

Hybrid System

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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. 18-21 Bal / Unbal GF |
| 2♦ | Weak in ♥, or 25 ⁺ Bal, or 4441 16 ⁺ |
| 2♥ | Both majors Pre. 4 ⁺ 4 ⁺ . Not 6 ⁺ M |
| 2♠ | Weak in ♠ |
| 2NT | 22-24 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 3 rd suit |
| 3♠ | Higher 3 rd suit |
| 3NT | 5422 |
| 4♣ | 5422 Much extra |

... 2NT (BAB); 3♦ - 3♥; ?

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

| | |
|----------------------|-----------------|
| 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. 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 | Bal. |
| 3♣ | Long ♣ min |
| 3X | Long ♣ extra. Short X |
| 3NT | Long ♣ extra. Bal. Mild SI. |
| 1♣ - 1NT; 2♣ - 2♦/♥/♠; ? | |
| 2X | Natural. 4-cards |
| 2N | Natural. Unfit. |
| 3♣ | Fit ♣ |
| 3X | Fit second suit. Value in X |
| 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 |
| 1M-3M | Preemptive |
| •1M-3X | 55 GF |
| •1M-3N | 12-15 singleton splinter in oM |
| 1M-4m | 12-15 singleton 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. Then •2♠=Art inv raise in ♦ |
| 2♥ | 11-15 6 ⁺ ♥ NF. Then •2♠=5-5 minors Invite |
| 1♠ - 1NT; ? | |
| Pass | To play |
| •2♣ | Gazzilli 11-15 4 ⁺ ♣ or 16 ⁺ |
| 2♦ | 11-15 Nat. Then 2♥=Weak 6 ⁺ ♥ |
| 2♥ | 11-15 Nat. |
| 2♠ | 11-15 Nat. |
| 2NT | 6 ⁺ ♠ 3=♥ Inv. |

After opener natural rebids, responder's new suit at 2 level is NF, new suit at 3 level is Inv.

7.2 Limit Raises 2NT

| | |
|------------------------|----------------------------|
| 1♥/♠ - 2NT; ? | |
| •3♣ | 14 ⁺ Asking bid |
| •3♦ | Void somewhere. 3♥ ask |
| 3M | Worst 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 |
| 3oM / 4m | 9-11 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 (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 Help Suit Game Try / 2NT Natural Invite

Help Suit Game Try (HSGT) applies after 1M-2M, as well as many other situations when stated. HSGT promise 3⁺ cards in the suit, with 2-6 HCPs in the suit. 2NT is neutral invite. When 8-card fit is promised, 2NT suggests balanced hand with scattered values. When 8-card fit is not promised, 2NT is the only invitational bid not promising 8-card fit. HSGTs promises 8⁺ cards fit.

7.6 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 unbal |
| 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 |
| •2♣ | Inv ⁺ Checkback |
| 2♦ | Natural. Long ♦ |
| 2♥ | 2=♥. Protect |
| 2♠ | 6 ⁺ ♠. Suggest to play |
| 2NT | Invite |
| 3X | Invite |
| 3NT | 12-14 =5233 |
| 4♥ | =53(32) |

| | |
|-------------------|------------------------------------|
| 1♥ - 1♠; 1NT - 2♣ | |
| 2♦ | 12-13 4 ⁺ ♦ |
| 2♥ | 12-13 Bal. or 4 ⁺ ♣. 2♠ |
| 2♠ | 12-13 Bal. 3=♠ |
| 2NT | 14 Bal |
| 3m | 14-15 5♥ 4m |
| 3♠ | 5♥ 3♠ Bal |

7.7 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 |

7.8 Passed Hand Bidding of 1♥/♠

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

2♣ is Drury. 3⁺ support 9⁺.
2♦ is Hx in M, maximal pass. Tend to be bal

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. To play |
| 2NT | Inv to 3NT |
| New suit | Set trump. HSGT |
| 3NT / 4M | To play |

7.9 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 ⁺ |

7.10 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♦ | Semi-pos ⁺ |
| 2M | Weak (0-5). (4)5M. To play opposite 18-21 Bal. Opener could raise with fit |
| •2NT | Weak in both minors |
| 3X | 6-card suit, 2 of AKQ. No A or K outside |
| •3NT | Any 6 ⁺ solid suit. No A or K outside |
| 4X | 7 ⁺ suit, 2 of AKQ. No A or K outside |
| 2♣ - 2♦; ? | |
| •2♥ | ♥ GF / 20-21 Bal. Sys on |
| 2♠ | Nat. GF |
| 2NT | 18-19. 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 | 20-21 Bal. 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 | |
| Pass. To play | |
| 2NT | 20-21 Bal. Too strong to pass |
| 3M | Invite |
| 3X | Nat. F1R |

9.2 Contested Auction of 2♣ Opening

| | |
|-----------------|-----------------------------|
| 2♣ (Dbl) ? | |
| Pass | Neutral. Could be very weak |
| Rdbl | Take out in ♣. GF |
| 2♦ ⁺ | Sys on |

| | |
|-------------------------|------------------------------|
| 2♣ (2♦ ⁺) ? | |
| Pass | Neutral. Could be very weak. |
| Dbl | Take-out. GF or leave as PEN |
| Suit | Natural. GF |

| | |
|-------------------------|---|
| 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 to handle psyche) |

| | |
|--------------------------------|--|
| 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♥ | To play opposite ♥ |
| 2♠ | Nat. Constructive. NF |
| •2NT | Ask. I ⁺ opposite weak ♥ |
| 3m | Nat. F1R |
| 3♥ | Blocking. |
| 3♠ | Long ♠ GF ⁺ |
| 3NT | To play opposite weak ♥ |
| 4♥ | Blocking opposite long ♥ |
| 2♦ - 2♥; ? | |
| Pass | ♥ Preempt |
| Suit | 4441, short in next suit. Any strength. F1R |
| 2NT | 25 ⁺ Bal. System on |
| 2♦ - 2♥; suit - ? | |
| •Singleton | GF. Ask controls by steps. First step = 4 ⁻ |
| Others | Nat. Min. NF |
| 2♦ - 2NT; ? | |
| •3♣ | 5-cards in ♥. |
| •3♦ | 6 ⁺ ♥. Non-min. New suit = Cue |
| 3♥ | 6♥ Worst hand |
| 3♠ | 6♥ 4 ⁺ ♠. |
| 3NT | Solid ♥ |
| 4m | 6♥ 4m non-min |
| 4♥ | Self sufficient suit |
| 2♦ - 2NT; 3♣ | |
| 3♦ | Ask min / max. 3♥ = Min. 3♠ = Max. Then New suit = Nat and unfit |
| 3♥/NT/4♥ | To play |
| New suit | Fit ♥, cue |

10.2 Contested Auction of 2♦

| | |
|-----------------------|---|
| 2♦ (Dbl = Bal); ? | |
| Pass | Prefer ♦ over ♥ |
| Rdbl | Strength |
| 2♥ | Neutral. Some ♥ tolerance |
| Suit | NF |
| 2NT | Fit ♥. Sys on |
| 3♥ | Block |
| 2♦ (2♥ = T/O); ? | |
| Pass | Neutral |
| Dbl | Strength |
| 2NT | Fit ♥. Sys on |
| 3♥ | Block |
| 2♦ (Suit) P (Call); ? | |
| Pass | Was preempt |
| Dbl | Pen. 4441. 4 in opponent suit, or 25 ⁺ Bal not suitable for NT |
| NT | 25 ⁺ Bal stopped. Sys on over 2NT |
| suit + 1 | 4441 short in opponent suit. NF |
| suit + 2 | 4441 short in opponent suit. 19 ⁺ Forcing |

11 2♥ Both Majors

11.1 Responses to 2♥/♠

| | |
|---|--|
| 2♥ shows both majors. 4 ⁺ 4 ⁺ when NV. 5-4 ⁺ when Vul. No 6 ⁺ M | |
| 2♥ - ? | |
| Pass / 2♠ | To play |
| 2NT | Art. Asking. Inv ⁺ |
| 3m | Constructive. NF |
| 3M | Block |
| 3N / 4M | To play |
| 2♥ - 2NT | |
| 3♣ | 5-4 Min either way. 3♦ ask longer suit. 3M to play |
| 3♦ | 4-4 Min |
| 3M | 5M 4oM Max |
| 3NT | 4-4 Max |
| 4m | 5-5 Max. Splinter |
| 4♥ | 5-5 Min |

11.2 Contested Auction of 2♥

| | |
|-----------------|-------------------------|
| 2♥ (Dbl) ? | |
| Rdbl | Strength. Usually unfit |
| Others | System on |
| 2♥ (2♠ = Nat) ? | |
| Pass | Neutral |
| Dbl | Pen |
| Suit | NF |
| 2NT | Fit ♥ Inv ⁺ |

12 2♠ Weak ♠ Preempt

Development is similar to 2♦.

| | |
|--------------|--|
| 2♠ - ? | |
| Pass | To play |
| •2NT | Ask. I ⁺ |
| 3m/♥ | Nat. F1R |
| 3NT/4♠ | To play |
| 2♠ - 2NT; ? | |
| •3♣ | 5-cards in ♠. |
| •3♦ | 6 ⁺ ♠. Non-min. New suit = Cue |
| 3♥ | 6♠ 4=♥ |
| 3♠ | 6♠ Worst Hand |
| 3NT | Solid ♠ |
| 4m | 6♠ 4m non-min |
| 4♥ | 6♠ 5♥ |
| 4♠ | Self sufficient suit |
| 2♠ - 2NT; 3♣ | |
| 3♦ | Ask min / max. 3♥ = Max. 3♠ = Min. Then New suit = Nat and unfit |
| 3♠/NT/4♠ | To play |
| New suit | Fit ♠, cue |

13 2NT

Sequences that follows 2NT developments:

- 2NT: 22-24
- 2♦ - 2M; 2NT: 25⁺ wide range
- 2♣ - 2♦; 2NT: 18-19
- 2♣ - 2♦; 2♥ - 2♠; 2NT: 20-21
- (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 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 | 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 |

14 3-level Preempt

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

14.1 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♣ |

14.2 Modified Keycard Ask

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

3♣-4♦; ?

3♦/♥/♠-4♣; ?

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

15 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 5 th level |
| •4♥ | P/C. Opener may compete to the 5 th level |

16 Competitive bidding

16.1 Advancing Natural Overcalls

Suit overcalls are natural. 1-level (5)8-16, 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 |

(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. 1 ⁺ . Tends to be balanced |
| •Cue resp | Fit. 1 ⁺ . 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 1 ⁺ . Tends to be bal |

If Advancer is a passed-hand

Previous advance methods are off

| | |
|---------|-------------------------------------|
| Cue-bid | limit support. Defensive |
| 2NT | limit support. Offensive |
| 2om | Constr. Tolerance in partner's suit |
| 2oM | Constr. Tolerance in partner's suit |

16.2 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.

16.3 Spiral Raise

We don't play supportive double. Opener can, but not obliged to, raise responder's new suit response.

Responder's 2NT invites, denying 5th trump.

Responder's new suit are help-suit game tries. Promising 8-card fit.

Be cautious when raising partner with 3 cards. Opener should:

- Believe 2M is likely to be a good contract, and
- No wastage in opponent's suit

16.4 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 | <ul style="list-style-type: none"> • 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 unbidable below 2X. 16⁻ |

16.5 Defense to 1NT

(1NT) ?

| | |
|------|--|
| Dbl | X + ♠ |
| •2♣ | ♣ + ♥ |
| •2♦ | ♦ + ♥ |
| 2M | 5 ⁺ M Natural. At least a good 5-card suit. Develop as we opened weak 2 |
| •2NT | 5 ⁺ ♣ 5 ⁺ ♦ |
| 3m | Natural |
| 3M | Preemptive |

Apply for direct seat, pass-out seat, and passed hand.

Bid aggressively (4-4 okay) opposite strong NT NV.

Bid constructively (opening hands) opposite weak NT.

Dbl denies a good 5-card ♠ suit (unless both M). 2m denies a good 5-card ♥ suit.

| | |
|-------------------------|-------------------------------------|
| (1NT) Dbl (P) ? | |
| Pass | Convert to penalty. 10 ⁺ |
| 2♣ | P/C |
| • 2♦ | Strong ask. |
| 2♥/♠ | To play |
| Ignore third seat rdbl. | |

| | |
|---------------------|---|
| (1NT) Dbl (P) 2♦; ? | |
| 2♥ | Nat. 4-5♥. Min |
| 2♠ | Min. Not 4♥. 2NT ask side suit |
| 3m | 4 ⁺ ♠ 4 ⁺ m Max. 3♥ ask 5 th ♠ |
| 3♥ | 5 ⁺ ♥ 4=♠ max |
| 3♠ | 5 ⁺ ♠ 4=♥ max |
| • 3NT | 5 ⁺ ♥ 5 ⁺ ♠ max |

| | |
|------------------------|------------|
| (1NT) 2m (P) ? | |
| P / 2♥ | Preference |
| New suit | To play |
| 2NT | Strong ask |
| 3m / 3♥ | Block |
| Ignore third seat dbl. | |

| | |
|---------------------|----------|
| (1NT) 2m (P) 2NT; ? | |
| 3m | Min. 4=♥ |
| • 3om | Max. 4=♥ |
| 3♥ | 5=♥ Min |
| • 3♠ | 5=♥ Max |
| 3NT | 4-4 Max |

16.6 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 |

16.7 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 |

16.8 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 |

16.9 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.

16.10 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).

16.11 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 |

16.12 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=0M 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 |