trump game try
For example, if you open 1♠ with a 16-count of Jxxxx of spades, after partner's constructive raise, you certainly don't want to be in game if partner has a medium hand with Txx of spades. SO you make the trump-ask of 3♠. Partner will pass with Txx, but bid game with KQx or AT9x.
 - However, 1H-2H-3H = 123 stop, pre-emptive
- **Suction** after the opponents make a strong opening bid, such strong 1C (- ?/Suction)
 - Any call by the next bidder, in the direct seat, is a suction bid.
 - The suction bidder can show any **single long suit**, or any **two-suited combination**.

Suction Bid	Meaning
X	long ♦ suit, OR two-suited with ♠ & ♥
♦ =	long ♥ suit, OR two-suited with ♠ & ♣
♥ =	long ♠ suit, OR two-suited with ♦ & ♣
♠ =	long ♣ suit, OR two-suited with ♥ & ♦
NT =	two-suited with ♥ & ♣, or ♠ & ♦

 - **The pattern:** the suction bid shows either a long holding in the next higher suit or two-suited in the lower ranking suits (assuming a circular arrangement of the suits.)
 - **Exception:** the 2 non-touching, two-suited combinations: ♠ & ♦ and ♥ & ♣.
 - These two-suited combinations (round/pointed suits) are handled by NT overcall.
 - **Follow-on bids** by partner are simple relays.
 - Partner bids the next higher suit, assuming the suction bidder has a single long suit.
 - The suction bidder
 - Passes to confirm a single long suit, or
 - Bids the next higher suit to show a two-suited hand, allowing partner to select the best fit.
- **Principles of opening a bid (opening principles)** (王建坚推荐)
 - 13点以上的牌，必须开叫
 - 12点时，通常开叫，除非4-3-3牌型且缺乏A和中间张
 - 11点均型牌，通常不开叫，除非5张好套或含4张高花的4-4套及中间张支持
 - 10点以下牌，20法则：所持大牌点与最长两套花色之和达到20，则开叫
 - 只计算长套中的大牌点

位置与局况 (seats and vulnerabilities) :

- 第二家的开叫要求略高；第三家开叫要求最低；第四家边缘牌开叫遵循15法则，15法则仅适用于相对均型牌，持有很好的做牌赢墩不受此限制。
- 第三家轻开叫：
 - 高花可以积极
 - 低花则要严格：
 - 好的5张套及2个防守赢墩
 - 可以放打同伴任何的高花应叫
 - 第三家低花开叫后再叫1NT、新花色、原花色均保证是正常开叫
- 旁门点力多时，不要做弱二开叫

- **Defending opponent's 1NT opening** (suggested by Marc Dai)

Below are two good conventions that have been voted by some famous world class bridge players.

Modified CAPPELLETTI (>= 14~16)

- **Double:** Any double over weak notrump is for penalty. However, over strong notrump bids it may be used for takeout/penalty.
- **2C:** Shows
 - A single-suited (weak/strong) holding in diamonds OR
 - A two-suited holding in an unspecified major suit and an unspecified minor suit. After a pass by the partner of the notrump bidder, the advancer can bid 2D. Then the over-caller will either
 - **pass** with a single-suited weak holding in diamonds
 - **raise** with a single-suiter in diamonds if holding stronger values OR
 - **Bid the major suit** if the holding is a two-suiter.
 - If the over-caller shows the two-suited holding after the 2D bid, then the advancer can bid
 - 2NT** to return to the actual minor suit (clubs or diamonds) or
 - Pass** if the major suit is preferred.
- **2D:** Shows both major suits (as in Cappelletti).
- **2H:** Shows a single-suited holding in hearts. Partner should pass after a notrump opening by an opponent.
- **2S:** Shows a single-suited holding in spades. Partner should pass after a notrump opening by an opponent.
- **2NT:** Shows both minor Suits (5+ in each).

Mohan Convention over weak NT (<= 13~15)

- **Double** Penalty
- **2C*** Shows both majors (4-4 or 5-5)
- **2D*** Transfer to hearts
- **2H*** Transfer to spades
- **2S*** Spades and a minor
- **2NT*** Hearts and a minor

All three-level bids are natural, usually a six-card suit and pre-emptive

- 1NT 开叫后 **高花转换的另一种超级接受结构** (John Ren 推荐, Ken Wu 整理补充):
 - 应叫方叫 2D 转换红心后, 开叫方:
 - 2H = 正常接受转换
 - 3H = 超级接受, 高限 3-4-3-3 型
 - 2NT = 3+ cards with 2 of AKQ, 16+hcp, 2.5 side tricks
(Accept 3N with at least Qxxxxx 6 cards and side K)
 - 2S = 超级接受, 4 张红心并有一个花色双张, 且除去双张中可能的 QJ 后仍至少 15 点之后, 应叫方叫可以三阶再转或加级 (2NT) 询问双张花色
 - 3C/3D = 超级接受 4 张红心并有 5 张 C/D
 - 应叫方叫 2H 转换黑桃后, 开叫方:
 - 2S = 正常接受转换
 - 3S = 超级接受, 高限 3-4-3-3 型
 - 2NT = 超级接受, 4 张黑桃并有一个花色双张, 且除去双张中可能的 QJ 后仍至少 15 点应叫方叫可以三阶再转或加级 (2NT) 询问双张花色
 - 3C/3D = 超级接受 4 张红心并有 5 张 C/D

- **Snapdragon double**

The Snapdragon double is used in such a bidding sequence: **(1x)-1Y-(z)-double** (Snapdragon)

Some key factors to consider are:

- Competing values (7+ HCP, a decent 5-card suit, tolerance of partner's suit)
- Lead direction
- Possible double fit with partner
- Overcall does not deny an opening hand so it might well be the overcalling side to declare.

The **Snapdragon double** essentially says "partner, I have the decent 5+ card 4th suit and some values (about negative double strength). If you don't fit the suit I am showing, you can rebid your suit cheaply (I have enough tolerance) and we will at least be in a playable contract."

Notes:

- 1) It is more useful to use the double to promise Hx (honor-doubleton) in partner's suit and a desire to compete. This information may be just what he need on defense as well as to decide what to rebid.
- 2) Some players would also make a Snapdragon double with 3 baby cards in partner's suit if balanced, and/or a weakfish 6-card suit.
- 3) Some players use Snapdragon aggressively as a powerful tool to diagnose fits after an over call.

Some basic concepts:

- Support is 3+ cards
- Tolerance: usually 2 cards or 3 baby cards
- No-support: 0-1 cards.

Note: If you have a better (support) or worse (no-support) fit, you cannot use snapdragon. This is one of the primary benefits of playing snapdragon - the negative inference:

- When partner just bids the 4th suit, he is saying that he either has a very good fit (he would bid on later) or no fit.

- **1D-2C(二盖一)应叫**(王建坚推荐)

- 11点以上, 5+C (若另有4M, 则保证进局实力), 或 20点以上, 3-3-3-4型
开叫人的再叫

- 1) 2D: 大部分5+D的牌都从此起步, 除非5-6以上套或有4+C支持, 逼叫一轮
- 2) 2H/2S: 通常4张以上, GF。无5张D套或者是5-6型牌。
 - 2H: 也可能是13⁺-14点的3-3-4-3型。
2H后应叫人可用2S等待叫, 进一步了解牌情
- 3) 2NT: 12-13点均型牌, 不否认4张高花, 邀叫
- 4) 3C: 4+C套, 逼叫
- 5) 3D: 14-16点, 6张以上至少半坚固套, 对应叫花色无3张支持
- 6) 3M: 12-15点, 4+C支持的SPL; 或者18-20点同类型的牌
- 7) 3NT: 18-19点, 高花点力多的均型牌

开叫人再叫2D之后, 应叫人的再叫

1D 2C

2D ?

- 1) 2M: 实叫, FG
- 2) 2NT: 11-12点, 邀叫
- 3) 3C、3D: 实叫, FG
- 4) 3M: 延迟性的SPL, 保证3张D支持, 且否认4张高花

- 1D-2C之后, 可在3NT之下停叫的进程 (停在部分定约)

- 1D-2C; 2NT
- 1D-2C; 2D-2NT
- 1D-2C; 2D-2NT; 3D

Nebulous 2C (王建坚推荐)

一阶高花开叫后的二盖一应叫

2C: 笼统性进局逼叫, 对开叫花色不配合时保证13HCP以上。

- 一般为4张以上套,
- 但也可能是3张C的 4-3-3-3/3-4-3-3、3-3-4-3/4-2-4-3/2-4-4-3型,
- 甚至2张C的4-3-4-2/3-4-4-2型

2D/2H: 5+ D/H, 进局逼叫, 对开叫花色不配合时保证13+HCP

二盖一应叫之后

1M – 2C (笼统性的进局逼叫)

- 1) 2D/2H/2S, 新花色: 4张以上, 包括逆叫2S在内均不保证额外实力
- 2) 2M, 再加原花: 6张以上, 或5张套及3张以上C但不适合加叫3C
- 3) 2NT: 12-14点或18点以上, 应叫人花色双张的5-3-3-2型
- 4) 3C: 14⁺点以上, 4张以上支持
- 5) 3D/3H/3S, 跳叫新花色: Splinter叫单缺, 保证5张C支持至少5-5型
- 6) 3M, 跳叫原花色: 14-16点, 6张以上至少半坚固套
- 7) 3NT: 16-17点, 应叫人花色双张的5-3-3-2型
- 8) 4M: 跳叫原花进局, 7张好套, 实力略高于Namyats的4C/4D开叫。
(如坚固套及旁门A, 或半坚固套旁门A和K)

1M – 2D/2H (保证5张以上套) 开叫人再叫与1M-2C后的区别

- 1) 2M, 再叫原花: 6张以上, 或5张套但不适合叫无将或加叫应叫花色
- 2) 3C/3D, 新花色: 14⁺点以上, 4张以上
- 3) 3D (2D之后): 13点以上, 4张以上支持
- 4) 3H (2H之后): 3张以上支持, 无额外点力要求
- 5) 3H/3S/4C, 跳叫新花: Splinter叫单缺, 12-15⁻ 保证4张含大牌或5张支持
- 6) 4D (2D之后): 跳加叫, 4张以上支持, 关键张问叫
- 7) 4H (2H之后): 跳加叫, 低限且控制不多, 5-4-2-2 型

系统的配合调整如下 (Folks Bridge):

3C/3D responses to 1M = Reverse Bergen

- | | |
|---------|---|
| 1♥ ⇒ 3♠ | 10-12 点, 4+将牌支持, Mini-SPL;
后同伴若有兴趣, 加级 3NT 问单缺: 4♣/♦/♥=♣/♦/♠ 短 |
| 1♠ ⇒ 3♥ | 10-12 点, 4+将牌支持, Mini-SPL;
后同伴若有兴趣, 加级 3♠ 问单缺: 3NT/4♣/♦=♥/♣/♦ 短; |
| 1♥ ⇒ 2♠ | 16+点, 6+张上半坚固套; 或使用如下多用 2S 约定: |

多用2S response to partner opens 1 heart (王建坚推荐)

- 1H-2S表示下面三种牌之一：
 - 11-13支持点，3张H支持但无4张S
 - 10-12点，6张以上低花套，邀叫
 - 10-15点，4张以上H支持含缺门
 开叫人再叫：
 - (1) 2NT：所有不适合其他再叫的牌，接力问叫
 - a. 3C/3D：低花邀叫的牌
之后开叫人再叫3H为逼叫
 - b. 3H：3张H有限加叫的牌
之后开叫人3NT是成局选择，叫新花是需求帮助的满贯试探
 - c. 3S：10-12点，4张以上H支持含缺门
3NT接力询问缺门位置
 - d. 3NT/4C/4D：13-15点，4张以上H支持，显示缺门
 - (2) 3C/3D：很好的5张套，在同伴持有限加叫牌时可能有满贯
 - a. 3H：通常为3张H的有限加叫牌
 - b. 3D(3C后)、3S(3D后)，加一级(除3H)：另一低花套的低花邀叫牌，S无止张
 - c. 3NT：另一低花套的邀叫牌，且S有止张
 - d. 3S(3C后)、4C(3D后)，加二级(除3H、3NT)：13-15点4+H支持，开叫人第二套缺门
 - e. 4C、4D，加叫：通常为3张H的有限加叫牌，对低花4张以上支持
 - f. 4H：10-12点的4张H支持，在开叫人第二套中缺门
 - (3) 3H：半坚固6张或7张套，对开叫人低花无兴趣，不逼叫
 - a. 3S：10-12点的4张H支持，含缺门
 - b. 3NT、4C、4D：13-15点，显示缺门，其中3NT显示S缺门
 - c. 4H：实叫，有一定H配合的低花邀叫牌，或3张H支持的有限加叫牌
 - (4) 3S：5-6以上高花，逆叫实力
 - a. 3NT：低花邀叫牌
 - b. 4C/4D：3张H支持的有限加叫牌或4张以上H支持且S缺门，扣叫

Transfer responses (over opponents' take-out double, 1H/1S - (X) - ?)

- **The transfer responses** starts at 1NT(->2C) up to 2M-1(->2M)
 - The hand strength for transferring into a new suit is the same as what you would have in bidding an old-fashioned non-forcing constructive call. For example, 1s-x-1nt! is same strength as old 1s-x-2c requires.
 - Bidding proceeds naturally.
 - Opener does not have to accept the transfer
 - He would normally accept the transfer if he would have passed the old-fashioned constructive call.
 - Such transferring method allows one to distinguish between
 - Direct raise of the major (somewhat weak, ~4-7 or so), and
 - The "transfer raise", 1s-x-2h or 1h-x-2d, stronger
 - Redouble usually implies no fit with 10+ points.

- **Multi-Landy** to defend Gambling 3NT
 - X = strong and balanced
 - 4 = both majors
 - 4 = one major (6+)
 - 4M = 5-card major and a 5+ card minor
 - 4NT = slam-interested hand with a long minor (Ax, QJx, AKQxxxxx, --)
 - 5m = to play, with a long minor
 - Pass, then double when opponents run = 3-suited, short in their minor

Multi-Landy Follow-up Auctions

- 1) (3N)- 4 -(P)-?:
4 = asking p to pick his best major; **4M** = show your preferred major suit
- 2) (3N)- 4 -(P)-?:
4 = to play; 4NT = RKC in H; 5 = pass-or-correct
- 3) (3N)- 4 -(P)-?:
 - 4 = asking partner to pass or correct
 - 4 = short spades and longer hearts. (e.g., if you hold x, KJTxx, xx, Axxxx).
 - Pass if your suit is spades; **Explore slam if it is hearts.**
 - The drawback: advancer has no good way to bid a hand with spades, like: KQJTxxx, x, xx, Axx. On this hand, advancer's choices would be between playing 4 in partner's suit or 5 in his own though this is not ideal. But, the hand with short spades and good hearts will occur far more often than hands like this one.
 - 4NT = slam try in either major. Over-caller responds by showing key cards.
 - 5m = to play

Other Places to Use This Multi-Landy Defense

The same defense can be used after: (1NT) -- P -- (3NT) -- ??

You won't want to bid very often in this auction, but when you do, it will be because you have one or both majors.