

# Hybrid System

For partnerships with a lot of time

## Contents

### 1 Structure

### 2 Notations

### 3 System Conventions

- 3.1 Gazzillis . . . . . 2
- 3.2 Bridge-World Death Hand . . . . . 3
- 3.3 Reverse, Jump, Jump-shift, and Jump Support . . . . . 3
- 3.4 Type A Asking Bid . . . . . 3
- 3.5 Type B Asking Bid . . . . . 3
- 3.6 Responder 5-5 FG . . . . . 3

### 4 General Conventions

- 4.1 Fast Arrival . . . . . 4
- 4.2 Stopper-showing . . . . . 4
- 4.3 Set Trump . . . . . 4
- 4.4 Splinters . . . . . 4
- 4.5 Italian Cue Bids . . . . . 4
- 4.6 RKCB(1430) . . . . . 4
- 4.7 Fourth Suit . . . . . 4
- 4.8 Turbo . . . . . 4

### 5 1♣

- 5.1 Walsh Transfer . . . . . 5
- 5.2 Transfer Jump Game-Forcing . . . . . 5
- 5.3 Passed Hand Bidding of 1♣ . . . . . 6
- 5.4 Contested auction of 1♣ . . . . . 6

### 6 1♦

- 6.1 1-level Responses . . . . . 6
- 6.2 2♣ 3-way Game-Forcing . . . . . 7
- 6.3 Passed Hand Bidding of 1♦ . . . . . 7
- 6.4 Contested Auction of 1♦ . . . . . 7

### 7 1♥/♠

- 7.1 "Semi-Forcing" 1NT . . . . . 8
- 7.2 Limit Raises 2NT . . . . . 8
- 7.3 2♣ Art. GF . . . . . 8
- 7.4 Transfer Raise . . . . . 8
- 7.5 Other sequences . . . . . 8
  - 7.5.1 1♥-1♠ . . . . . 8
  - 7.5.2 1♠-2♦ . . . . . 8
- 7.6 Passed Hand Bidding of 1♥/♠ . . . . . 9
- 7.7 Contested Auction of 1♥/♠ . . . . . 9
  - 7.7.1 Methods after 1M support interventions . . . . . 9

### 8 1NT

- 8.1 2♣ Stayman . . . . . 10
- 8.2 2♦/2♥ Transfer . . . . . 10
- 8.3 2♠ Size Ask . . . . . 11
- 8.4 Higher Responses . . . . . 11
- 8.5 Contested Auction of 1NT . . . . . 11

### 9 2♣: Art. Strong

- 9.1 Responses to 2♣ . . . . . 12
- 9.2 Contested Auction of 2♣ Opening . . . . . 12

### 10 2♦ Multi

- 10.1 Responses to 2♦ . . . . . 13
- 10.2 Contested Auction of 2♦ . . . . . 13

### 11 2♥/2♠ Fantunes

- 11.1 Responses to 2♥/♠ . . . . . 13
- 11.2 Continuation of 2M . . . . . 14
- 11.3 Contested Auction of 2M . . . . . 14

### 12 2NT

### 13 3NT

### 14 Competitive bidding

- 14.1 Woolsey Defense to 1NT . . . . . 15
- 14.2 D.O.N.T. . . . . 16
- 14.3 Doubles . . . . . 16
- 14.4 Pass-double Inversion . . . . . 16
- 14.5 OBAR BIDS . . . . . 16
- 14.6 2NT Complex . . . . . 16
- 14.7 Cards Double . . . . . 17
- 14.8 Michael Cue Bid and Unusual 2NT . . . . . 17
- 14.9 Unusual vs Unusual . . . . . 17
- 14.10 Against Some Artificial Openings . . . . . 17

## 1 Structure

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

Open all 12<sup>+</sup> 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<sup>+</sup> 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 <sup>+</sup>	Non-forcing / Force one round / In- vitational / 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
<sup>+</sup>	Equal or more in terms of HCP (18 <sup>+</sup> ) or length (5 <sup>+</sup> ♥), or equal or higher in level (2♣ <sup>+</sup> )
-	equal or less, or equal or lower
4 <sup>+</sup> ♠ / 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<sup>+</sup> cards in partner's suit

- 1♣ - 1♦/♥; 1♥/♠
- 1♦ - 1♥/♠; 1NT

Can be 4<sup>+</sup>♣: 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<sup>+</sup> many

1♠	Natural. 6-7
2♣/♦/♥	Natural. 6-7
1NT	8 <sup>+</sup> . Then
	• 2♣: 11-15 5 <sup>+</sup> ♣ 3=♥ unbal
	• 2♦: 11-15 5 <sup>+</sup> ♣ 4=♥ / =4414
	• 2♥: 16 <sup>+</sup> 3=♥. Then 2♠ shows ♠ and de- nies ♥ fit; 2NT denies ♠ or ♥ fit; 3m fit ♥ and shows feature.
	• 2NT: 16 <sup>+</sup> 4 <sup>+</sup> ♥
	• NJ suit: 16 <sup>+</sup> 2 <sup>+</sup> ♥ Nat
2NT	12-14 5♥332

~ 1♣ - 1♥; 1♠

1♣ - 1♠; 2♥ - ?  
16-18 2♦, or 19<sup>+</sup> with short

2NT	6-7 long ♦ with ♣ Tolerance
3♣	6-7 NF
3♦	6-7 long ♦ without ♣ Tolerance
2♠	8 <sup>+</sup> . 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 <sup>+</sup> long ♣. s/v in X. FG.

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

3m	6 <sup>+</sup> NF.
2NT	8 <sup>+</sup> . FG. Opener rebid 3♣ (3=♦) or 3♦ (4 <sup>+</sup> ♦) to show 16-18. Higher rebids would show 19 <sup>+</sup> .

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

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

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

2♦	6-7 NF Tolerance for ♦
2♠	6-7 6 <sup>+</sup> ♠. No tolerance for ♦
2♥	8 <sup>+</sup> . Then
	• 2♠ 16 <sup>+</sup> 5 <sup>+</sup> ♦ + 4 <sup>+</sup> ♣
	• 2NT 14-15 4 <sup>+</sup> ♦ 4 <sup>+</sup> ♣. Pass/3m/3NT is to play.
	3M is stopper asking / splinter.
	• 3♣ 11-13 5 <sup>+</sup> ♦ 4 <sup>+</sup> ♣
	• 3♦ 16 <sup>+</sup> 6 <sup>+</sup> ♦. 3M are cue-bids
	• 3M 16 <sup>+</sup> 5=♦ 4=M short oM
	• 3NT 16 <sup>+</sup> 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. 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 3 <sup>rd</sup> suit
3♠	Higher 3 <sup>rd</sup> suit
3NT	5422
4♣	5422 Much extra

... 2NT (BAB); 3♦ - 3♥; ?	
3♠	Lower 3 <sup>rd</sup> suit (3-4 cards)
3NT	Higher 3 <sup>rd</sup> 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<sup>+</sup> 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 3<sup>rd</sup> 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<sup>+</sup> trump, 2<sup>+</sup> controls outside the splinter suit, and a void.

### 4.5 Italian Cue Bids

Cue bid in a suit promises 1<sup>st</sup> or 2<sup>nd</sup> 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 - ?

1 <sup>st</sup> step	1 or 4 KC
2 <sup>nd</sup> step	0 or 3 KC
3 <sup>rd</sup> step	2 KC without TQ
4 <sup>th</sup> 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 (except 1♥-1♠; 2♦-3♣, which is FG). 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 3<sup>rd</sup> 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 <sup>+</sup> ♥ or 12-14 5♥332
1♥	(3)6-FG 4 <sup>+</sup> ♠ or 12-14 5♠332
1♠	(3)6-FG no 4-card major
1NT	FG <sup>+</sup> Bal. or ♣. Include 5m332
2♣/♦/♥	FG <sup>+</sup> . 5 <sup>+</sup> ♦/♥/♠
2♠	FG <sup>+</sup> Any 4441
2NT	Long ♣ preempt or 55 GF in ♣+♦/♥/♠
3♣	55 ♣+♦ preempt
3♦♥♠	55 GF

1NT to 2♠ rebid are only made when opener have extra playing strength. With bare game-forcing hand, he should go through 1♦ to 1♠ rebids.

### 5.1 Walsh Transfer

1♣ - 1♦; ?	
1♥	Gazzilli. Either 11-15 5 <sup>+</sup> ♣ 3 <sup>+</sup> ♥ unbal or 16 <sup>+</sup> many hands
1♠	4 <sup>+</sup> ♠ unBal. F1R
1NT	12-14 Bal 3 <sup>+</sup> ♥
2♣	11-15 5 <sup>+</sup> ♣ 2 <sup>+</sup> ♥ unBal.
2♥	12-14 4=♥ Bal. Help suit game try
2NT	6 <sup>+</sup> , 3=♥ I
3♣	6 <sup>+</sup> , 2-♥ I
~ 1♣-1♥	

1♣ - 1♦; 1♠ - ?	
1NT	8-10 Bal.
2♣/♥/♠	NF
2♦	Fourth suit forcing. I <sup>+</sup>
3♣/♥/♠	FG shapeful hands.

1♣ - 1♦; 1NT - ?	
2♣	I <sup>+</sup> . 2♦ shows max. and FG. Other rebids are min. Natural continuation
2♦	Transfer to 2♥. 5 <sup>+</sup> ♥. 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 <sup>+</sup> 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 <sup>+</sup> ♥ I <sup>+</sup> . 2♥ could be singleton and min
2♥	6 <sup>+</sup> ♥ to play
2♠	Stopper showing for NT. I <sup>+</sup>
2NT	Bal. inv
3♣	I

~ 1♣ - 1♥; 2♣ - ?

2♦	5 <sup>+</sup> ♠ I <sup>+</sup> . 2♥ shows 4=♥. 2♠ could be singleton and min
2♥	5=♠ 4=♥ 6-9
2♠	5 <sup>+</sup> ♠ to play

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

1♣ - 1♠; 1NT - ?	
2m	Stop bid
2M	Weak suit. Seeking the possibility of 3NT
2NT	Bal. I.
3m	6 <sup>+</sup> 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 <sup>+</sup> ♥
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; ?	
Pass / 3♣	To play
3X	Either stopper showing, or advance cue-bid for ♣ slam.
3NT	To play

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♣

Same as non passed hand except P - 1♣; 1NT/2X are natural invites.

### 5.4 Contested auction of 1♣

1♣ (Dbl) ?	
Rdbl	11+
1♦	4-5♥ 7+
1♥	4-5♠ 7+
1♠	5+♣ 7-10
1NT	5+♦ 7-10
2/3X	6+ single suit 6-9

1♣ (P) 1♦ (Dbl); ?	
Pass	12-14 Bal. No ♦ stop
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	7+ None of below
1M	5+M 7+
1NT	Nat 7-10 good stop at ♦
2♣	Nat FG
2♦	4+4+ majors 5+. Opener bids 2M to show 3+ cards and min

1♣ (1♥) ?	
Dbl	4-5♠ 7+
1♠	3-♠ 7+
1NT	Nat 7-10 good stop at ♥
2m	Nat FG
2♥	Transfer. 6+♠ 7+

1♣ (1♠) ?	
Dbl	4-5♥ 7+
1NT	Nat 7-10 good stop at ♠
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); ? 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+♥ I+
~ 1♦-1♠	

- 2♣ may be 1♠444
- 2♦-2♥ is Nat inv

1♦ - 1NT; ?

2♣	Gazzilli. 11-15 ♦+♣, or any 16 <sup>+</sup>
2♦	11-15 <sup>+</sup> ♦ NF
2NT	6 <sup>+</sup> ♦ 3 <sup>+</sup> ♣ I <sup>+</sup>

## 6.2 2♣ 3-way Game-Forcing

1♦ - 2♣; ?

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

1♦ - 2♣; 2♦ - ?

2♥ is an asking bid and others are natural:

1♦ - 2♣; 2♦ - 2♥; ?

2♠	16 <sup>+</sup> single suit. Then 2NT ask short (3♦ = no)
2NT	11-15 6 <sup>+</sup> ♦ 3=♣. Then 3♣ ask short (3♦ = no)
3♣	11-15 4 <sup>+</sup> ♣. 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♣/♦	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 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	11 <sup>+</sup>
1M	4-5cM 7-10
1NT	5 <sup>+</sup> ♣ 7-10
2♣	4-4 majors 7 <sup>+</sup> . 2M promise 4 cards.
2♦	Raise 7-10
2M	6 <sup>+</sup> M 10 <sup>-</sup>

1♦ (1♥) ?

Dbl	4-5=♠ 7 <sup>+</sup>
1♠	3 <sup>-</sup> ♠, 7 <sup>+</sup>
1NT	Bal, ♥ stopped. 7-10
2♣	Nat. FG
2♦	Raise
2♥	6 <sup>+</sup> ♠ 7 <sup>+</sup>

1♦ (1♠) ?

Dbl	4-5=♥ 7 <sup>+</sup>
1NT	Bal, ♠ stopped. 7-10
2♣	NF
2♦	Raise
2♥	NF

1♦ (1NT) ?

Dbl	11 <sup>+</sup>
2♣	4-4 <sup>+</sup> majors 7 <sup>+</sup> . 2M promise 4 cards.
2♦	Raise 10 <sup>-</sup>
2M	6 <sup>+</sup> M 10 <sup>-</sup>

1♦ (1NT) P (P); ?

Dbl	18 <sup>+</sup>
2♣	Promise extra (either length of strength)
2♦	6 <sup>+</sup> ♦. Promise extra
2M	Shapeful but NF

## 7 1♥/♠

1♥-1♠	6-12 4 <sup>+</sup> ♠ or 12-14 5♠332
1M-1NT	At most invite. (3 <sup>-</sup> ♠ after 1♥). NF opposite 11-13 bal. 2 <sup>-</sup> M
1M-2♣	Art. GF. Denies 3 <sup>+</sup> support or 5 <sup>+</sup> oM
1M-(2M-1)	Inv 3=M or GF 3 <sup>+</sup> M (Note 2NT)
1♠-2♦	8 <sup>+</sup> 6 <sup>+</sup> ♥ / 10 <sup>+</sup> 5 <sup>+</sup> ♥
1M-2M	6-9 3-card raise or 6-7 4-card raise. HSGT
1♥-2♠	5 <sup>+</sup> ♠ 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 <sup>+</sup> ♣ or 16 <sup>+</sup>
2♦	11-15 Nat. NF
2♥	11-15 6 <sup>+</sup> ♥ NF
2NT	Undefined
~ 1♠ - 1NT, except 1♠ - 1NT; 2NT shows 6 <sup>+</sup> ♠ 3=♥ I <sup>+</sup> .	

## 7.2 Limit Raises 2NT

1♥/♠ - 2NT; ?	
3♣	14 <sup>+</sup> 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 <sup>+</sup> M
3M	6-7 4=M
3NT	10-11 4=♥ no s/v
NJ suit	12-15 void splinter
4M	6-7 5 <sup>+</sup> 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.
2♠	(Undefined)
2NT	12-14 Bal
3m	semi-solid suit
3♥/♠	solid ♣/♦ ST

1M - 2♣; 2♦ - 2♥; ?	
2♠	4 <sup>+</sup> ♣. 2NT relay. Answer like below
2NT	12-14 Bal
3♣	5M4♦ extra. 3♦ ask (3♥ <sup>+</sup> = Low frag / high frag / 5422)
3♦	5M4♦3♣ Min (Low frag)
3♥	5M4♦3oM Min (Hgh 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 Other sequences

### 7.5.1 1♥-1♠

1♥ - 1♠; ?	
1NT	12-14 Bal or 11-15 5=♥ 2♠ unbal
2♣	Gazzilli. Most 16 <sup>+</sup> Hands
2♦	Art. 3=♠ 11-15 or 15-17 Bal
2♥	11-15 6 <sup>+</sup> ♥
2♠	11-15 4 <sup>+</sup> ♠
2NT	6 <sup>+</sup> ♥ 3=♠ I <sup>+</sup>
3♥	6 <sup>+</sup> ♥ 2♠ I

1♥ - 1♠; 1NT - ?	
2m	Suggest to play
2♥	2=♥. Protect
2♠	6 <sup>+</sup> ♠. Suggest to play
2NT	Invite
3X	Invite
3NT	12-14 =5233
4♥	=53(32)

### 7.5.2 1♠-2♦

1♠ - 2♦; ?	
2♥	Normal response. NF over 8-9 6 <sup>+</sup> ♥
2♠	Prefer ♠ over ♥. NF over 8-9 6 <sup>+</sup> ♥
2N	Fit ♥. I <sup>+</sup>
3m/♠	Nat GF.
3♥	3-4 ♥ Minimum

1♠ - 2♦; 2♥ - ?	
Pass	8-9
2♠	Art. GF
2NT <sup>+</sup>	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

## 7.6 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<sup>+</sup> cards support respectively.  
 Single jump shifts are fit jumps. 6-9 HCP with 4<sup>+</sup> support and a good 5<sup>+</sup> 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

## 7.7 Contested Auction of 1♥/♠

1M (Dbl) ?	
Rdbl	10 <sup>+</sup>
1♠	5 <sup>+</sup> ♠. Competitive. NF. System off
1NT	6-9 Nat (Can hide 4-card ♠). Sys on
2M	Raise
2X	Competitive. NF
2NT	LR <sup>+</sup> . System on
3M	Preemptive
3X	FG Nat

1M (1NT) ?	
Dbl	11 <sup>+</sup>
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 <sup>+</sup>
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 <sup>+</sup> oM, max
2M	To play

1M (2 lower) ?	
Dbl	Negative
NJ suit	Constructive but NF
Raise	Blocking
2NT	LR <sup>+</sup> . Offensive
Cue	=LR. Defensive
J raise	Pre-emptive
3X	5 <sup>+</sup> X FG

### 7.7.1 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.  
We can use any method for 1NT.

1NT - ?	
2♣	Stayman. Promise 4-card major. May be 5=♠ inv
2♦	Trans. to 2♥. 5 <sup>+</sup> ♥
2♥	Trans. to 2♠. 5 <sup>+</sup> ♠. Weak or GF
2♠	Size ask. Weak with ♣, or Bal I/ST, or ST with 5-4 <sup>+</sup> in minors
2NT	6 <sup>+</sup> suit, I or ST, forcing
3♣	Puppet to 3♦. Preemptive with ♦ or 4441 ST
3♦	6 <sup>+</sup> ♥ or 6 <sup>+</sup> ♠. 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 <sup>+</sup> ♥
2♠	4 <sup>+</sup> ♠ 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 <sup>+</sup> 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 <sup>+</sup> ♠
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 <sup>+</sup> ♥, weak doubleton ♠/♣. 3♦ retransfer.
3♦	Super accept. 4 <sup>+</sup> ♥, 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	Any 4333
Rdbl	4-4 any suits (partner bid 2♣ unless ♣ is the worst suit)
2X	5cX

1NT (P) P (Dbl); ?	
Pass	No 5 card suit. Partner can Rdbl to show 4-4, or bid a suit to show 5, or pass to play.
2X	5cX.

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. Not expecting A or K outside
3X	6-card suit, 2 of AKQ. Not expecting A or K outside
3NT	Any 7+ solid suit. Not expecting A or K outside
4X	7+ suit, 2 of AKQ. Not expecting 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♥	Pass or correct
2♠	5 <sup>+</sup> ♥. Invite
2NT	Ask. I <sup>+</sup> . 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 <sup>+</sup> = 44(41). 3♦ ask short (3♥=♣). 3M suggest to play
3♦/♥	16-18 4441. Short in ♥/♠
3♠/NT	19 <sup>+</sup> 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<sup>+</sup>. 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<sup>+</sup>M and without 4-card in other major

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

2♥ - 2♠; ?	
2NT	6 <sup>+</sup> ♥. 3♣ is the 2 <sup>nd</sup> asking bid
3♣	4 <sup>+</sup> ♣. 3♦ is the 2 <sup>nd</sup> asking bid
3♦	4c♦. 3♥ is the 2 <sup>nd</sup> 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♠
3NT	3c♣

2♥ - 2NT; ?	
3m	4 <sup>+</sup> m
3♥	6 <sup>+</sup> ♥
3♠	2 <sup>+</sup> ♠ min
3NT	2 <sup>+</sup> ♠ max
4m	good support in ♠, s/v in m
4M	to play

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

2♠ - ?	
2NT	art. Asking bid. I <sup>+</sup>
3♣	5 <sup>+</sup> ♥ I <sup>+</sup> F1R
3♦	5 <sup>+</sup> ♦ I <sup>+</sup> F1R
3♥	5 <sup>+</sup> ♣ I <sup>+</sup> F1R
3♠	non-constructive raise
3NT	to play

2♠ - 2NT; ?	
3♣	4 <sup>+</sup> ♣. 3♦ is the 2 <sup>nd</sup> asking bid
3♦	4c♦. 3♥ is the 2 <sup>nd</sup> asking bid
3♥	5c♦.
3♠	6 <sup>+</sup> ♠ min.
3NT	6 <sup>+</sup> ♠ max.

2♠ - 2NT; 3♣ - 3♦; ?	
3♥	5c♣
3♠	4c♣, 3c♥
3NT	4c♣, 3-4c♦

2♠ - 2NT; 3♦ - 3♥; ?	
3♠	3c♠
3NT	3c♣

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

2♠ - 3m; ?	
3♦/♥	max, asking for stopper for 3NT
3♠	6 <sup>+</sup> ♠ 3 <sup>-</sup> m
3NT	2 <sup>+</sup> m max
4m	6c♠ 4 <sup>+</sup> m COG
4X	s/v in X, 4 <sup>+</sup> 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<sup>+</sup> 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 <sup>+</sup> support
New suit	Competitive. NF

2M (Suit) ?	
Dbl	Pen
2NT	Inv <sup>+</sup> 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

## 12 2NT

2NT is 20-21 balanced. May be 5M332. Modified Puppet response (Muppet).

2NT - ?	
3♣	Muppet stayman
3♦	Transfer. 5 <sup>+</sup> ♥
3♥	Transfer. 5 <sup>+</sup> ♠
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 re-bid 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 <sup>+</sup> m S.T.
4♥	5-5 majors. COG

2NT - 3♣; 3♠ - ?	
3NT	To play (was looking for a ♥ fit)
4m	5 <sup>+</sup> m ST.
4♥	Fit ♠ ST.
4♠	To play

2NT - 3♣; 3NT - ?	
Pass	To play (was looking for a ♠ fit)
4♣	5 <sup>+</sup> ♣ (Denies ♥ fit) ST.
4♦	Transfer to 4♥. May have Slam interest
4♥	5 <sup>+</sup> ♦ (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 re-transfer
4♥	4 <sup>+</sup> ♥ 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 re-transfer
4X	4+♠ cue
4♠	4+♠ min.

2NT - 3♥; 3♠ - ?	
3NT	5=♠ COG
4m	2 <sup>nd</sup> suit. 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

2NT - 4♥/♠: ?	
4NT	SI, even number of KCs
5m	To play
Others	SI, odd number of KCs, cue

## 13 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

## 14 Competitive bidding

### 14.1 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 4+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) ?

3♣	5=♣ min
3♦	5=♦ min
3♥	5=♣ max
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

Natural continuation. Non-game bids are invite (help suit)

(1NT) 2♣ (Dbl = strong) ?	
Pass	Long minor single suit. Puppet to 2♣ and P/C.
2♣ <sup>+</sup>	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 <sup>+</sup> ♥ 4=♠
3♠	Max. 5 <sup>+</sup> ♠ 4=♥

(1NT) 2♦ (P)	
♥/♠	P/C. 2NT shows 5cM + 4 <sup>+</sup> m.
2NT	I <sup>+</sup>

(1NT) 2♦ (P) 2M; (P) 2NT (P) ?	
3♣	Weak, want to play in minor
3♦	Ask major

(1NT) 2♦ (P) 2NT; (P) ?	
3♣	Min. 3♦ ask which major
3♦	Max. 6 <sup>+</sup> in a major. Similar to pass or correct but should bid 3NT if you want to pass below game
3M	Strong 5M4m

(1NT) 2M (P) ?	
Pass	To play
2NT	I <sup>+</sup>
3m	P/C

(1NT) 2M (P) 2NT; (P) ?	
3m	4 <sup>+</sup> m min
3♥	4 <sup>+</sup> ♣ max
3♠	4 <sup>+</sup> ♦ max

## 14.2 D.O.N.T.

If you have passed and opponent opened 1NT:

Dbl	One suiter, advancer bids and then P/C
2♣/♦/♥	4 <sup>+</sup> in the suit bid and 4 <sup>+</sup> in a higher suit
2♠	5 <sup>+</sup> ♠ 4 <sup>+</sup> m

## 14.3 Doubles

Takeout	(Direct) emphasize majors, minors unclear; (Bal) 4 cards in 2 of remaining suits
Negative	Up to 4♥
Responsive	Up to 4♥
Supportive	2♥ does not promise extra. 2♠ <sup>+</sup> promise extra
Game try	After we raise and they compete and raise

## 14.4 Pass-double Inversion

Pass-double inversion is on when either:

- We have shown invitational values (or penalty double below 3<sup>rd</sup> 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 3<sup>rd</sup> 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 3<sup>rd</sup> 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

## 14.5 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 <sup>+</sup> 5 <sup>+</sup> in minors. Can be a queen lighter
NJ suit	5 <sup>+</sup> 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

## 14.6 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<sup>+</sup> 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<sup>+</sup> 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.

## 14.7 Cards Double

After 1 of a suit opening and when opener is strong, he will always have 5<sup>+</sup> in the suit opened. Also unbal when opening 1m.

1X (Dbl or 1Y) P (Pass or 1Z); ?	
Rdbl	16 <sup>+</sup> . Cards
Pass	Nothing special. Probably trump stack or min bal
Dbl	Take out or strong
1NT	Art. 5 <sup>+</sup> in the opening suit and usually below 16. If partner has shown a suit, 1NT shows 3-card support and unbal, else 4 <sup>+</sup> in a suit that is unbiddable below 2X
Cue	Strong two suited
After 1♣ (1♠) P (P); 1NT shows ♣+♦	

1X (1Y) P (1Z); 1NT - ?	
Pass	Let them play
Dbl	10 <sup>+</sup> Bal / semibal. Subsequent Dbls are Pen
1NT	NF
New suit	Nat. Constr
Cue	Art. GF

## 14.8 Michael Cue Bid and Unusual 2NT

(1m) 2m	Majors. 5-5 <sup>+</sup>
(1♥) 2♥	♠ and a minor. 5-5 <sup>+</sup>
(1♠) 2♠	♥ and a minor. 5-5 <sup>+</sup>
(1X) 2NT	5 <sup>+</sup> 5 <sup>+</sup> 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).

## 14.9 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 <sup>+</sup> 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

## 14.10 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 <sup>+</sup> 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 <sup>+</sup> m, 4=oM constructive but NF
4m	6 <sup>+</sup> m 5 <sup>+</sup> oM constructive but NF
Cue	5 <sup>+</sup> oM, 5 <sup>+</sup> 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