Hybrid System

Contents

1 Structure

1♣	11-21 5$^+$♣ unbal or 4(41)4 or 12-14 Bal
1♦	11-21 5$^+$♦ unbal or =1444 / =4441
1♥	11-21 5$^+$♥
1♠	11-21 5$^+$♠
1NT	15-17 Bal. Include 5M332
2♣	Art. Strong. 23$^+$ Bal / GF
2♦	Weak in a major, or 18-19 Bal, or 4441 16$^+$
2♥	(9)10-12 5$^+$♥ 3$^-$♠ with short / 6$^+$♥
2♠	(9)10-12 5$^+$♠ 3$^-$♥ with short / 6$^+$♠
2NT	20-21 Bal. Include 5M332
3/4/5X	Natural preempt
3NT	7$^+$ major headed with AKQ. 8.5 - 9.5 tricks.

Open all 12$^+$ hands; Open 11 HCP hands with at least a 6-card suit or 5431 distribution and no wasted values.

After 1m openings, responder bids on all 6$^+$ hands. Responder may bid on some 3-5 HCP hands.

1-level responses are limited to Game-Forcing Values. Responder should make a jump shift with much extra.

Preemptive openings are highly subjected to vulnerability, suit quality, and seats.

2 Notations

Notation	Meaning
Bal / unBal	Balance / unbalance
M / m	Major / minor
oM / om	Other major / other minor
X / Y / Z	Unbid / unmentioned suit
NF / F1R / I / I$^+$	Non-forcing / Force one round / Invitational / Invitational or better
COG / FG / FG= / ST	Choice of game / Forcing to game / Forcing to game only / Slam try
P/C	Pass or correct
J / NJ	Jump / Non-jump (suit)
Art / Nat	Artificial / Natural
Dbl / Rdbl	Double / redouble
$^+$	Equal or more in terms of HCP (18$^+$) or length (5$^+$♥), or equal or higher in level (2♣$^+$)
$^-$	equal or less, or equal or lower
4$^+$♠ / 4=♠ / 4$^-$♠	Not less than 4 cards / Exactly 4 cards / Not more than 4 cards in ♠
5431 / =1534	Any 5431 / 1534 in ♠♥♦♣ order
s/v	Singleton or void
Nat. Cont.	Natural Continuation
~	Similar to / approximate
+ve / -ve	Positive / Negative (response)
KC	Key card
T	Trump. TQ = trump Queen

3 System Conventions

3.1 Gazzillis

The following sequences are different forms of Gazzilli: Can be 3$^+$ cards in partner's suit

- 1♣ - 1♦/♥; 1♥/♠
- 1♦ - 1♥/♠; 1NT

Can be 4$^+$♣: 1♦/♥/♠ - 1NT; 2♣

No weak cases:

- 1♣ - 1♠; 2♥/♠
- 1♥ - 1♠; 2♣

After (1) a negative response from responder and opener's strong bid, or (2) a positive response from responder and opener's weak response, only new suits and jump bids below game are forcing.

Table 1: Gazzilli Bids and +ve Responses

Open	Respond			
	1♦	1♥	1♠	1NT
1♣	1♥(1NT)	1♠(1NT)	2♥(2♠) / 2♠(2NT)	-
1♦	-	1NT(2♣)	1NT(2♣)	2♣(2♥)
1♥	-	-	2♣(2♦)	2♣(2♦)
1♠	-	-	-	2♣(2♦)

1♣ - 1♦; 1♥ - ?
11-15 3-4♥ unbal, or 16$^+$ many

1♠	Natural. 7$^-$
2♣/♦/♥	Natural. 7$^-$
●1NT	8$^+$. Then
	· 2♣: 11-15 5$^+$♣ 3=♥ unbal
	· 2♦: 11-15 5$^+$♣ 4=♥ / =4414
	· 2♥: 16$^+$ 3=♥. Then 2♠ shows ♠ and denies ♥ fit; 2NT denies ♠ or ♥ fit; 3m fit ♥ and shows feature.
	· 2NT: 16$^+$ 4=♥
	· NJ suit: 16$^+$ 2$^-$♥ Nat
2NT	12-14 5♥332

~ 1♣ - 1♥; 1♠

1♣ - 1♠; 2♥ - ?
16-18 2$^-$♦, or 19$^+$ with short

●2NT	7$^-$ long ♦ with ♣ Tolerance
3♣	7$^-$ NF
3♦	7$^-$ long ♦ without ♣ Tolerance
●2♠	8$^+$. Then
	· 2NT: 16-18 5=♣ 2-♦. Responder then bid 3♣ to show fit, 3M to seek for stopper, or 3♦ as a natural forcing bid.
	· 3♣: 16-18 long ♣. 2-♦. Similar to above
	· 3X: 19$^+$ long ♣. s/v in X. FG.

1♣ - 1♠; 2♠ - ?
16-18 3⁺♦, or 19⁺ without short

3m	7⁻ NF.
●2NT	8⁺. FG. Opener rebid 3♣ (3=♦) or 3♦ (4⁺♦) to show 16-18. Higher rebids would show 19⁺.

1♦ - 1M; 1NT - ?
11-15 3=M unbal, or 16⁺ many

2♦	7⁻ NF
2M	7⁻ 5⁺M NF
3♣	7⁻ 6⁺♣. No ♦ tolerance
●2♣	8-11. Then · 2♦: 11-15 5⁺♦ 3=♥/♠ · 2♥⁺: Similar to 1♣-1♦; 1♥-1NT; 2♥⁺
2NT	12-14 5M332

1♦ - 1NT; 2♣ - ?
11-15 with ♣, or 16⁺ many

2♦	7⁻ NF Tolerance for ♦
●2♠	7⁻ 6⁺♣. No tolerance for ♦
●2♥	8⁺. Then · 2♠ 16⁺ 5⁺♦ + 4⁺♣ · 2NT 14-15 4⁺♦ 4⁺♣. Pass/3m/3NT is to play. 3M is stopper asking / splinter. · 3♣ 11-13 5⁺♦ 4⁺♣ · 3♦ 16⁺ 6⁺♦. 3M are cue-bids · 3M 16⁺ 5=♦ 4=M short oM · 3NT 16⁺ 5=♦ short ♣

1♥ - 1♠; 2♣ - ?
16⁺ many

2M	7⁻ Preference
●2♦	8⁺. Then · 2♥: 16⁺ 6⁺♥ · 2♠: 16⁺ 3=♠. · 2NT: 16⁺ 4=♠ · 3X: Nat. 2⁻♠

1♥/♠ - 1NT; 2♣ - ?
11-15 with ♣, or 16⁺ many

●2♦	8⁺. 2♥/♠ is 11-15 with ♣. Others are natural and FG.
2♥/♠	7⁻ Preference
●2NT	7⁻ Minors
3m	6⁻ Long suit

3.2 Bridge-World Death Hand

Opener shows precisely 3 cards in one suit (usually partner's suit), 6⁺ in own suit. I⁺.

Table 2: 3-card suit that 2NT Rebid Shows

2NT rebid	Respond			
Open	1♦	1♥	1♠	1NT
1♣	3=♥	3=♠	3=♦	-
1♦	-	3=♥	3=♠	3=♣
1♥	-	-	3=♠	-
1♠	-	-	-	3=♥

Responder's rebid after BWDH 2NT rebid:

- Bidding the known suits at 3-level shows minimum. Bidding opener's 3-card suit promise 5⁺ cards.
- Bidding the lower of the remaining suits is game-forcing in the higher known suit.
- Bidding the higher of the remaining suits shows mild slam interest in the low known suit.
- Bidding 3NT is to play (require HCP). Opener can pull with exceptional hand.
- Bypassing 3NT fits the lower known suit with serious slam interest. Cue bid.

3.3 Reverse, Jump, Jump-shift, and Jump Support

When Gazzilli is available:

- Reverse shows hands with good suits and playing strength and F1R.
- Jump rebids shows good suit and playing strength, invitational.
- Jump-shift shows excellent hand with concentrated values in the suits, game-forcing.
- Responder's jump support to 3-level are invitational, good support, and good source of tricks in the side suit.

3.4 Type A Asking Bid

In 2/1 game-forcing sequence, after opener and responder has shown a suit. Asked by opener (AAB).

3♣	Extra. Any shape. Natural continuation
3♦/♥/♠	Nat. Min
3NT	♣. Min

After 3♣ and 3♦ asking, responder answer the relay similar to the above scheme, expect for 3-4 cards in ♣ instead of higher.

3.5 Type B Asking Bid

After a game-forcing sequence and opener / responder has shown a two-suited hand, partner's 2NT is the type B asking bid (BAB).

… 2NT (BAB); ?

3♣	Extra. 5 in original suit / 4441, 3♦ is asking
3♦	5431 Min. 3♥ is asking
3♥	6⁺-4⁺ any strength
3♠	5-5 any strength (6-5 if 5-5 is impossible)
3NT	5422 Limited

… 2NT (BAB); 3♣ - 3♦; ?

3♥	Lower 3rd suit
3♠	Higher 3rd suit
3NT	5422
4♣	5422 Much extra

3♠	Lower 3rd suit (3-4 cards)
3NT	Higher 3rd suit (3-4 cards)

3.6 Responder 5-5 FG

After 1 of opening bid, responder can jump to 3-level to show 5-5 game value hand. The point range is around 12-16. With 17+, responder should go through 2/1 game-force.

Table 3: 5-5 suits shown by 3-level responses

5-5 suits	Jump respond			
Open	3♣	3♦	3♥	3♠
1♣ (direct)	-	♠♥	♥♦	♠♦
1♣ (via 2NT)	-	♦♣	♥♣	♠♣
1♦	♠♥	-	♥♣	♠♣
1♥	♠♣	♠♦	-	♦♣
1♠	♥♣	♥♦	♦♣	-

- bid a game to play
- bid partner's suit below game to set the suit as trump
- rebid own suit to inisit
- bid the 4th suit to show slam try in a major
- bid 4NT to show misfit, invite to 6NT

4 General Conventions

4.1 Fast Arrival

In a game-forcing sequence, fast arrival can be done when your partner's hand is limited or:

- your hand is weaker than your partner's,
- you have 1- KC, and
- you are near minimum in HCP

If fast arrival is not allowed, bid non-serious 3NT to discourage slam instead.

4.2 Stopper-showing

A 3rd level unbid-suit-bid is stopper-showing when

- you are in a game-forcing sequence,
- neither you nor partner has bid a natural NT, and
- there are 2 or more unbid suits

4.3 Set Trump

The following are the priority of bids that are used for setting trumps (from high to low):

1. 3M for M if M is a possible strain
2. 4m for m if m is a possible strain
3. A side suit for M if oM and that side suit are not possible strains (or 3oM is available for setting oM as trump)

4. 4♣ for ♥ and 4♦ for ♠ if both majors are possible strains

If 3M can be used to set trump but a side suit is bid to set M as trump, this is a cue bid with much extra.

4.4 Splinters

Without specification, splinter bids promise 4+ trump, 2+ controls outside the splinter suit, and a void.

4.5 Italian Cue Bids

Cue bid in a suit promises 1st or 2nd round control. Bypassing a suit denies them unless that player has shown s/v in that suit. If a player has shown s/v in a suit, he cues it only when he has a bare Ace or void.

When an opponent doubles our cue bid (overcalls), redouble (double) shows first round control, continue bidding shows second round control and pass denies first and second round control.

4.6 RKCB(1430)

RKCB is used rarely. 4NT is RKCB / 5 of side suit is exclusion RKCB only when no cue-bidding has begun and trump is fit below 3NT.

... RKCB - ?

1st step	1 or 4 KC
2nd step	0 or 3 KC
3rd step	2 KC without TQ
4th step	2 KC with TQ

After the first 2 steps, a relay bid (skip the trump suit if necessary) ask for the TQ: return to 6 of a trump to deny TQ and other bids promise TQ and lowest King. After any steps response, 5NT promise all key-cards and ask for the lowest King.

4.7 Fourth Suit

After 1-over-1 and non-reverse rebid by opener, fourth suit is invite up. 2-level rebid by opener are natural, minimum, and non-forcing; 3-level rebid by opener are game-forcing.

When the above mentioned fourth suit is not bid and jump to 3-level instead, it shows a game-forcing and unidirectional hand.

4.8 Turbo

Turbo sequence is on if cue-bidding has started and the bidding has gone beyond game level. The method depends on the trump suit, but the ideas are similar.

When ♦/♥/♠ is set as trump:

- 4NT shows even number of KCs. Bypassing 4NT shows odd number of KCs

- 5♣ denies holding TQ
- 5 of trump shows TQ but no lower cues
- 5NT informs partner that the partnership holds all keys cards but he does not have the TQ
- whenever one finds that the partnership holds all KCs and the TQ, he should jump to level six (cue bid or return to trump)

When ♣ is set as trump:

- 4♦ shows even number of KCs. Bypassing 4♦ shows odd number of KCs
- 4NT denies holding ♣Q and bypassing promises ♣Q
- 5♣ after 4NT says that he doesn't have the ♣Q either
- 5NT informs partner that the partnership holds all KCs but he does not have the TQ

When ♣ (or ♦) are set as trump at 3rd level, then bidding 4♣ (4♦) denies holding TQ and bypassing shows TQ. 4NT would be ♦ cue bid (5♣ would be normal ♣ cue bid).

5   1♣

1♣ - ?

●1♦	(3)6-FG 4$^+$♥ or 12-14 5♥332
●1♥	(3)6-FG 4$^+$♠ or 12-14 5♠332
●1♠	(3)6-FG no 4-card major
●1NT	FG$^+$ Bal (incl 5m332). Or ♣ unbal.
●2♣/♦/♥	FG$^+$. 5$^+$♦/♥/♠
●2♠	FG$^+$ Any 4441
●2NT	Long ♣ preempt or 55 GF in ♣+♦/♥/♠
●3♣	55 ♣+♦ preempt
●3♦♥♠	55 GF

5.1   Walsh Transfer

1♣ - 1♦; ?

●1♥	Gazzilli. Either 11-15 5$^+$♣ 3$^+$♥ unbal or 16$^+$ many hands
1♠	4$^+$♠ unBal. F1R
1NT	12-14 Bal 3$^-$♥
2♣	11-15 5$^+$♣ 2$^-$♥ unBal.
2♥	12-14 4=♥ Bal. Help suit game try
●2NT	6+♣ 3=♥ I
3♣	6+♣ 2-♥ I
3♦	(No such bid)
3♥	14-15 Good playing tricks
●3♠/4♦	Game value splinter. Concentrated values
3NT	To play. Probably running ♣
●4♣	Game value. 2 of AKQ in both ♣ and ♥
4♥	To play

~ 1♣-1♥

1♣ - 1♦; 1♠ - ?

1NT	8-10 Bal.
2♣/♥/♠	NF
●2♦	Fourth suit forcing. I$^+$
3♣/♥/♠	FG shapeful hands.

1♣ - 1♦; 1NT - ?

●2♣	I$^+$. 2♦ shows max. and FG. Other rebids are min. Natural continuation
●2♦	Transfer to 2♥. 5$^+$♥. Responder then pass, or bid new suit to FG, or 2NT to invite.
2♥	5=♥ 4=♠ weak. P/C
●2NT	Puppet to 3♣, weak in ♣/♦. P/C
3m	5$^+$m 4=♥ FG
●3♥	4-4 majors. COG

~ 1♣ - 1♥; 1NT - ? except

●2♦	5=♠ 4=♥. weak
2♥	Transfer to 2♠

1♣ - 1♦; 2♣ - ?

Pass	To play
●2♦	5$^+$♥ I$^+$. 2♥ could be singleton and min
2♥	6$^+$♥ to play
2♠	Stopper showing for NT. I$^+$
2NT	Bal. inv
3♣	I

~ 1♣ - 1♥; 2♣ - ? except

●2♦	5$^+$♠ I$^+$. 2♥ shows 4=♥. 2♠ could be singleton and min
2♥	5=♠ 4=♥ 6-9
2♠	5$^+$♠ to play

1♣ - 1♠; ?

1NT	12-14 Bal (May be 4441)
2♣	12-15 5$^+$♣ unBal.
2♦	14-16 4$^+$♣ 4$^+$♦ NF
●2♥	Gazzilli. 16-18 5$^+$♣ 2$^-$♦, or 19$^+$ long ♣ with s/v
●2♠	Gazzilli. 16-18 long 5$^+$♣ 3$^+$♦, or 19$^+$ long ♣ without s/v
●2NT	6$^+$♣ 3=♦ I$^+$.
3♣	6$^+$♣ 2$^-$♦

1♣ - 1♠; 1NT - ?

2m	Stop bid
●2M	Weak suit. Seeking the possibility of 3NT
2NT	Bal. I.
3m	6$^+$m, I.
3M	Splinter, 5-4 in minors

1♣ - 1♠; 2♣ - ?

2♦	Stop bid
2M	Weak suit. Seeking the possibility of 3NT
2NT	Bal. I.
3m	Nat. I.
3M	Splinter, good ♣ support.

1♣ - 1♠; 2♦ - ?

Pass	To play
2M	Weak suit. Seeking the possibility of 3NT
2NT	Bal. I.
3♣	Stop bid
3M	Splinter, good support in either ♣ or ♦.

5.2 Transfer Jump Game-Forcing

1♣ - 1NT; ?

•2♣	Bal. Any strength
2♦/♥/♠	Unbal. Nat. 2NT = BAB
•2NT	Long ♣ extra
3♣	Long ♣ min
3X	set ♣ trump. s/v in X

1♣ - 1NT; 2♣ - ?

2♦/♥/♠	Unbal. Nat. 2NT = BAB
2NT	Bal.
3♣	Long ♣ min
3X	Long ♣ extra. Short X
3NT	Long ♣ extra. Bal. Mild SI.

1♣ - 1NT; 2♣ - 2NT; ?

3m	5m332
3♥	4=♥
3♠	4=♠ 3⁻♥
3NT	None of the above

1♣ - 2♣/♦/♥; ?

•Step	12-14 Bal. Then 2NT show extra
2X	Nat. unbal. 2NT = BAB
•2NT	5+♣ unbal. AAB
3♣	Long ♣. Min
Jump Step	12-14 Bal. 4-card support
•3NT	Extra. 3-card in partner's suit. Source of tricks in ♣

1♣ - 2♠; ?

2NT	Bal. Ask short
3X	4+X. Responder bids NT to show singleton. Other bids fit X and cue

1♣ - 2NT; ?

3♣	Normal response
3X	Either stopper showing, or advance cue-bid for ♣ slam.
3NT	To play

1♣ - 2NT; 3♣ - ?

Pass	Was preempt
•3♦/♥/♠	55 GF

5.3 Passed Hand Bidding of 1♣

P - 1♣; 1NT/2X are natural invites. Others system on.

5.4 Contested auction of 1♣

1♣ (Dbl) ?

Rdbl	10+
•1♦	4-5♥ 6+
•1♥	4-5♠ 6+
•1♠	5+♣ 6-10
•1NT	5+♦ 6-10
2/3X	6+ single suit 6-10

1♣ (P) 1♦ (Dbl); ?

Pass	12-14 Bal. No ♦ stop
Rdbl	16+
1♥	11-15. 5+♣ 3+♥. NF
1NT	12-14 Bal. ♦ stop
Others	Same as uncontested

~ 1♣ (Dbl) 1♦ (Dbl); ?

1♣ (P) 1♦ (Dbl); P (P) ?

1♥	Worst hand
Rdbl	Ask partner to bid 1NT. Back to system
Others	Nat

1♣ (1♦) ?

Dbl	4+♥. Sys on.
2♣	Min raise in ♣
Others	System on

1♣ (1♥) ?

Dbl	4-5♠ 6+
•1♠	3⁻♠ 6+
1NT	Nat 6-10 good stop at ♥
2m	Nat FG
•2♥	Transfer. 6+♠ 6+

1♣ (1♠) ?

Dbl	4-5♥ 6+
1NT	Nat 6-10. May not have a stopper
2m/♥	Nat F1R
•2♠	Bal. I+, does not promise stopper
2NT	Bal. I. with good stopper

1♣ (1NT) ?

Same defence as if they have opened a weak 1NT, except for point compensations.

1♣ (P) 1NT/2X (Dbl or bid); ?

System off. Pass-(re)double inversion applies. Pass either shows length or a good stopper for 3NT

6 1♦

1♦ - ?

1M	(3)6-FG 4+M or 12-14 5M332
1NT	6-11 no 4-card major
•2♣	FG+. ♣ / Bal / ♦ raise
•2♦	(3)6-8 5+♠ 4+♥ NF
2M	FG+ 5+M. 15+ if 5M332
2NT	Nat I
•3♣♥♠	55 GF
3♦	Preemptive 4+♦

6.1 1-level Responses

1♦ - 1♥; ?

1♠	Nat 4=♠ NF
●1NT	Gazzilli. 11-15 5$^+$♦ 3$^+$♥ or 16$^+$
2♣	11-15 5$^+$♦ 4$^+$♣ NF. Then 2NT is inv. with ♠ stopper and 2♠ is I$^+$
2♦	11-15 5$^+$♦ NF. Responder bids 2♠ to invite, and ask for stopper for 3NT
2♥	11-15 ♥ raise
●2NT	6$^+$♦ 3=♥
3♣	Good suits. invite
3♦	6$^+$♦ 2$^-$♥
3♥	14-15 Good playing tricks
●3♠/4♣	Game value splinter
3NT	To play. Probably running ♦
●4♦	Game value. 2 of AKQ in both ♥ and ♦

~ 1♦-1♠ except 2♣ may be 1♠444; and 2♦-2♥ is Nat inv

1♦ - 1NT; ?

●2♣	Gazzilli. 11-15 ♦+♣, or any 16$^+$
2♦	11-15 $^+$♦ NF
●2NT	6$^+$♦ 3$^+$♣ I

6.2 2♣ 3-way Game-Forcing

1♦ - 2♣; ?

●2♦	Single suit any strength. Or 11-15 with ♣ / (41)44
2M	4$^+$M any strength (2♥ could be =4441)
●2NT	16$^+$ 6$^+$♦ 3=♣
3♣	16$^+$ 4$^+$♣
3♦	Set trump

1♦ - 2♣; 2♦ - ?
2♥ is an asking bid and others are natural.

1♦ - 2♣; 2♦ - 2♥; ?

●2♠	16$^+$ single suit. Then 2NT ask short (3♦ = no)
●2NT	11-15 6$^+$♦ 3=♣. Then 3♣ ask short (3♦ = no)
3♣	11-15 4$^+$♣. Then 3♦ ask fragment
3♦	11-15 Single suit short ♣
3M	11-15 Single suit short M
3NT	11-15 Single suit no short

1♦ - 2♣; 2M - ?
2NT is BAB (support or Bal.) and others are natural.

1♦ - 2♦; ?

Pass / 2M	To play
2NT/3M	I.
3♣	NF.
3♦	F1R

1♦ - 2M; ?
Natural continuation except 2NT would be AAB.

1♦ - 2NT; ?

Pass	To play
3♣	F1R
3♦	NF
3M	Stopper ask
3NT	to play

1♦ - 3♦; ?
3M is stopper-asking.

6.3 Passed Hand Bidding of 1♦

Same as non passed hand except P - 1♦; 2♣ is nat invite without 4=M. 2M is invitational, good 6-card suit. (All rebids are FG except 3♦)

6.4 Contested Auction of 1♦

1♦ (Dbl) ?

Rdbl	10$^+$
1M	4-5cM 6-10
●1NT	5$^+$♣ 6-10
●2♣	4-4 majors 6$^+$. 2M promise 4 cards.
2♦	Raise 6-10
2M	6$^+$M 10$^-$

1♦ (1♥) ?

Dbl	4-5=♠ 6$^+$
●1♠	3$^-$♠, 6$^+$
1NT	Bal, ♥ stopped. 6-10
2♣	Nat. FG
2♦	Raise
●2♥	6$^+$♠ 6$^+$

1♦ (1♠) ?

Dbl	4-5=♥ 6$^+$
1NT	Bal, ♠ stopped. 6-10
2♣	NF
2♦	Raise
2♥	NF

1♦ (1NT) ?

Dbl	10$^+$
●2♣	4-4$^+$ majors 6$^+$. 2M promise 4 cards.
2♦	Raise 10$^-$
2M	6$^+$M 10$^-$

1♦ (1NT) P (P); ?

Dbl	16$^+$
2♣	Promise extra (either length of strength)
2♦	6$^+$♦. Promise extra
2M	Shapeful but NF

7   1♥/♠

1♥-1♠	6-FG 4⁺♠ or 12-14 5♠332
1M-1NT	At most invite. (3⁻♠ after 1♥). NF opposite 11-13 bal. 2⁻M
●1M-2♣	Art. GF. Denies 3⁺ support or 5⁺oM
●1M-(2M-1)	Inv 3=M or GF 3⁺M or 12-15 Void splinter (Note 2NT)
●1♠-2♦	8⁺ 6⁺♥ / 10⁺ 5⁺♥
1M-2M	6-9 3-card raise or 6-7 4-card flat raise. HSGT
1♥-2♠	5⁺♠ GF not 12-14 5♠332. AAB
●1M-2NT	6-11 4-card raise or 12-15 singleton splinter
1M-3M	Preemptive
●1M-3X	55 GF
●1M-3N	9-11 void splinter in oM
1M-4m	9-11 void splinter in m
1M-4♥/♠	To play, preemptive

7.1   "Semi-Forcing" 1NT

1♥ - 1NT; ?

Pass	To play
●2♣	Gazzilli 11-15 4⁺♣ or 16⁺
2♦	11-15 Nat. NF
2♥	11-15 6⁺♥ NF
2NT	Undefined

~ 1♠ - 1NT, except 1♠ - 1NT; 2NT shows 6⁺♠ 3=♥ I⁺.

7.2   Limit Raises 2NT

1♥/♠ - 2NT; ?

●3♣	14⁺ Asking bid
●3♦	Void somewhere. 3♥ ask
3M	Worse hand
3oM / 4m	singleton splinter
3NT	18-19 Bal
4M	to play

1♥/♠ - 2NT; 3♣ - ?

●3♦	8-11 4⁺M
3M	6-7 4=M
3NT	10-11 4=♥ no s/v
NJ suit	12-15 void splinter
4M	6-7 5⁺M

1♥/♠ - 2NT; 3♦ - 3♥; ?

●3♠	Extra. 3NT re-ask
3NT	void in oM
4m	void in m

7.3   2♣ Art. GF

1M - 2♣; ?

●2♦	catch all
2♥/♠	Natural. Any strength. 2NT ask short / BAB
●2NT	Art. 55 extra or 16-19 5M332. 3♣ relay
3-lower	5-5 min
3M	set trump

1M - 2♣; 2♦ - ?

●2♥	Asking bid.
2NT	12-14 Bal
3m	semi-solid suit
●3♥/♠	solid ♣/♦ ST

1M - 2♣; 2♦ - 2♥; ?

●2♠	4⁺♣. 2NT relay. Answer like below
2NT	12-14 Bal
3♣	5M4♦ extra. 3♦ ask (3♥⁺= Low frag / high frag / 5422)
3♦	5M4♦3♣ Min (Low frag)
3♥	5M4♦3oM Min (Hgih frag)
3♠	5M4♦22 Min (5422)

1M - 2♣; 2NT; 3♣ - ?

●3♦	18-19 5M332
●3♥	55 in M+♣. Extra
●3♠	55 in M+♦. Extra
3NT	16-17 5M332

7.4   Transfer Raise

1M - 2M-1; ?

2M	Min
●2NT	Art. GF. Catch all
New suit	Source of tricks
3♥/♠	5+ side suit in ♣/♦

After 2M / 2NT, a jump to 3NT / 4m shows 12-15 singleton splinter.

1M - 2M-1; 2M - ?

Pass	To play
●2NT	Art. Waiting
New suit	GF. Source of tricks
3M	GF. Good trumps
3NT/4m	4-cards support. 12-15 singleton splinter

7.5   1♥-1♠

1♥ - 1♠; ?

●1NT	12-14 Bal or 11-15 5=♥ 2⁻♠ unbal. NF
●2♣	Gazzilli. Most 16⁺ Hands
●2♦	Art. 15-17 Bal (Rebid NT) or 3=♠ 11-15
2♥	11-15 6⁺♥
2♠	11-15 4⁺♠
●2NT	6⁺♥ 3=♠ I⁺
3m	Nat. Good suits
3♥	6⁺♥ 2⁻♠ I
3♠	14-15 Good playing tricks
3NT	To play
4m	Game value splinter
4M	To play

1♥ - 1♠; 1NT - ?

Pass	To play
2m	Natural NF
2♥	2=♥. Protect
2♠	6⁺♠. Suggest to play
2NT	Invite
3X	Invite
3NT	12-14 =5233
4♥	=53(32)

7.6   1♠-2♦

1♠ - 2♦; ?

2♥	Normal response. NF over 8-9 6⁺♥
2♠	Prefer ♠ over ♥. NF over 8-9 6⁺♥
●2N	Fit ♥. GF
3m/♠	Nat GF.
3♥	3-4 ♥ Minimum

1♠ - 2♦; 2♥ - ?

Pass	8-9
●2♠	Art. GF
2NT⁺	Nat Inv

1♠ - 2♦; 2♥ - 2♠; ?

2N	Bal / semi-bal. 2=♥
3m	Nat. Sth like =51(43)
3♥	5♠3♥(32). Does not want to declare 3NT.
3♠	=6322
3NT	5♠3♥(32). COG

1♠ - 2♦; 2♠ - ?

Pass	To play
2NT	Inv. Misfit
3m	New suit. Nat GF
3♥	Inv
3♠	Inv. (xxx or Hx)
3NT	To play

7.7   Passed Hand Bidding of 1♥/♠

1♠ and 1NT responses are unchanged and system on.

2♣ and 2♦ responses are two-way reversed Drury. 3 and 4⁺ cards support respectively.

Single jump shifts are fit jumps. 6-9 HCP with 4⁺ support and a good 5⁺ side suit.

P - 1M; 2♣; ?

●2♦	Full but minimal opener. Responder can bid 2M to sign-off continue with help suit game try
2M	Not a full opener. To play
NJ suit	Help suit game try
3M	Set trump. Slam try
Jump suit	Splinter

P - 1M; 2♦; ?

2M	Minimum. Responder can pass to sign-off, continue with help suit game try, or jump to 4M with extra trumps
NJ suit	Help suit game try
3M	Set trump. Slam try
Jump suit	Splinter

7.8   Contested Auction of 1♥/♠

1M (Dbl) ?

Rdbl	10⁺. 2⁻M
1♠	5⁺♠. Competitive. NF. System off
1NT	8⁺♣
2♣	8⁺♦
2♦	8⁺♥
2M-1	Good raise
2M	Raise
2X	Competitive. NF
●2NT	LR⁺. System on
3M	Preemptive
3X	FG Nat

1M (1NT) ?

Dbl	10⁺
2m	NF
2M	Raise
2oM	NF
●2NT	Good raise. Offensive hand. System on
3M	Preemptive

1M (1NT) P (P); ?

●Dbl	Take out in a minor or any 18⁺
2 lower	Natural. Promise extra
2M	Natural. Promise extra
2♠	(over 1♥) Shapeful. Constructive but NF.

1M (1NT) P (P); Dbl (P) ?

●2♣	P/C
●2♦	4⁺oM, max
2M	To play

1M (1♠ or 2-lower) ?

Dbl	Negative
2m	F1R
2oM	Constructive but NF
Raise	Blocking
●2NT	LR⁺. Offensive
●Cue	=LR. Defensive
J raise	Pre-emptive
3m	Long m. Inv
3M	Nat FG⁺

7.9   Methods after 1M support interventions

Cue bids are only forcing to 3M:

- 1M (1X) 2X
- 1M (2X) 3X

We cannot let opponents play undoubled after 2N LR. We stop below game only when we have wasted values.

- 1M (P) 2N
- 1M (Dbl) 2N
- 1M (1X) 2N
- 1M (2X) 2N

Principles when opponent intervene at 3-level:

- New suit below 3M is nat and cooperative, but not game forcing. It does not state anything about holding in opponents suit
- Double is PEN when we double a solo-bidder at 3-level
- Opener's double shows shortness when opponents have a fit
- If a double shows shortness, cue-bid shows void
- If a pass is forcing and if opponents have a fit, passing denies control
- If 3M is still available, 3M shows minimum with shortness in opponent's suit and NF.
- Opener's 3N is never natural
- Responder's 3N is always natural
- We always pass without a control, but pass does not deny a control

1♥ (1♠) 2♠ (3♠); ?

P	Min. NF
Dbl	SI. ♠ short
3NT	Art. Establish forcing pass if they bid over 4♥
Others	Nat

1♥ (P) 2NT (3♦); ?

P	Min without ♦ short, or any strength without ♦ control. F1R
Dbl	Pen
3♥	Min with ♦ short. Removed forcing pass status
New suit.	Nat. Cooperative. Does not say anything about ♦
3NT	Art. GF with ♥ A/K and extra.
4♦	Extra. Short ♦
4♥	To play. ♦ short

1♥ (2♦) 2NT (3♦); ?

Dbl	Extra with ♦ short
4♦	Extra. ♦ void
Others	Same as 1♥ (P) 2NT (3♦);

1♥ (P) 2NT (3♠); ?

4♥	Min with ♠ control (may be stretching)
Others	Same as 1♥ (P) 2NT (3♦);

1♥ (P or 2X) 2NT (4X); ?

P	Extra. Dbl ask for control
Dbl	Control but min
4M	Min. No control, or a very bad hand for slam. May be stretching
New suit	Control in the suit bid and in opponent's suit. Extra

8 1NT

Strong (15-17) NT. Tend to upgrade some 5M332.

1NT - ?

2♣	Stayman. Promise 4-card major. May be 5=♠ inv
●2♦	Trans. to 2♥. 5^+♥
●2♥	Trans. to 2♠. 5^+♠. Weak or GF
●2♠	Size ask. Weak with ♣, or Bal I/ST, or ST with 5-4^+ in minors
●2NT	6^+ suit, I or ST, forcing
●3♣	Puppet to 3♦. Preemptive with ♦ or 4441 ST
●3♦	6^+♥ or 6^+♠. I
●3♥/♠	Long ♣/♦ ST
3NT	To play
●4m	SA Texas transfer. May have slam interest
4M	To play

8.1 2♣ Stayman

1NT - 2♣

2♦	No 4-card major
2♥	4^+♥
2♠	4^+♠ 3^-♥

1NT - 2♣; 2♦ - ?

Pass	Weak escape
2♥	5=♥ 4-5♠ inv
2♠	5=♠ inv
2NT	Inv
3m	Nat GF
●3M	Smolen. 4=M 5^+oM GF
3N	To play

1NT - 2♣; 2♥ - ?

Pass	Weak escape
2♠	5=♠ Inv
2NT	4=♠ Inv
3m	Nat GF. Promise 4=♠
3♥	Fit. Inv
3♠/4m	splinter
3NT	4=♠. COG
4♥	To play

1NT - 2♣; 2♠ - ?

Pass	Weak escape
2NT	Inv
3m	Nat GF
●3♥	Art. Fit ♠ ST
3♠	Fit. Inv
3NT	4=♠. COG
4m/♥	splinter
4♠	To play

1NT - 2♣; 2♦/♥ - 2♠; ?

Pass	Min 2=♠
2NT	Max 2=♠. Not GF yet. Responder can bid 3m to show second suit (inv based on shape), NF
3♠	Min 3⁺♠
3NT	Max 3=♠. COG
4♠	To play

8.2 2♦/2♥ Transfer

1NT - 2♦; ?

2♥	Normal response
2NT	Super accept. 4=♥. No weak doubleton. 3♦ retransfer
•2♠/3♣	Super accept. 4⁺♥, weak doubleton ♠/♣. 3♦ retransfer.
•3♦	Super accept. 4⁺♥, weak doubleton ♦. No retransfer.
3♥	Super accept. 5=♥

~ 1NT-2♥

1NT - 2♦; 2♥ - ?

Pass	To play
•2♠	Art. 5=♥ Inv
•2NT	Art. 5=♥ 4=m or 5♥332 SI.
3m	5=♥ 5⁺m GF
•3♥/♠	6⁺♥ 4⁺♣/♦ GF
3NT	COG
4m	self splinter
4♥	Long ♥ MST

~ 1NT-2♥; 2♠

After responder has shown 5-4 in ♥/♠+♣/♦, opener can bid:

- 3NT or 4♥/♠ to discourage slam.
- 4 of responder's minor to encourage slam in the minor.
- 3♠ over 3♥, or 4♣ over 3♠ to encourage slam in responder's major

1NT - 2♦; 2♥ - 2♠; ?

2NT	2=♥ Min
3♥	Fit. Min
3NT	2=♥ Max
4♥	To play

8.3 2♠ Size Ask

1NT - 2♠; ?

2NT	Min
3♣	Max

1NT - 2♠; 2NT/3♣ - ?

3♣/Pass	Weak with ♣
•3♦	Bal. ST
•3♥	ST. 5-4⁺ minors, better ♣
•3♠	ST. 5-4⁺ minors, better ♦
3NT	To play

1NT - 2♠; 2NT/3♣ - 3♦ - ?

•3♥	4⁻ controls. Responder bid 3♠ to ask. 3NT shows 3⁻ controls and 4♣⁺ shows lowest suit with 5⁺ cards.
•3♠	5 controls
•3NT	6 controls
4X	7 controls with X as the lowest 4⁺ card suit

Then, the development follows the following rules:

- Any time responder rebids NT, opener must pass.
- Opener must not raise the level unless fitting partner.
- Both players bids the suit up the line, rebidding a suit shows 5.
- Fitting partner by a raise.

8.4 Higher Responses

1NT - 2NT; ?

•3m	Weak doubleton (no A/K/Q) in that minor
3NT	No weak doubleton in a minor

1NT - 2NT; 3 any - ?

Pass	No good fit, to play
Game	To play
•4m	Forcing if it is a 'raise', else invitational
4NT	Natural, ST

1NT - 3♣; 3♦ - ?

Pass	Preempt in ♦
3♥	41♥44 ST
3♠	1♠444 ST
3NT	441♦4 ST
4♣	4441♣ serious ST

After responder showing 4441, opener can bid NT to show no fit. With a fit in a suit, opener bids that suit at the lowest level. Then responder makes the cheapest bid to ask for number of controls opener has. First step shows 4⁻, each succeeding step shows one additional control.

1NT - 3♦; ?

•3♥	Rejecting game opposite ♥
•3♠	Accepting game opposite ♥, rejecting game opposite ♠
•3NT	Accepting game in both major. Responder then bid 4M, or make a 'SA texas transfer'.
•4♣	Accepting game in both major. Responder should make a transfer bid.
•4♦	Accepting game in both major. Responder should bid his major.

After 1NT - 3♦; 3♥, If responder has ♠, he should rebid 3♠ and let the opener place the contract.

8.5   Contested Auction of 1NT

1NT (Dbl) ?

Pass	Ask for 5-card suit, or strong hand
Rdbl	Some 5$^+$ suit. Puppet to 2♣, then P/C
2♣/♦/♥	4$^+$4$^+$ in the suit bid and a higher suit. P/C
●2♠	Art. GF. 5$^+$5$^+$ in 2 of ♣/♦/♥. 2NT ask the excluded suit
●2NT/3m	GF. 5$^+$5$^+$ in ♠ and the next suit.
Higher	system on

1NT (Dbl) P (P); ?

Pass	No 5-card suit. To play
Rdbl	have 5-card suit. Partner pass shows strong hand, or 2♣ to be weak and P/C

1NT (P) P (Dbl); ?

Pass	Ask for 5-card suit
Others	Same as 1NT (Dbl) ?

1NT (2♣$^+$) ?

Lebensohl applies (slow show), doubles are takeout at 2-level (real suit) or suit-showing (artificial), optional at 3-level

If opponent doubles responder's puppet bid

Pass	Stopper (responder double to retransfer)
Rdbl	Length
Complete	No stopper

If opponent doubles responder's transfer bid

Pass	No fit (responder double to retransfer)
Rdbl	Length
Complete	Fit

If opponent doubles responder's asking bid

Pass	Stopper (responder double to re-ask)
Rdbl	Suggesting contract
Answer	No stopper

9   2♣ Art. Strong

9.1   Responses to 2♣

2♣ - ?

●2♦	0-1 Controls
●2♥	2 controls
●2♠	3$^+$ controls
●2NT	Any 6-card suit AKQ. No A or K outside
3X	6-card suit, 2 of AKQ. No A or K outside
●3NT	Any 7$^+$ solid suit. No A or K outside
4X	7$^+$ suit, 2 of AKQ. No A or K outside

2♣ - 2♦; ?

●2♥	♥ / Bal GF
2♠	Nat. GF
2NT	22-24. Bal / semi-bal. Sys on
3♣	5$^+$♣ unbal. 10$^+$ tricks
3♦	5$^+$♦ unbal. No 4-card major. 10$^+$ tricks
●3M	4=M 5$^+$♦ GF
3NT	Solid minor 9 tricks. No slam. Stopped
●4m	=54(40) void other minor.
4M	To play

2♣ - 2♦; 2♥ - ?

●2♠	Normal Relay
●2NT	6$^+$♠. Very weak
●3m	6$^+$m. Very weak
●3♥/♠	6$^+$♣/♦ 3=♥ Very weak
●3NT	6$^+$♠ 3=♥ Very weak

2♣ - 2♦; 2♥ - 2♠; ?

2NT	Bal GF. System on
●3♣	One suited ♥
●3♦	♥+♠
●3♥	♥+♣
●3♠	♥+♦
●3NT	Solid ♥, no slam. Stopped
4X	self-splinters

2♣ - 2♦; 2♠

2NT	Relay. 3♣$^+$= ♠+♥ / 6$^+$♠ / ♠+♣ / ♠+♦ / solid ♠ no slam
3X	Natural. Good hand
3♠	Fit ♠. Good hand
4X	splinter
4♠	Fit. Very weak

2♣ - 2♦; 3♣/♦

●3♦	Art. Waiting
3M	Nat. Usually 5$^+$ cards
Jump shift	splinter

2♣ - 2M

2NT	May be offshape and wide range. System on

9.2   Contested Auction of 2♣ Opening

2♣ (Dbl or 2♦) ?

Dbl / Rdbl	0-1 control
Pass	2$^+$ control
2X	2$^+$ control. 5$^+$ suit
2NT$^+$	as if without competition

2♣ (2♥$^+$) ?

Dbl	Weak (0-4)
Pass	semi positive or better. GF
2♠	Natural
2NT$^+$	as if without competition

2♣ (Dbl or 2x) P (P); ?

Dbl / Rdbl	Bal. Cooperative takeout
2NT	Stoppers
Suit	Nat. GF
Cue	Two-suited GF
4M	To play (even if their suit)

2♣ (P) 2♦ (Dbl or 2X or 3X); ?

Dbl / Rdbl	Takeout
Pass	Request dbl for pen, or bal not suitable for NT or takeout Dbl
Others	Nat

2♣ (P) 2M (Dbl or 2X or 3X); ?

Dbl / Rdbl	Pen

10 2♦ Multi

10.1 Responses to 2♦

2♦ - ?

•2♥	P/C
•2♠	5⁺♥. Invite
•2NT	Ask. I⁺. Based on value
3m	Nat GF
•3♥/♠	Pass or correct. Aggressive
3NT	To play
•4♣	Ask partner to bid one under his major
•4♦	Ask partner to bid his major
4♥/♠	To play

2♦ - 2♥; ?

Pass	♥ Preempt
2♠	♠ Preempt
2NT	18-19 Bal. System on
•3♣	16⁺ =44(41). 3♦ ask short (3♥=♣). 3M suggest to play
•3♦/♥	16-18 4441. Short in ♥/♠
•3♠/NT	19⁺ 4441. Short in ♥/♠. GF
~ 2♦-2♠. With ♥ preempt, jump to 4♥.	

2♦ - 2NT; ?

•3♣	5-cards. 3♦ reask
•3♦/♥	Min ♥/♠
•3♠/NT	Max ♥/♠

10.2 Contested Auction of 2♦

2/3M are pass-or-correct bid. 4 level bids are unchanged. Cueing opponent suit is I⁺. New suit is natural and F1R. Dbl is penalty.

11 2♥ / 2♠ Fantunes

11.1 Responses to 2♥/♠

2M shows an intermediate (10-13) unbalanced holding (At worst 5431 or 6322) with 5⁺M and without 4-card in other major

2♥ - ?

•2♠	art. Asking bid. I⁺
•2NT	5⁺♠ I⁺ F1R
3m	5⁺m I⁺ F1R
3♥	non-constructive raise
3♠/4m	♥ fit, s/v

2♥ - 2♠; ?

•2NT	6⁺♥. 3♣ is the 2nd asking bid
3♣	4⁺♣. 3♦ is the 2nd asking bid
3♦	4c♦. 3♥ is the 2nd asking bid
•3♥	5c♦.

2♥ - 2♠; 2NT - ?

•3♣	Asking for shortness (3♦/♠ are s/v in the suit bid; 3♥ is s/v in ♣; 3NT shows no s/v)
•3♦	set ♥ as trump
3♥	Nat. I

2♥ - 2♠; 3♣ - 3♦; ?

3♥	5c♣
3♠	4c♣, 3c♠
3NT	4c♣, 3-4c♦

2♥ - 2♠; 3♦ - 3♥; ?

•3♠	3c♠ (high fragment)
•3NT	3c♣ (low fragment)

2♥ - 2NT; ?

3m	4⁺m
3♥	6⁺♥
3♠	2⁺♠ min
3NT	2⁺♠ max
4m	good support in ♠, s/v in m
4M	to play

2♥ - 3m; ?

3♥	6⁺♥
3♦/♠	max, asking for stopper for 3NT
3NT	2⁺m max
4m	6c♥ 4⁺m COG
4♥	to play
4X	s/v in X, 4⁺m

2♠ - ?

•2NT	art. Asking bid. I⁺
•3♣	5⁺♥ I⁺ F1R
3♦	5⁺♦ I⁺ F1R
•3♥	5⁺♣ I⁺ F1R
3♠	non-constructive raise
3NT	to play

2♠ - 2NT; ?

3♣	4⁺♣. 3♦ is the 2nd asking bid
3♦	4c♦. 3♥ is the 2nd asking bid
•3♥	5c♦.
3♠	6⁺♠ min.
3NT	6⁺♠ max.

2♠ - 2NT; 3♣ - 3♦; ?

3♥	5c♣
3♠	4c♣, 3c♥ (high fragment)
3NT	4c♣, 3-4c♦ (low fragment)

2♠ - 2NT; 3♦ - 3♥; ?

3♠	3c♥ (high fragment)
3NT	3c♣ (low fragment)

2♠ - 3♣; ?

3♦	5c♠ s/v in ♥. Approx. 5=1=(43)
3♥	2⁺♥ min.
3♠	6⁺♠
3NT	2c⁺♥ max.
4m	good support in ♥, s/v in m
4M	to play

2♠ - 3m; ?

3♦/♥	max, asking for stopper for 3NT
3♠	6$^+$♠ 3$^-$m
3NT	2$^+$m max
4m	6c♠ 4$^+$m COG
4X	s/v in X, 4$^+$m
4♠	to play

11.2 Continuation of 2M

- When an asking bid is available and responder bids a new suit, this bid is natural (usually FG) and so is the continuation.

- When all available asking bid has finished, responder

  - bids opener's non-s/v suit sets that suit as trump
  - bids opener's s/v suit (or other major when its length has not been shown and no s/v has been shown) to set opener's major suit as trump
  - 4NT$^+$ is to set opener's 3-card suit as trump and cue bid
  - in other situations, new suit are natural.

11.3 Contested Auction of 2M

2M (Dbl) ?

Rdbl	No M fit. Penalty
2NT	Inv$^+$ support
New suit	Competitive. NF

2M (Suit) ?

Pass	Non-descriptive. Could be a trap pass
Dbl	Pen if opponent bids higher then 3♦, else takeout
●2NT	Inv$^+$ support
4M	To play. Preemptive or Bid to make. Does not set up forcing pass

2M (Dbl / 2♠) P (P); ?

Rdbl	Escape with 3-card in oM
Dbl	takeout
●2NT	Art. 6M 4m. 3♣ P/C
3m	5-5
3M	Nat

11.4 Passed Hand Auction of 2M

All relays are off. New suits are fit with a side suit. 2NT is a good raise.

12 2NT

Sequences that follows 2NT developments:

- 2NT: 20-21
- 2♦ - 2M; 2NT: 18-19
- 2♣ - 2♦; 2NT: 22-24
- 2♣ - 2♦; 2♥ - 2♠; 2NT: 25$^+$ GF. Wide range

- 2♣ - 2M; 2NT: 22$^+$ GF. Wide range, could be off shape
- (2X) 2NT or (2X) P (P) 2NT: 16-18. Could be offshape
- Any other positions of the above sequences

2NT - ?

3♣	Muppet stayman. 5$^+$♠4$^+$♥ / 5$^+$♥4$^+$♠ ST possible
●3♦	Transfer. 5$^+$♥. May have 4$^+$♠
●3♥	Transfer. 5$^+$♠. 3$^-$♥
●3♠	Minor suit stayman
3NT	To play
●4♣/♦	Long ♥/♠
●4♥/♠	Long ♣/♦ ST
4NT	Bal. ST
5m	To play

2NT - 3♣; ?

●3♦	At least one 4=M. No 5cM.
●3♥	No 4 or 5cM
3♠	5=♠
●3NT	5=♥

2NT - 3♣; 3♦ - ?

●3♥	4=♠ 3$^-$♥
●3♠	4=♥ 3$^-$♠
3NT	To play, was looking for a 5-card major
●4♣	4-4 majors with slam-interest. Opener rebid 4♦ to set ♥ as trump. Other bids set ♠ as trump and cue bid.
●4♦	4-4 majors without slam-interest or slam-going

2NT - 3♣; 3♥ - ?

●3♠	Puppet to 3NT
●3NT	5=♠ 4=♥ COG
●4♣	5=♥ 4=♠ ST.
●4♦	5=♠ 4=♥ ST.
●4♥	5-5 majors, S.T.

2NT - 3♣; 3♥ - 3♠; 3NT - ?

Pass	To play
4m	5$^+$m S.T.
●4♥	5-5 majors. COG

2NT - 3♣; 3♠ - ?

●3NT	To play (was looking for a ♥ fit)
4m	5$^+$m ST.
●4♥	Fit ♠ ST.
4♠	To play

2NT - 3♣; 3NT - ?

Pass	To play (was looking for a ♠ fit)
4♣	5$^+$♣ (Denies ♥ fit) ST.
●4♦	Transfer to 4♥. May have Slam interest
●4♥	5$^+$♦ (Denies ♥ fit) ST.

2NT - 3♦; ?

3♥	Normal accept
3♠/4m	Super accept, cue bid, no retransfer
●3NT	3=♥ with a good 5-card suit. Then 4♣/♠ is Cue-bid ST (no retransfer) and 4♦ is retransfer
4♥	4$^+$♥ min.

2NT - 3♦; 3♥ - ?

•3♠	3⁻♠. Opener rebids 3NT to show 2=♥. 4♥ to play
•3NT	4=♠ 5=♥. COG
4X	Nat. ST.

2NT - 3♥; ?

3♠	Normal accept
•3NT	3=♠ with a good 5-card suit. Then 4m is Cue-bid ST (no retransfer) and 4♥ is retransfer
4X	4⁺♠ cue
4♠	4⁺♠ min.

2NT - 3♥; 3♠ - ?

3NT	5=♠ COG
4m	4⁺m. ST
•4♥	Serious ST in ♠
4♠	ST in ♠

2NT - 3♠; ?

3NT	No 4-card minor
4m	4⁺m, better minor. Fit

2NT - 3♠; 3NT - ?

Pass	To play
4m	4=m and 5⁺om. ST. Then 4X is cue-bid, ST in oM; 4NT is to play.
4M	5⁺5⁺ in minors, s/v in M. ST. Then 4NT is 6-cards RKCB and 5m is to play.
4NT	5-5 minors, no slam interest

2NT - 4♣/♦; ?

•4♦/♥	General slam interest
•4♥/♠	No slam interest
4NT	RKCB (rare, shows extra strength)

2NT - 4♥/♠; ?

5m	To play
Others	Turbo

13   3-level Preempt

Any raise is non-constructive. New suit is Forcing 1 round except 3♣-3♦, whhich is artificial.

13.1   3♣-3♦

3♣-3♦; 3♥-?

Pass	To play in 3♥
3♠	NF
3NT	To play (with some ♦ length in case need to run)
4♣	Offer a choice between 4♣ / 4♥ / 5♣
•4♦	5-5 Majors.
•4M	Offer a choice between 4M and 5♣

13.2   Modified Keycard Ask

After preempt, we use modified Keycard Ask. 3♣-4♦ and 3♦/♥/♠-4♣ are modified keycard ask.

3♣-4♦; ?
3♦/♥/♠-4♣; ?

1ˢᵗ step	0 Keycards
2ⁿᵈ step	1 Keycard without trump Q
3ʳᵈ step	1 Keycard with trump Q
4ᵗʰ step	2 Keycard without trump Q
5ᵗʰ step	2 Keycard with trump Q

After the 1ˢᵗ step showing no keycard, partner can ask the trump Q by bidding a step. +1 Step means no, +2 step means yes.

14   3NT

3NT shows a 7⁺ major suit headed by AKQ, 8.5-9.5 tricks.

3NT - ?

Pass	Enlightened decision
•4♣	ST. Should be able to distinguish the major. Then 4♦ show max, 4M shows min
•4♦	Ask opener to bid 4M, and request not to compete to 5ᵗʰ level
•4♥	P/C. Opener may compete to the 5ᵗʰ level

15   Competitive bidding

15.1   Advancing Natural Overcalls

Suit overcalls are natural. 1-level 10-16, 2-level 12-16.

(1♣) 1♦ (P) ?

1M	Nat. Usually 5⁺ cards. F1R
1N	Nat 9-11. Could hide 4-card major
2♣	F1R with ♦ support. Usually Bal
2♦	Nat. Wide range. NF
2M	Constructive. 6⁺ cards
2NT	Inv⁺ with ♦ support. Sets up force
3♣	Art. Mixed raise
3M	GF⁺ 5⁺M with ♦ support

(1m) 1M (P) ?

1♠	Nat. Usually 5⁺ cards. F1R
1NT	Nat. 9-11. Could hide 4-card ♠
•2♣	Art. F1R. Either · 9⁺ with 3⁺ support · 13⁺ with 5⁺ oM · 13⁺ Bal / semi bal without support
•2♦	Art. Inv⁺. 5⁺om. unbal. If 1m is Art, 2♦ shows either minor
2M	Not invite. Wide range
2oM	Constructive NF
•2N	Limit raise⁺. Offensive hand. System on with point adjustment
3m	Mixed raise
3X	GF⁺ 5⁺X with M support
3M	Preempt

15

(1m) 1M (P) 2♣
●2♦	Art. 12+
2M	8-11. Nothing Special
2♥	(after 1♠) 8-11 4+♥
●2NT	10+. 6+M 4+ side suit. 3♣ ask. (3M = ♣)
3X	Nat 5-5
3M	Long M

(1m) 1M (P) 2♣; (P) 2♦ (P) ?
2♥	(After 1♠) 4+♥. F1R
2♠	(After 1♥) 13+ 5+♠
2M	9-11. 3-card support
2NT	GF Bal / misfit
3m	Ask for stopper
3M	Fit M GF
3N/4M	To play

(1♥) 1♠ (P) ?
Similar as (1m) 1M (P) except
2♦	Nat F1
●2♥	♣

(1M) 2♣ (P) ?
●2♦	Art. 10+ 5+oM, or GF 4+oM
2oM	Constr. NF
●2M	(Cue) 10+ 3-oM. Not suitable for NT
2NT	Nat. Inv
3♣	Support. Courtesy
3M	Ask stopper
3♦/oM	GF+ 5+♦/oM with ♣ support
3NT	To play

(1M) 2♦ (P) ?
Similar to (1M) 2♣ (P) except
●2M	(Cue) 10+. Not suitable for NT. May have 4=oM
●3♣	Art. Inv+ 5+oM

If Responder Dbl / Bids a Suit
Previous advance methods are off
Dbl/Rdbl	Strength. Usually no fit
1NT / 3NT	Natural
●2NT	Inv with 4+ fit. Offensive
1-suit	Nat. F1R. Good suit if Neg Dbl shows that suit
Raise	Block
2-suit	Comp
●Cue open	Fit. I+. Tends to be balanced
●Cue resp	Fit. I+. 5+ in unbid suit (If neg dbl show that suit, 2 level of that suit is cue)

If Responder Raises
Previous advance methods are off
Dbl	Strength. No convenient bid
●2NT	Art. Support. Offensive
2-suit	Comp
3-suit	GF
Raise	Comp
3NT	to play
●Cue	Fit I+. Tends to be bal

15.2 Advancing Takeout Doubles

(1X) Dbl (P) ?
NJ suit	at most 8(10) points
Jump suit	9-12. Good 4+ cards / 5+ cards
Jump 3-suit	9-12. Good 5+ suit
1NT	7-10. May not be stopped. Later cue by either side ask stop
2NT	11-12 stopped
3NT	13-15 stopped
●Cue	11+. None of the above

After a non-jump suit advance
P	High enough
Raise to 2	4-card support. Non-promising extra
Raise to 3	4-card support. Inv
New suit	strong case with 5+ suit. NF
Jump suit	Very strong with a good suit. Forcing
NT	19-21 Bal / semi-Bal
Game bid	to play
●Cue	Strong hand. no good suit to bid. Responder rebid suit to show weak (5-), and does not promise length. Other bids show 6-9 and Nat.

After 1NT advance
2NT	Inv
Others	same as suit advance

After a cue-bid advance
2X	4+X. F1R. Any strength
2N	Min with stopper
Jump	Good hand with good suit. GF

Then, raising partner's shown suit to 3 is NF.

15.3 Cards Double

After 1 of a suit opening and when opener is strong, he will always have 5+ in the suit opened. Unbal when opening 1m.

1X (Dbl or 1Y) Call (Pass or 1Z or Dbl); ?
Rdbl	16+. Cards
Pass	Nothing special. Probably trump stack or min bal
Dbl	Take out or strong
●1NT	· If partner has shown a suit and 1 of the suit is unavailable, 1NT shows 5+X, 3-card support and unbal 16- · If partner has shown a suit and 1 of the suit is available, 1NT is to play and promises stopper · If partner has not shown a suit, 1NT shows 5+X, 4+ in the lowest unbid suit that is unbiddable below 2X. 16-

15.4 Woolsey Defense to 1NT

(1NT) ?

Dbl (vs str)	5$^+$m 4M
Dbl (vs wk)	Optional, at least their NT
●2♣	At least 5-4 in major
●2♦	6$^+$M or strong 5cM 5$^+$m
2M	5$^+$M 4$^+$m
●2NT	5$^+$♣ 5$^+$♦

(1NT(str)) Dbl (P) ?

Pass	10$^+$ balanced
●2♣	P/C in minors
●2♦	Ask opener to bid his major, but NF
2M	6$^+$M to play
2N	Strong ask

(1NT(str)) Dbl (P) 2NT; (P) ?

3m	5=m min
●3♥/♠	5=♣/♦ max
Natural continuation	

(1NT) Dbl (Rdbl = Could be passed) ?

Pass	long minor. Puppet to 2♣ and P/C.
2♣$^+$	System on

(1NT) Dbl (Rdbl = a weak minor) ?

Pass	They cannot play undoubled below 2NT
2♣$^+$	System on

(1NT) Dbl (Rdbl = weak with ♣) ?

Pass	They cannot play undoubled below 2NT
2♣	Take out in ♣
2♦$^+$	System on

(1NT) Dbl (2♥ = Transfer) ?

Pass	Non-descriptive. Could be strong. Later double is Pen.
Dbl	Suggest ♥ fit. Not necessary strong
2♠	Take out in ♠
2NT	Bal inv.
3♣	P/C

~ Other Transfer.

(1NT) Dbl (2♥ = Nat NF) ?

Pass	Non-descriptive.
Dbl	Penalty
Cue	4$^+$oM COG
Others	Nat

~ Other Suit overcall.

(1NT) 2♣ (P)

2♦	Ask opener to bid his better major
2M	Preference NF
2NT	I$^+$. Asking bid. I$^+$. Natural continuation

(1NT) 2♣ (Dbl = strong) ?

Pass	Long minor. Request Rdbl and P/C.
2♦$^+$	System on

(1NT) 2♣ (P) 2NT; (P) ?

●3♣	Min. 5-4 in majors. Advancer can bid 3♦ to ask opener to bid his longer major
●3♦	5-5 majors. Advancer places the contract
3♥	Max. 5$^+$♥ 4=♠
3♠	Max. 5$^+$♠ 4=♥

(1NT) 2♦ (P)

♥/♠	P/C. 2NT shows 5cM + 5$^+$m strong
2NT	I$^+$. Continuation same as 2♦ multi

(1NT) 2♦ (P) 2M; (P) 2NT (P) ?

3♣	Weak, want to play in minor
●3♦	Ask major

(1NT) 2M (P) ?

Pass	To play
2NT	I$^+$
●3m	P/C

(1NT) 2M (P) 2NT; (P) ?

3m	4$^+$m min
●3♥/♠	4$^+$♣/♦ max

15.5 D.O.N.T.

P (P) P (1NT); ?
(1NT) P (P) ?
P (P) P (1NT); P (P) ?

Dbl	One suiter, advancer bids and then P/C
2♣/♦/♥	4$^+$ in the suit bid and 4$^+$ in a higher suit
2♠	5$^+$♠ Constructive

15.6 Doubles

Takeout	(Direct) emphasize majors, minors unclear; (Bal) 4 cards in 2 of remaining suits
Negative	Up to 4♥
Responsive	Up to 4♥
Supportive	(No)
Game try	After we raise and they compete and raise

15.7 Pass-double Inversion

Pass-double inversion is on when either:

- We have shown invitational values (or penalty double below 3rd level) and the auction is below 3 of trump
- We have gone through a game-forcing sequence , or
- We have made a penalty double on or above 3rd level, while we are the stronger side

When pass-double inversion is on and when opponent has made a natural suit (suit X) bid, the meaning of direct position's (A) and 3rd seat's (B) call are as follows:

(A)	(B)	Meaning
Pass	Dbl	A suggests length in X (default) and B converts to penalty. However, if A pulls after Dbl, then this shows a strong distributional hand
Pass	Bid	A suggests length in X (default) but B prefer to play
Dbl	Pass	A suggest shortage in X but B has length in X and decide to defend
Dbl	Bid	Both players are short in X and prefer to play
Bid		Shapeful, non-min

15.8   OBAR BIDS

"Opponents bid and raise, balance in direct seat."
A queen weaker than direct normal overcall.

(1M) P (2M) ?

Dbl	Promise 4-4 in any 2 unbid suits. Can be a queen lighter
2NT	5^+5^+ in minors. Can be a queen lighter
NJ suit	5^+ in the suit bid. Can be a queen lighter

~ balance position
~ (1m) P (1M) P; (2M) and the minor is considered 'unbid'

(1M) P (2M) X; (P) ?

NJ suit	Preference
2NT	Ask doubler to bid his lowest 4 card suit. Then P/C

15.9   2NT Complex

Lebensohl:
Used when only one of the opponents has shown his strength and you are forced to bid.
Slow shows stopper, fast denies stopper.
Doubler may bypass the puppet if he has extra.

Scramble:
Used when both of the opponents have shown his strength and you are forced to bid.
Partner bids the lowest 4^+ card suit.

Weak reverse:
Used when (1) we know we have no game interest, (2) a player has shown a suit, and (3) partner did not raise. 2NT shows a two suiter: 5^+ cards in the suit bid and 4-5 cards in the (possible) suit above. No tolerance in the third suit when take-out double is available.

Natural:
Used when only one of the opponents has shown his strength or a simple raise by opponents, and you bid voluntarily.

15.10   Michael Cue Bid and Unusual 2NT

(1m) 2m	Majors. 5-5$^+$
(1♥) 2♥	♠ and a minor. 5-5$^+$
(1♠) 2♠	♥ and a minor. 5-5$^+$
(1X) 2NT	5^+5^+ in the lowest unbid suits

~ balance position except unusual 2NT.
Then advancer:

- Cue bid again to ask for stopper for 3NT.
- Bidding 2NT is balanced invite.
- Bidding the known suit is to play.
- (Cue bid shows one known suit) Bidding any unknown suits are P/C.
- (Cue bid shows two known suit) Bidding the fourth suit is to play (rare).

15.11   Unusual vs Unusual

When 2 suits are specified:

Dbl	Penalty in at least one suit (not yet set up forcing pass)
Cue low	Limit raise or better in opener's suit (If they assume our 1♣ is natural, we also do).
Cue high	FG with 5^+ in the fourth suit
Others	Compete

When only one suit is specified:

Dbl	Penalty in the known suit (not yet set up forcing pass)
Cue	Limit raise or better in opener's suit
New suit	F1R
Others	Compete

15.12   Against Some Artificial Openings

Against strong 1♣ / 1♦ / 2♣

Dbl	Majors, at least 5-4
NT	Minors, at least 5-4 (1NT) or 5-5 (2NT)
Others	5^+ suit. Natural

Strength strongly depends on vulnerability and level.

Against gambling / Namyats 3NT

Dbl	Strong, subsequent Dbls suggests penalty
4m	Takeout in m, shortness
Others	To play

Against multi 2♦ (or standard weak 2 or Muiderberg)
Assume multi 2♦ bidder holds ♠:

Dbl	Take out or strong
NJ suit	Natural
2NT	15-18 Bal. (sys off, cue bid is stayman)
3NT	6^+m, 4=oM constructive but NF
4m	6^+m 5^+oM constructive but NF
Cue	5^+oM, 5^+m forcing

After (2♦) P (2M), we assume (2M) is natural.
After we show an unknown minor, any ♣ or ♦ are P/C.

Against Flannery 2♦ (or 2♦ = weak ♥ or str Bal)

Dbl	♦
2♥	Take out in ♥
Others	Natural

Against 2♥ = weak with both majors

Dbl	Balanced takeout
Others	Natural