

Hybrid System

For partnerships with a lot of time

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1 Structure

1♣	11-21 5 ⁺ ♣ unbal or 441♦4 or 15-19 Bal
1♦	11-21 4 ⁺ ♦ unbal
1♥	(12)13 ⁺ 5 ⁺ ♥ Forcing
1♠	(12)13 ⁺ 5 ⁺ ♠ Forcing
1NT	(11)12-14 Bal. Include 5M332
2♣	(9)10-12 5 ⁺ 4 ⁺ majors or Artificial strong
2♦	(8)10-12. 6 ⁺ ♥ / ♠
2♥	(9)10-12 5 ⁺ ♥ 4 ⁺ m
2♠	(9)10-12 5 ⁺ ♠ 4 ⁺ m
2NT	20-21 Bal. Include 5M332
3/4/5X	Natural preempt
3NT	7 ⁺ minor suit headed by AKQ, no side A/K

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.

1M openings are 2 points stronger than 1m openings, unlimited, and forcing.

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

2-level bids are intermediate at 1st, 2nd, and 4th seat. At third seat can be very weak.

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 / 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
+	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
- 1♥ - 1♠; 1NT

Can be 4⁺♣: 1♦/♥/♠ - 1NT; 2♣
No weak cases: 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

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

1♣ - 1♦; 1♥ - ?
 1♠ Natural. 6-7
 2♣/♦/♥ Natural. 6-7
 1NT 8⁺. Then
 • 2♣: 11-15 5⁺♣ 3=♥ unbal
 • 2♦: 11-15 5⁺♣ 4=♥ (=4414) unbal.
 • 2♥: 16⁺ 3⁺♥. 2NT by either player denies extra length in ♥
 • 2NT: 18-19 Bal
 • NJ suit: 16⁺ 2⁺♥ Nat

~ 1♣ - 1♥; 1♠

1♣ - 1♠; 2♥ - ?
 2NT 6-7 long ♦ with ♣ Tolerance
 3♣ 6-7 NF
 3♦ 6-7 long ♦ without ♣ Tolerance
 2♠ 8⁺. Then
 • 2NT: 18-19 Bal. FG.
 • 3♣: 16-18 long ♣. NF. responder then bid 3M to seek for stopper, or 3♦ as a natural forcing bid.
 • 3X: 19⁺ long ♣. s/v in X. FG.

1♣ - 1♠; 2♠ - ?
 3m 6⁺ NF.
 2NT 8⁺. FG. Opener rebid 3♣ or 3♦ to show 16-18. Higher rebids would show 19⁺.

1♦ - 1M; 1NT - ?
 2♦ 6-7 NF
 2♥ (after 1♠) 6-7 5⁺♠ 4⁺♥
 2M 6-7 5⁺M NF
 3♣ 6-7 6⁺♣. No ♦ tolerance
 2♣ 8⁺. Then
 • 2♦: 11-15 5⁺♦ 3=♥/♠
 • 2M: 16⁺. 3⁺M. 2NT by either player denies extra length in the major
 • 2NT: 16⁺ 4441M
 • NJ Suit: Natural FG. 2⁺♥/♠

1♦ - 1NT; 2♣ - ?
 2♦ 6-7 NF Tolerance for ♦
 2♠ 6-7 6⁺♠. No tolerance for ♦
 2♥ 8⁺. Then
 • 2♠ 16⁺ ♦ + ♣
 • 2NT 14-15 5⁺♦ 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♠; 1NT - ?

2♦ 6-4=♠
 2♥ 6-Preference
 2♠ 6-5+♠
 2♣ 7+. Then
 · 2♦: 15-17 Bal
 · 2♥: 13-17 5+♥ 3=♠ unbal
 · 2♠: 18+ 3+♠. 2NT by responder denies 5th ♠
 · 2NT: 18-19 Bal
 · 3X: Nat. 2+♠

1♥/♠ - 1NT; 2♣ - ?

2♦ 7+. 2♥/♠ is 11-15 with ♣. Others are natural and FG.
 2♥/♠ 6-Preference
 2NT 6-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

(Obsolete)

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

... 2NT (BAB); 3♦ - 3♥; ?

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

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 - ?

1 st step	1 or 4 KC
2 nd step	0 or 3 KC
3 rd step	2 KC without TQ
4 th 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 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 ⁺ ♥
1♥	(3)6-FG 4 ⁺ ♠
1♠	(3)6-FG no 4-card major
1NT	FG ⁺ Bal. or ♣. Include 5M332
2♣/♦/♥	FG ⁺ . 5 ⁺ ♦/♥/♠
2♠	FG ⁺ Any 4441
2NT	Long ♣. Invite opposite 12-14 Bal
3♣	Long ♣. Preempt

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 ⁺ ♣ 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
~ 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♣ - ?	
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. 18-19 Bal., or 16-18 long ♣ 2 ⁻ ♦, or 19 ⁺ long ♣ with s/v
2♠	Gazzilli. 16-18 long ♣ 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	
3♣	Puppet Stayman. System on
3♦	Control Ask
3M	Stopper ask
3NT	12-14 Bal. To play

1♣ - 2♣/♦/♥; ?	
Step	Catch all. 3-card fit or extra
2X	Nat. unbal. 2NT = BAB
2NT	12-14 Bal. Could have 3-card support. Continuation similar to 1♣-1♦/♥; 1NT
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♣/♦/♥; Step - ?	
2NT	Extra
Others	Nat. Min

1♣ - 2♣/♦/♥; Step - 2NT; ?	
3♣	5 ⁺ ♣ 3-card partner suit. unBal. Min
3♦	5 ⁺ ♣ 4-card partner suit. unBal. Min
3M/4m	Natural. Extra
3NT	Extra. Bal / semi-Bal

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

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
1NT	6-11 no 4-card major
2♣	FG ⁺ . 5 ⁺ ♣ / Bal / ♦ raise
2♦	(3)6-8 5 ⁺ ♠ 4 ⁺ ♥ NF
2M	FG ⁺ 5 ⁺ M. Include 5M332
2NT	Nat I
3♣	Nat I
3♦	Preemptive 4 ⁺ ♦

6.1 1-level Responses

1♦ - 1♥; ?	
1♠	Nat 4=♠ F1R
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 2M to invite, and ask for stopper for 3NT
2♥	11-15 ♥ raise
2NT	6 ⁺ ♦ 3 ⁺ ♥ I ⁺
~ 1♦-1♠; 1♦-1♠; 2♣ may be 1♠444	

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♦	♦+♣ any strength. Or 11-15 ♦ single suit / (41)44
2M	4 ⁺ M any strength (2♥ could be =4441)
2NT	16 ⁺ 6 ⁺ ♦ ♣ s/v
3♣	16 ⁺ 6 ⁺ ♦ 2=♣
3♦	16 ⁺ 6 ⁺ ♦ 3=♣
3♥	16 ⁺ =4144
3♠	16 ⁺ =1444

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

2♠	♦+♣. 2NT = BAB
2NT	11-15 6 ⁺ ♦ ♣ s/v
3♣	11-15 6 ⁺ ♦ 2=♣
3♦	11-15 6 ⁺ ♦ 3=♣
3♥	11-15 =4144
3♠	11-15 =1444

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 ⁺
1M	4-5cM 7-10
1NT	5 ⁺ ♣ 7-10
2♣	4-4 majors 7 ⁺ . 2M promise 4 cards.
2♦	Raise 7-10
2M	6 ⁺ M 10 ⁻

1♦ (1♥) ?	
Dbl	4-5=♠ 7 ⁺
1♠	3 ⁻ ♠, 7 ⁺
1NT	Bal, ♥ stopped. 7-10
2♣	Nat. FG
2♦	Raise
2♥	6 ⁺ ♠ 7 ⁺

1♦ (1♠) ?	
Dbl	4-5=♥ 7 ⁺
1NT	Bal, ♠ stopped. 7-10
2♣	NF
2♦	Raise
2♥	NF

1♦ (1NT) ?	
Dbl	11 ⁺
2♣	4-4 ⁺ majors 7 ⁺ . 2M promise 4 cards.
2♦	Raise 10 ⁻
2M	6 ⁺ M 10 ⁻

1♦ (1NT) P (P); ?	
Dbl	18 ⁺
2♣	Promise extra (either length of strength)
2♦	6 ⁺ ♦. Promise extra
2M	Shapeful but NF

7 1♥/♠

1♥-1♠	At most Game value. 4 ⁺ ♠
1M-1NT	At most invite. (3 ⁻ ♠ after 1♥). NF opposite 13-14 bal. Include 0-5 3=M
1M-2♣	FG ⁺ : Bal or 5 ⁺ ♣ or 3 ⁺ M
1M-2♦	FG ⁺ : 5 ⁺ ♦
1M-2M	6-8. Help suit game try
1M-2oM	FG ⁺ 5 ⁺ oM FG
1M-2NT	Limit raises: 9-11(FG=) 3=M or 5-11(FG=) 4 ⁺ M
1M-3m	Natural invite without fit
1M-3M	preemptive

7.1 1♥ - 1♠

1♥ - 1♠; ?	
1NT	Gazzilli. 13-17 5 ⁺ ♥ 3=♠ or 18 ⁺
2♣	13-17 4 ⁺ ♣ / =2533
2♦	13-17 4 ⁺ ♦
2♥	13-17 6 ⁺ ♥
2♠	13-17 4 ⁺ ♠
2NT	6 ⁺ ♥ 3=♠ I ⁺
3♥	6 ⁺ ♥ 2 ⁻ ♠ I

7.2 "Semi-Forcing" 1NT

1♥ - 1NT; ?	
Pass	To play
2♣	Gazzilli 13-17 4 ⁺ ♣ or 18 ⁺
2♦	13-17 Nat. NF
2♥	13-17 6 ⁺ ♥ NF
2NT	Undefined

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

7.3 Limit Raises 2NT

1♥/♠ - 2NT; ?	
3♣	16 ⁺ Asking bid
3♦	Not the worse hand
3M	Worse hand
3oM / 4m	splinter
4M	to play

1♥ - 2NT; 3♣ - ?	
3♦	8 ⁺ 3=♥
3♥	5-7 4=♥
3NT	8 ⁺ 4=♥ max. no s/v
NJ suit	8 ⁺ 4=♥. s/v

~ 1♠ - 2NT; 3♣

7.4 2♣ 3-way Game-Forcing

1M - 2♣; ?	
2♦	4 ⁺ ♦ or Bal or weak 6+M
2♥	4 ⁺ ♥. Any strength
2♠	4 ⁺ ♠. Any strength
2NT	Extra. 6 ⁺ M. ♣ s/v
3♣	Extra 6 ⁺ 2=♣
3♦	Extra 6 ⁺ M. 3=♣
3M	Set trump. Demand cue bid

1M - 2♣; 2♦ - ?	
2♥	Asking bid.
2♠	Fit M.
2NT	Min Bal
3X	Was ♣, natural rebid

1M - 2♣; 2♦ - 2♥; ?	
2♠	M + ♦. 2NT = BAB
2NT	Bal
3♣	Min. 6+M 2=♣
3♦	Min. 6+M 3=♣
3M	Min. 6+M ♣ s/v

1M - 2♣; 2♥; ?	
2♠	Fit M.
2NT	BAB

1M - 2♣; 2NT - ?	
3♣	6 ⁺ ♣
3♦/oM	5 ⁺ ♣ 4=♦/oM ST
3M	Set M as trump
3NT	Min Bal

1M - 2♣; 2NT - 3♣; ?	
3♦/oM	2 ⁺ ♣. s/v in ♦/oM
3M	s/v in ♣. Good suit
3NT	Suggest to play
4♣	Good ♣ support ST

1M - 2♣; 3♣ - ?	
3♦	set ♣ as trump
3oM	Bal with extra
3M	Set trump
3NT	Min Bal

1M - 2♣; 3♦ - ?	
3oM	Bal with extra
3M	Set trump
3NT	Min Bal
4♣	Set ♣ as trump

7.5 2-over-1 Game Forcing / Jump Shift

1M - 2♦; ?	
2M	Catch all. Nat. Cont.
2X	Natural. Bypassing 2M shows extra
2NT	13-14 Bal. 3=♦
3♣	4 ⁺ ♣ Extra
3♦	Fit ♦, unless responder bid 3M, which fits M and good ♦ suit
3M	Set trump
3oM/4♣	Good fit in ♦, s/v

1M - 2oM; ?
Natural continuation. 2NT is AAB.

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⁺ 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

7.7 Contested Auction of 1♥/♠

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

1M (1NT) ?	
Dbl	11 ⁺
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 (2 lower) ?

Dbl	Negative
NJ suit	Constructive but NF
Raise	Blocking
2NT	Bal. I. with stopper
Cue	Good raise. 11 ⁺
J raise	Pre-emptive
3X	5 ⁺ X FG

8 1NT

Strong (15-17) NT. Tend to upgrade some 5M332. The response method we use is called Heeman.

1NT - ?	
2♣	Puppet to 2♦, many hands
2♦	Trans. to 2♥. 4 ⁺ ♥
2♥	Trans. to 2♠. 4 ⁺ ♠
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
3M	s/v. Approx (31)(45). Strength for 3NT ⁺
3NT	To play
4m	SA Texas transfer. May have slam interest
4M	To play

8.1 2♣ Puppet to 2♦

8.1.1 Main Sequence

1NT - 2♣; 2♦ - ?	
Pass	5 ⁺ ♦ to play
2♥	Trans. to 2♠. 5 ⁺ ♠, I ⁺
2♠	ST in ♣/♦ or weak/I in ♣+♦
2NT	5=♥ no shortness I.
3♣	5=♥ 4 ⁺ ♣, I.
3♦	5=♥ 4 ⁺ ♦, I.
3♥	5=♥ 4 ⁺ ♣, ST.
3♠	5=♥ 4 ⁺ ♦, ST.
3NT	5=♥ COG
4m	s/v, good long ♥ ST.
4♥	No s/v, good long ♥ ST.
4♠	RKCB in ♥
4NT	5♥332 quantitative

~ 1NT - 2♣; 2♦ - 2♥; 2♠ except that this sequence shows 5⁺♠ instead of 5⁺♥.

8.1.2 1NT - 2♣; 2♦ - 2♠

1NT - 2♣; 2♦ - 2♠; ?	
2NT	Min.
3♣	Max. ♣ is better
3♦	Max. ♦ is better
1NT - 2♣; 2♦ - 2♠; any - ?	
Pass, 3m/NT	To play
3♥	5-6c♣ 4-5=♦ ST
3♠	5-6c♦ 4-5=♣ ST

8.2 2♦/2♥ Transfer

8.2.1 Main Sequence

1NT - 2♦; 2♥ - ?	
Pass	5 ⁺ ♥ NF.
2♠	4 ⁺ ♥ 4 ⁺ ♠, I ⁺
2NT	4=♥ Bal I.
3♣	4=♥ 5 ⁺ ♣ I.
3♦	4=♥ 5 ⁺ ♦ I.
3♥	4=♥ 5 ⁺ ♣ ST.
3♠	4=♥ 5 ⁺ ♦ ST.
3NT	4=♥ COG.
4m	s/v, long ♥
4♥	Long ♥
4NT	4♥333, quantitative

~ 1NT - 2♥; 2♠ - ? (4♥ is s/v.)

After 1NT - 2♦/♥, opener can super-accept with max and 4 cards ♥/♠ by bidding 2♠/NT.

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

8.2.2 Both Majors

1NT - 2♦; 2♥ - 2♠; ?	
2NT	Min. no 4=M
3♣	Max. no 4=M
3♦	Max. 4 ⁺ ♥ set trump
3♥	Min. 4 ⁺ ♥
3♠	Min. 4 ⁺ ♠
3NT	Max. 4 ⁺ ♠ set trump
1NT - 2♦; 2♥ - 2♠; 2NT/3♣	
Pass	(After 2NT) To play
3♦	Trans. to 3♥. 5 ⁺ ♥ 4 ⁺ ♠.
3♥	Trans. to 3♠. 5 ⁺ ♠ 4=♥.
3♠	4441♣, MST.
3NT	4-4 majors to play
4♣	6 ⁺ ♥ 4=♠ ST.
4♦	6 ⁺ ♠ 4=♥ ST.
4♥	6 ⁺ ♥ 4=♠ to play.
4♠	6 ⁺ ♠ 4=♥ to play.

After ...; 2NT - 3♦/♥, opener must bypass transfer to accept game invitation.

1NT - 2♦; 2♥ - 2♠; 2NT/3♣ - 3♦; 3♥ - ?	
Pass	To play
3♠	5-5 majors forcing
3NT	5=♥ 4=♠. COG
4m	Set ♥ as trump. Cue bid
4♥	6c♥ 4=♠. ST
~ 1NT - 2♦; 2♥ - 2♠; 2NT/3♣ - 3♥; 3♠ - ?	

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♥	3+ controls. Responder bid 3♠ to ask. 3NT shows 2+ controls and 4♣+ shows lowest suit with 5+ cards.
3♠	4 controls
3NT	5 controls
4X	6 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.

1NT - 3M; ?	
3NT	To play
4m	4-5 cards, NF
4M	Ask responder to bid his longer minor
4oM/5m	To play

Four-way long major slam try: For example, ST in ♥:

- 1NT - 4♣; 4♦/♥ - Pull: Good ♥, good control
- 1NT - 2♣; 2♦ - 4X: Good ♥, moderate control
- 1NT - 2♦; 2♥ - 4X: Semi-solid ♥, good control
- 1NT - 4♣: Semi-solid ♥, moderate control, or worse

Good trump: 6+ cards with AKQ or 4 out of 5 honours.

Good control: 3+ A-K control in side suits.

8.5 Contested Auction of 1NT

1NT (Dbl) ?	
Pass	Weak with no 5+ suit
Rdbl	Weak with long ♣
2♣+	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♣) ?	
Dbl	Same continuation as 1NT - 2♣
Others	System on

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♣: Majors or Strong

9.1 Responses to 2♣

2♣ - ?

2♦	Not pref in ♥. No 4-card major, or something tactical
2♥	10 ⁻ . Pref in ♥. May be 4-4 in majors
2♠	10 ⁻ . 4=♠. Pref in ♠
2NT	FG. Asking bid
3♣	Inv in a major
3♦	Bal I
3M	Blocking. No values in minors
3NT	To play opposite majors

2♣ - 2♦; ?

2♥	Majors. ♥ is better. Responder P/C, or improve
2♠	♠ is better
2NT	22-24 Bal /semi bal sys on
3m	Nat
3M	minors, short M
3NT	25-27 Bal

2♣ - 2♥; ?

Pass	Majors
2♠	4=♠ FG
2NT	22-24 Bal / semibal. 3♣ = checkback
3m	Nat
3♥	Strong. Fit ♥
3NT	25-27 Bal

2♣ - 2♠; ?

Pass	Majors
2NT	22-24 Bal / semibal. 3♣ = checkback
3m	Nat
3♠	Strong. Fit ♠
3NT	25-27 Bal

2♣ - 2NT; ?

3♣	5=♥ 4=♠. Puppet to 3♦
3♦	5=♥ 5=♠
3♥	5=♠ 4=♥, ♦ s/v
3♠	5=♠ 4=♥, ♣ s/v
3NT	=5422
4♣	6 ⁺ ♠ 4=♥
4♦	6 ⁺ ♠ 5 ⁺ ♥

After 2♣-2NT;3♣-3♦, opener's response is analogous to 2♣-2NT;3♥⁺

2♣ - 3♣; ?

3♦	Min with 5=♠4=♥ or 5=♥4=♠. After responder bids 3M, opener will pass with min and bid on with max
3♥	Min with 5♥ 4♠
3♠	Max with 5♠ 4♥
3NT	5 ⁺ 5 ⁺ . Opener declare
4♣	5 ⁺ 5 ⁺ . Opener declare
4♦	5 ⁺ 5 ⁺ . Responder declare

2♣ - 3♦; ?

3M	Min. 5-cards
3NT Max	

9.2 Contested Auction of 2♣ Opening

Borrow 1 card for each of the majors from your partner. Deduct 1 card from your minors. Borrow 3 HCPs from your partner, and bid as if opponent opened an intermediate 2. (More detail required)

10 2♦ Preempt in a Major

10.1 Responses to 2♦

2♦ - ?

2♥	Pass or correct
2♠	Pass or correct (♥ invite)
2NT	Ask. I ⁺ . Based on value
3♣	5 ⁺ ♥ I ⁺
3♦	5 ⁺ ♠ I ⁺
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 (not correctable)

2♦ - 2♠; ?

Pass	Was ♠ Preempt
2NT	Was ♥. Non-min
3♥	Was ♥. Min

2♦ - 2NT; ?

3♣/♦	♥/♠ Non-min
3♥/♠	♥/♠ Min

2♦ - 3♣; ?	
3♦	3+♥
3♥	2=♥
3♠	0-1♥
Higher	I have ♥ too

2♦ - 3♦; ?	
3♥	0-1♠
3♠	2♠
3NT	3+♠
Higher	I have ♠ too

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♠ Muiderberg

11.1 Responses to 2♥/♠

2♥ / 2♠ - ?	
2♥-2♠	Constructive but NF
2NT	Ask. FG
3♣	Pass or correct
3M - 1	I ⁺ with fit
3M	block
2♥-3♠	Invitational long suit
2♠-3♦	5+♥. I ⁺
3NT	To play

2♥ / 2♠ - 2NT	
3♣	5=M 4=♣. Puppet to 3♦
3♦	5=M 5=m. 3♥ ask which: ♠=♣; NT=♦
3♥	5=M 4=♦, oM s/v
3♠	5=M 4=♦, ♣ s/v
3NT	5=M 4=♦, 5422
4♣	6+M 4=♦
4♦	6+M 5+♦

After 2♣-2NT; 3♣-3♦, opener's response is analogous to 2♣-2NT; 3♥⁺

2♠ - 3♦	
3♥	No ♥ fit. Min
3♠	No ♥ fit. Extra
3NT	♥ tolerance. Extra
4m	♥ fit. Extra
4♥	♥ fit. Min

11.2 Contested Auction of 2♥ / ♠

Cueing opponent suit is FG with support. New suit is natural and F1R. Dbl is penalty.

12 2NT

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

2NT - ?	
3♣	Muppet stayman
3♦	Transfer. 5+♥
3♥	Transfer. 5+♠
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+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 re-transfer
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 re-transfer
4X	4+♠ cue
4♠	4+♠ min.

2NT - 3♥; 3♠ - ?	
3NT	5=♠ COG
4m	2 nd 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+ minor suit headed by AKQ, no side A or K.

3NT - ?	
Pass	Believe that 3NT is likely to make.
4-7♣	P/C
4♦	Strong. Ask shortness. Then 4M show s/v in M, 4NT shows none, and 5m shows s/v in om (m is the long suit)
4M	To play
4NT	4 likely tricks. Opener bids slam if he can provide 8

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♥	4=♥ max
3♠	4=♠ 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♣ ⁺	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 + 4 ⁺ m.
2NT	I ⁺

(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 ⁺ 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 ⁺
3m	P/C

(1NT) 2M (P) 2NT; (P) ?	
3m	4 ⁺ m min
3♥	4 ⁺ ♣ max
3♠	4 ⁺ ♦ 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 ⁺ in the suit bid and 4 ⁺ in a higher suit
2♠	5 ⁺ ♠ 4 ⁺ 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♠ ⁺ 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 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

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 ⁺ 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

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⁺ 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.

14.7 Michael Cue Bid and Unusual 2NT

(1m) 2m	Majors. 5-5 ⁺ or 4=♠ 5=♥
(1♥) 2♥	♠ and a minor. 5-5 ⁺ or 4=♠ 5cm
(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).

14.8 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

14.9 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