

Org bridge

May 8, 2020

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1 Notation

(xxxx)	suvaline mastide jaotus
xxxx	täpne mastide jaotus
BAl	ühtlane
SBAL	poolühtlane või ühtlane
F1	sundiv üheks ringiks
NF	mittesundiv
GF	geimini sundiv
F<pakkumine>	pakkumiseni sundiv
INV	kutse
S/T	slämmi proovimine
S/O	sulgev
MIN	miinimum
MAX	maksimum
M	♥ või ♠
MM	kallismastid
m	♣ või ♦
mm	odavmastid
NV	
VUL	
P/C	passi või paranda
DBL	kontra
RDBL	rekontra
RKCB	Roman Key Card Blackwood 1430

2 General principles

- Esimesena naturaalselt pakutud mast on (vähemalt) 5-ne; muidu paku N, pärast võid ka 4-st masti pakkuda.
- Teisena pakutud mast on (vähemalt) 4-ne.
- Kahe 5-se masti korral paku kõrgemat (kallimat).
- Kahe 4-se masti korral lähimat (mida saad madalamal pakkuda).
- Vastaja pakutud uus mast on sundiv (F1) v.a juhul, kui ta jõud on ülalt piiratud (nt ta on passinud).
- N pakkumine ei ole sundiv (kuid süsteemne kunstlik 2N tihti on sundiv).
- Hüpe on alati nõrk ja tõkkeks, kui ta saab nõrk olla (on su esimene pakkumine või oled enne ainult passinud)
- Hüpe on tugev (max, kui su jõud on limiteeritud, F1 kui ei ole), kui ta ei saa nõrk olla (oled juba mingeid punkte lubanud) või kui sinu ees on juba 2 passi järjest (siis pole mõtet tõkestada, sest su pass lõpetaks pakkumise).
- Oma masti kordamine ei ole sundiv. Hüppega kordamine on sundiv.
- Oma masti kordamine vabas positsioonis (partneri viimane pakkumine ei olnud sundiv või vastane pakkus vahele), GF olukorras või lähimast N pakkumisest kõrgemal lubab selle 1 võrra pikemaks.
- Oma masti kordamine partneri sundiva pakkumise peale madalamal kui lähim N pakkumine ei luba masti pikemaks, vaid näitab nõrgemapoolset lehte (nt $1\heartsuit - 2\clubsuit - 2\heartsuit$)
- 4. masti sund: kui 3 masti on meie poolt naturaalselt pakutud, siis 4. pakkumine on kunstlik ja sunnib (GF).
- Geimi pakkumine ($3N, 4\heartsuit \spadesuit 5\clubsuit \diamondsuit$) on üldjuhul sulgev. Partneri masti toetamine geimist madalamal on tavaliselt kutsuv. See ei ole kutsuv partneri tõkkepakkumise peale (on tõkkeks) ja GF olukorras (kus see näitab kõvemat lehte, kui geimi hüppamine)

3 Openings

$1\clubsuit$	16+ or 17+ BAL, F1
$1\diamondsuit$	a) 11-15, with $6+\diamondsuit$, can have $5\spadesuit, 5\heartsuit$ or $6\clubsuit$ b) 1^{st} dh NV 14-16 BAL
$1\heartsuit \spadesuit$	11-15, 5+ suit
1NT	a) 1^{st} dh NV 10,5-13, SBAL, 5M or 6m ok b) 1^{st} dh V, 3^{rd} NV 14-16, SBAL, 5M or 6m ok

c) 3rdV, 4th15-17, SBAL, 5M or 6m ok

2♣ 11-16, 6+♣ or 5♣ + 4M

2♦ 3-10, 44 MM

2♥♠ 3-10, 5+ NV, 6+ VUL

2NT 3-10, 55 mm

3♣♦♥♠ 0-9, 6+ NV, 7+ VUL, 2-3-4 rule

3NT Gambling 7+ m AKQ, no outside A/K

4♣♦♥♠ 7+ NV, 8+ VUL, 2-3-4 rule

1N	NV	VUL
1 st	10,5-13	14-16
2 nd	10,5-13	14-16
3 rd	14-16	15-17
4 th	15-17	15-17

4 Responses

4.1 1♣

1♣-?

1♦ 0-7

1♥♠2♣♦ 8+ , 5+ suit, GF

1NT 8-11 với 14+ , GF

2♣ Asks closest 4c suit

2♦♥♠3♣4+ cards

2♥♠ 4-7, 6+ good suit (min QJxxxx)

2NT 12-13, GF

3♣♦♥♠ 8+, 4441, GF

4.1.1 1♣ - 1♦

1♣-1♦-?

1♥ 4+♥ = (if 4, (4441), (5440) or 5+ m), F1

1♠ 4+♠

1NT 0-4, NF

2♣ 5-7, 0-2♥, F1

2♦ non-GF, waiting

2♥ 2♥

2♠ 3♠

2NT 6-7, BAL

3♣ 5+♣

3♦ 5+♦

2♥ 6+♥, GF

2♠ 5+♠, GF

2NT no 5+ suit, GF

3♣ 5+♣

3♦ 5+♦

3♣ 5+♠, GF

3♦ 5+♠, GF

2♦ 5-7, 3♥, F1

2♥ 0-4, 4+♥

2♠ Splinter, 5+♥

2NT 5-7, 5+♥

3♣♦♠ Splinter

3♥ 16-18, NF

3NT 19+, 5+♥

4♣♦ Void, GF

4♥ 19+, 4♥

3♣ Splinter, 5+♥

	3♦	Splinter, 5+♥
	3♥	5-7, 4♥
1♠	4+♠ (if 4, (4441), (5440) or 5+ m), F1	
	1NT	0-4, NF
	2♣	5-7, 2-♠, F1
	2♦	non-GF, waiting
	2♥	3♥
	2♠	2♠
	2NT	6-7, BAL
	3♣	5+♣
	3♦	5+♦
	2♥	5+♥, GF
	2♠	6+♠, GF
	2NT	no 5+ suit, GF
	3♣	5+♣
	3♦	5+♦
	3♣	5+♣, GF
	3♦	5+♦, GF
	2♦	5-7, 3♠, F1
	2♥	5-7, 4+♥
	2♠	0-4, 4+♠
	2NT	5-7, 5+♠
		3CDH = Splinter
		3S = 16-18, NF
		3N = 19+, 5+♠
		4CDH = Void, GF
		4S = 19+, 4♠
	3♣	Splinter, 5+♠
	3♦	Splinter, 5+♠
	3♥	Splinter, 5+♠
	3♠	5-7, 4♠
1NT	17-19(18-20), BAL (system on)	
2♣	No 4+ M, 5+♣, NF	
2♦	No 4+ M, 5+♦, NF	
2♥	Kokish, F1 if BAL, else GF	
	2S = Forced	
	2NT	22-24(23-24), BAL
	3♣	5+♥ 4+♣
	3♦	5+♥ 4+♦
	3♥	6+♥
	3♠	4♠ 5+♥
2♠	5+ 5+ mm, F1	
2NT	20-21(21-22), BAL (system on)	
3♣	5+♣, may have major, GF	
3♦	5+♦, no major, GF	
3♥	4♥ 5+♦, GF	
3♠	4♠ 5+♦, GF	
3NT	25-26, BAL	
4NT	27-29, BAL	
5NT	30-32, BAL	
6NT	33-36, BAL	

4.2 1♦

1♥	(4)6+ , (3)4+ mast, F1
1♠	(4)6+ , (3)4+ mast, F1
1NT	(6)7-11 ⁻ , BAL, no 4M, NF
2♣	11+, (4)5+♣, no major unless GF and 6+♣, F1
2♦	11+, (4)5+♦, no major unless GF and 6+♦, F1
2♥	10 ⁻ , 5+♠ 4+♥

2♠ 11+, 5+♠ 4+♥, INV opposite 11-13 BAL
 2NT 11+-13, BAL, no 4M, INV
 3♣ Pre/Mix, 5+ 5+ mm, P/C
 3♦ 6+♦, preemptive
 3♥ 6+♥, preemptive
 3♠ 6+♠, preemptive
 3NT 13-15, BAL, no 4M, S/O
 4♣ 6+ 5+ mm, P/C
 4♦ 7+♦, preemptive
 4♥ 7+♥, S/O
 4♠ 7+♠, S/O
 4NT Gerber

1♦-1♥-?

1♠ 4♠, other bids deny 4♠
 1NT Nat, no game, S/O
 2♣ GF
 2♦ 5+♦, 2⁻♥
 2♥ 3♥
 2♠ Realy, denies 4♠
 2NT BAL
 3♣ Relay
 3♦ 4324
 3♥ 4342
 3♠ 4333, MIN
 3NT 4333, MAX
 3♣ 4351
 3♦ 4360
 2NT Relay, shows 4♠
 3♣ BAL
 3♦ Relay
 3♥ 4324
 3♠ 4342
 3NT 4333
 Sets ♥
 3♥
 3♦ 4351
 3♥ 4360
 2♠ 5♠ 6♦
 2NT 2♥, BAL (4234, 4243, 4144)
 3♣ Relay
 3♦ 4234
 3♥ 4243
 3♠ 4144, MIN
 3NT 4144, MAX
 3♣ ?
 3♦ Solid 6+♦
 2♦ 4♠ or 5♥, INV, F1
 2♥ 2-3♥, MIN
 2♠ 4♠, INV
 2♠ 0-1♥, MIN
 2NT 0-1♥, MAX
 3♣ ?
 3♦ ?
 3♥ 3♥, MAX
 3♠ 5♠ 6♦
 3NT 3♥, ♣ stop, MAX
 2♥ 6+♥, NF
 2♠ 7-10, 4♠, NF
 2NT 11-12, BAL, NF

	3♣	4♥ 5+♣, INV
	3♦	4♥ 5+♦, INV
	3♥	GF, ST
	3♠	GF, ST
	3NT	S/O
	4♣	4♠, splinter, GF
	4♦	4♠, splinter, GF
	4♥	S/O
	4♠	S/O
1NT	11-13(14), no singleton, BAL	
	2♣	Relay to 2♦ (to play, INV or ST)
	2♦	Forced
	2♥	5+♥, INV
	2♠	1444, INV+
	2NT	MIN
	3♣	4+♣, MIN
	3♦	4+♦, MIN
	3♥	4+♣, MAX
	3♠	4+♦, MAX
	3NT	No fit, MAX
	2NT	INV, BAL
	3♣	5♥ 5+♣, INV
	3♦	5♥, 5+♦, INV
	3♥	6+♥, strong INV
	3♠	0-1♠
	3NT	5♥, COG (choice of games)
	4♣	0-1♣
	4♦	0♦
	4♥	0♥
	2♦	GF
	2♥	3♥, no 5m
	2♠	0-2♥, some 5m
	2NT	Asks
	3♣	5♣
	3♦	5♦
	2NT	0-2♥, no 5m
	3♣	3♥, 5♣
	3♦	3♥, 5♦
	2♥	(5)6+♥, S/O
	2♠	Some canape INV+
	2NT	Forced
	3♣	4♥ (5)6+♣, INV
	3♦	4♥ (5)6+♦, INV
	3♥	4♥ 5♣, GF
	3♠	4♥ 5♦, GF
	2NT	Transfer to ♣
	3♣	Forced
	Pass	6+♣, to play
	3♣	5+♥ 5+♣, ST
	3♦	5+♥ 5+♦, ST
	3♥	5+♥ 5+♥, ST
	3♠	5+♥ 5+♦, ST
	3NT	S/O
	4♣	RKCB in ♥
	4♦	1♦ (with void 2♣)
	4♥	S/O
2♣	54+ mm, not 6♦ 4♣	
	2♦	3+♦, S/O
	2♥	6♥, S/O
	2♠	GF
	2NT	31(54)

		3♣	4♣	
			3♦	4♣
			other	5♣
		3♦	4♦	
			3♥	4♣
			other	5♣
		3♣	55 mm	
		3♦	22(54)	
			3♥	Asks ♥ Jx or more
			other	Yes
			3NT	No
			3♠	Asks ♠ Qx or more
			3NT	Yes
			other	No
		3♥	1345, Mulberry	
		3♠	1354, Mulberry	
		3NT	0355, MIN, Mulberry	
		4♣	0355, MAX, mod Mulberry	
	2NT	INV		
	3♣	4+♣, INV		
	3♦	4+♦, INV		
	3♥	6+♥, INV		
	3♠	?		
	3NT	S/O		
	4♥	6+♥, S/O		
2♦	6+♦, MIN			
	2♥	6♥, NF		
	2♠	GF		
		2NT	3161, 2263, 3262	
		3♣	6♦ 4♣	
		3♦	7♦	
		3♥	3♥	
	2NT	INV		
	3♦	2+♦, INV		
2♥	4♥			
	2♠	Asks		
		2NT	3433	
		3♣	5♣	
		3♦	5♦	
		3♥	MIN	
		3♠	4♥ 6♦, MIN	
		3NT	2452	
		4♣	4441	
		4♥	1444	
		4♠	BAL, MAX	
2♠	a) 5♠ 6+♦ with extras, F1			
	b)	13-15, 3+♥, some splinter		
	2NT	Asks and shows some values		
		3♣	Low (♣) splinter	
		3♦	5♠ 6+♦	
		3♥	High (♠) splinter	
	3♣	?		
	3♦	Bad hand, pass or correct to 3♥		
	3♥	GF, 6+♥		
2NT	13-15, 3♥ 6+♦, F1			
3♣	13-15, 55 mm, NF			
3♦	13-15, 2-♥ 6+♦			
3♥	4♥, stronger than 2♠, some short, MAX			
	3♠	Asks		
		3NT,	♣ splinter	
		4♣,	♠ splinter	

3♠	4♥, some void (3N asks LH), MAX
3NT	Asks
	4♣, ♣ void
	4♦, ♠ void
3NT	Offer to play with good long diamond, usually 7
4♣	2461
4♦	1462
4♥	5♥ 6♦

1♦-1♠-?

1NT	11-13(14), = no singleton, BAL
	2C = Relay to 2♦ (to play, INV or ST)
	2♦ Forced
	2♥ 4144, INV+
	2NT MIN
	3♣ 4+♣, MIN
	3♦ 4+♦, MIN
	3♥ 4+♣, MAX
	3♠ 4+♦, MAX
	3NT No fit, MAX
	2♠ 5+♠, INV
	2NT INV, BAL
	3♣ 5♠ 5+♣, INV
	3♦ 5♠, 5+♦, INV
	3♥ 55 MM, strong INV w/good ♥
	3♠ 6+♠, strong INV
	3NT 5♠, COG (choice of games)
	4♣ 0-1♣
	4♦ 0♦
	4♥ 0♥
2♦	GF
	2♥ 3♠, no 5m
	2♠ 0-2♠, some 5m
	2NT Asks
	3♣ 5♣
	3♦ 5♦
	2NT 0-2♠, no 5m
	3♣ 3♠, 5♣
	3♦ 3♠, 5♦
2♥	Some canape INV+
	2♠ HHx ♠ support
	2NT Less than HHx ♠ support
	3♣ 4♠ (5)6+♣, INV
	3♦ 4♠ (5)6+♦, INV
	3♥ 4♠ 5♣, GF
	3♠ 4♠ 5♦, GF
2♠	(5)6+♠, S/O
2NT	Transfer to ♣
	3♣ Forced
	Pass 6+♣, to play
3♣	5+♠ 5+♣, ST
3♦	5+♠ 5+♦, ST
3♥	5+♠ 5+♥, ST
3♠	5+♠ 5+♦, ST
3NT	S/O
4♣	RKCB in ♠
4♦	1♦ (with void 2♣)
4♥	1♥ (with void 2♣)
4♠	S/O

2♣	Natural, can be 1444 or 1453, not 6♦ 4♣
2♦	3+♦, S/O
2♥	GF
2♠	a) 1444
	b) 1453
	c) 3♠
2NT	Asks
	3♣ Not 3♠
	3♦ Asks
	3♥ 1444, Mulberry
	3♠ 1435, Mulberry
	3NT 1453, Mulberry
	3♥ Sets ♥
	3♦ 3154, MIN, Mulberry
	3♥ 3154, MAX, Mulberry
	3♠ 3055, MIN, Mulberry
	3NT 3055, MAX, Mulberry
2NT	13(54)
	3♣ 4♣
	3♦ 4♣
	other 5♣
	3♦ 4♦
	3♥ 4♦
	other 5♦
3♣	55 mm
3♦	22(54)
	3♥ Asks ♥ Qx or more
	3NT Yes
	3♠ Asks ♥ Jx or more
	3NT No
	3♥ ?
	3♠ 0454, MIN, Mulberry
	3NT 0454, MAX, Mulberry
2♠	6+♠, S/O
2NT	9-12, INV
3♣	4+♣, INV
3♦	4+♦, INV
3♥	5♠ 5♥, GF
3♠	6+♠, INV
3NT	S/O
4♠	6+♠, S/O
2♦	6+♦, MIN
2♥	GF
	2♠ 3♠
	2NT 1361, 2263, 2362
	3♣ 6♦ 4♣
	3♦ 7♦
2♠	6+♠, NF
2NT	INV
3♦	INV
2♥	a) 4♠, not MIN, some short
	b) 5♥ 6♦, MIN
2♠	S/O
2NT	Asks and shows some values
	3♣ Low (♣) splinter
	3♦ Middle (♦) splinter
	3♥ High (♥) splinter
2♠	11-12, 4♠ (unless 3451), BAL or MIN
2NT	Asks
	3♣ 4351
	3♦ 3451

	3♥	4153
	3♠	MIN
	3NT	4♠ 6♦, MIN
	4♣	4252
	4♦	4441
	4♥	4144
	4♠	BAL, MAX
3♣	5+♣, INV	
3♦	5+♦, INV	
3♥	5+♥, INV	
3♠	INV	
3NT	S/O	
4♣	Splinter, ST	
4♦	Splinter, ST	
4♥	Splinter, ST	
4♠	S/O	
2NT	13-15, 3♠ 6+♦, F1	
3♣	13-15, 55 mm, NF	
3♦	13-15, 2 ⁻ ♠ 6+♦	
3♥	5♥ 6♦, MAX	
3♠	4♠, some short, MAX	
3NT	Offer to play with good long diamond usually 7	
4♣	4♠, some void	
4♦	4♠, 1♦	
4♥	4♠, 1♥	
4♠	5♠ 6♦	

4.3 1♥

1♠	4+♠, F1
1NT	Semi-forcing
2♣	2+♣, GF
2♦	5+♦, GF
2♥	7-11, 3+♥, NF
2♠	6-10, 5+♠, NF
2NT	10+, (3)4+♥, INV+
3♣	5+♣, INV
3♦	5+♦, INV
3♥	7-9, 4+♥
3♠	3+♥, 0♠, GF
3NT	(4333) choice of games
4♣	3+♥, 0♣, GF
4♦	3+♥, 0♦, GF
4♥	S/O
4♠	RCKB in ♥
4NT	Gerber

1♥-1♠-?

1NT	Nat
2♣	10-12, Forces 2♦, INV
	2D = Forced
2♥	3+♥, INV
	2♠ 5♠, INV
	2NT Nat, INV
2♦	13+, GF
	2H = Strong suit (2 of AKQ), 2 ⁻ ♠
	2S = 3♠
	2N = Neither

	2♥	S/O
	2♠	S/O
	2NT	? (relay to 3♣)
	3♣	5+♣, GF
	3♦	5+♦, GF
	3♥	3+♥, ST
	3♠	5+♠, ST
2♣	4+♣, NF	
	2♦	5+♦, NF
	2♥	S/O
	2♠	Ask distrib, GF
		2N = 2♠
	3♠	5♠, NF
	3NT	S/O
	4♠	6♠, NF
	3♣	1534
	3♦	0544
	3♥	6♥ 4♣
	3♠	3505
	3NT	3514
	2NT	S/O
	3♠	6+♠, INV
	3NT	S/O
2♦	4+♦	
	2♥	S/O
	2♠	Ask distrib, GF
		2N = 2♠
	3♠	5♠, NF
	3NT	S/O
	4♠	6♠, NF
	3♣	1543
	3♦	0544
	3♥	6♥ 4♦
	3♠	3550
	3NT	3541
	2NT	S/O
	3♠	6+♠, INV
	3NT	S/O
2♥	BAL	
	2♠	Ask distrib, GF
		2N = 2533
		3C = 5♥ + a minor
		3D = 4522
		3H = 6+♥
	3♠	Asks
		3NT
		4♣
		4♦
		4♥
		4♥
	3♠	3622
	2NT	Nat, INV
	3♣	5+♣, INV
	3♦	5+♦, INV
	3♥	3+♥, INV
	3♠	5+♠, INV
2♠	4+♠, or 3♠ with weak m	
	2NT	Asks
		3C = 3♠, (could be 35(32)), MIN
		3D = 3♠, UNBAL, MAX
		3H = 4♠, MIN

	3S = 4♠, MAX
	3N = 4522, MAX and ?
	4C = Splinter, solid 6+♥
	4D = Splinter, solid, 6+♥
3♣	3+♥, F1
	3D = MIN
	3H = MAX
3♦	4♠, F1
	3H = MIN
	3S = MAX
3♥	2♥, 4♠, NF
3♠	0-1♥, 4♠, NF
3NT	3♥, BAL, NF
4♥	S/O
4♠	S/O
2NT	?
3♣	5♥ 5♣, extras, NF
	3♦ NF
	3♥ NF
	3♠ F1
	4♣ F1
	4♦ RKCB in ♣
	4♠ RKCB in ♥
3♦	5♥ 5♦, extras, NF
	3♥ NF
	3♠ F1
	4♣ RKCB in ♣
	4♦ F1
	4♠ RKCB in ♥
3♥	
3♠	
3NT	4♠7♥

4.4 1♠

1♠-?	
1NT	Semi-forcing
2♣	2+♣, GF
2♦	5+♦, GF
2♥	6-10, 5+♥, NF
2♠	7-11, 3+♠, NF
2NT	10+, (3)4+♠, INV+
3♣	5+♣, INV
3♦	5+♦, INV
3♥	7-9, 4+♠
3♦	5+♥, INV
3NT	(4333) choice of games
4♣	3+♥, 0♣, GF
4♦	3+♥, 0♦, GF
4♥	3+♥, 0♥, GF
4♠	RCKB in ♠
4NT	Gerber

4.5 1NT

1NT-?	
2♣	a) weak 4441/4351/3451/3442
	b) very weak with good distribution
	c) INV, 5♠ 4♥

d) GF, 4+ M với 54MM
 2♦ TRF to ♥
 2♥ TRF to ♠
 2♠ a) TRF to ♣
 b) Asks strength
 2NT TRF to ♦
 3♣ 54 mm, NF
 3♦ 54 mm, GF
 3♥ 31(54), GF
 3♠ 13(54), GF
 3NT S/O, no 4M
 4♣ Gerber
 4♦ TRF to ♥, 6+♥
 4♥ TRF to ♠, 6+♠

1NT-2♣-?

2♦ no 4+ M
 2♥ weak, 4+ 4+ MM, NF
 2♠ 5♠ 4♥, INV
 2NT INV
 3♣ (5)6+♣, GF
 3♦ (5)6+♦, GF
 3♥ 5♠ 4♥, GF
 3NT 2♠
 4♠ 3♠
 3♠ 4♠ 5♥, GF
 3NT 2♥
 4♥ 3♥
 3NT S/O
 4♣ 4♠ 6♥, ST
 4♦ 6♠, 4♥, ST
 4♥ 4♠, 6♠, S/O
 4♠ 6♠, 4♥, S/O
 4NT INV to 6N
 2♥ 4+♥
 2♠ 5♠ 4♥, INV
 2NT 3-♥, INV
 3♣ (5)6+♣, GF
 3♦ (5)6+♦, GF
 3♥ 4♥, INV
 3♠ 5♠ 4♥, GF
 3NT S/O
 4♦ RKCB in ♥
 4♥ S/O
 4♠ S/O
 2♠ 4+♠, no 4+♥
 2NT 3-♠, INV
 3♣ (5)6+♣, GF
 3♦ (5)6+♦, GF
 3♥ 4♠ 5♥, GF
 3♠ 4♠, INV
 3NT S/O
 4♦ RKCB in ♥
 4♥ S/O
 4♠ S/O

1NT-2♦-2♥-?

2♠	4♠ = 5♥, INV
2NT	5♥, SBAL, INV
3♣	4+♣, GF
3♦	4+♦, GF
3♥	(5)6+♥, INV
3♠	Autosplinter
3NT	5♥, SBAL, P/C
4♣	Autosplinter
4♦	Autosplinter
4♥	6+♥, ST

1NT-2♥-2♠-?	
2NT	5♠, SBAL, INV
3♣	4+♣, GF
3♦	4+♦, GF
3♥	5+♥, GF
3♠	(5)6+♠, INV
3NT	5♠, SBAL, P/C
4♣	Autosplinter
4♦	Autosplinter
4♥	Autosplinter
4♠	6+♠, ST

1NT-2♠-?	
2NT	MIN
	Pass INV
	3♣ Clubs
3♣	MAX
	Pass Clubs
	3NT INV

4.6 2♣

2♣-?	
2♦	10+, 4+ M or 13+, 5+ mast
2♥♠	4 card suit
	3♦♥♠ 12+, 5+ suit, GF
2NT	14-15, no 4M, GF
	3♦♥♠ 12+, 5+ suit, GF
3♣	11-13, no 4M
	3♦♥♠ 12+, 5+ suit, GF
3♦♥♠	14-15, 6+♣ ja 4+ card suit, GF
	3♥♠ 12+, 5+ suit
2♥♠	7-11, 5+ suit, NF
2NT	9-11, no 4M, 2 ⁻ ♣, INV
3♣	5-8, 3+♣
4♣	9-11, no 4M, 3+♣, INV
3NT	12+, no 4M

4.7 2♦

2♦-?	
Pass	6+♦, no interest in majors
2♥♠	Better major, S/O

2NT	15+ , asks
3♣	(1. step) 3-7, ♥ better
3♦	(2. step) 3-7, ♠ better
3♥	(3. step) 8-10, ♥ better
3♠	(4. step) 8-10, ♠ better
3♣♦	15+ , 6+ mast, F1

4.8 2♥

2♥-?	
2♠3♣♦	15+, 5+ card good suit, F1
2NT	15+, asks
3♣	(1. step) 3-7, bad suit
3♦	(2. step) 3-7, good suit
3♥	(3. step) 8-10, bad suit
3♠	(4. step) 8-10, good suit
3♥	0-14, 3+♥, preempt
4♥	S/O

4.9 2♠

3♣♦♥	15+, 5+ card good suit, F1
2NT	15+, asks
3♣	(1. step) 3-7, bad suit
3♦	(2. step) 3-7, good suit
3♥	(3. step) 8-10, bad suit
3♠	(4. step) 8-10, good suit
3♠	0-14 , 3+♠, preempt
4♠	S/O

4.10 2NT

2NT-?	
3♣♦	0-16, S/O
4♣♦	17-20, 3+ suit, INV
5♣♦	21+, 3+ suit, S/O
Pass	12-19, stoppers in majors, no support
3NT	20+, stoppers in majors

4.11 3NT

3NT-?	
Pass	Stoppers in all suits
4♣	P/C
4♦	Asks shortness
4♥	splinter
4♠	splinter
4NT	7222
5♣	7+♣ , 0-1♦
5♦	7+♦ , 0-1♣
5♣	P/C
5♦	S/O

5 Competitive bidding

5.1 1♣

1♣-(D)-?

Pass	0-5, any or trap
1♦	6-7, any, sys on
Rdbl	GF, no good bid
1♥	8+, 5+♥, GF
1♠	8+, 5+♠, GF
1NT	8-11 or 14+, BAL, GF
2♣	8+, 5+♣, GF
2♦	8+, 5+♦, GF
2NT	12-13, BAL
3X	7+ suit, NF

1♣-(bid)-?

Pass	0-5, any or trap
Dbl	6-7, any, sys on, F2♠
New	suit = 8+, 5+ suit, GF
Cheapest N	= 8-11 or 14+
Jump	in N = 12-13, BAL, GF
Cue	a) 8+, BAL, no stop (2 level) b) 8+, BAL, 3-suited (3 level)
Jump	Cue = 4441, short in bid suit
3X	(over 1X) = 7+ suit, NF

Over 2♠ or higher, Dbl includes 8+ with no convenient bid. (Then 2N=F1)

Over 3 or higher any positive action is GF.

1♣-(P)-bid-(bid)-?

Dbl	T/O if suit not shown
Opener's cue	= Michaels
Opener's jump cue	= Nat

5.2 1♦

1♦-(D)-?

Rdbl	INV+
1♥	4+♥
1♠	4+♠
1NT	5-8, to play
2♣	TRF to ♦
2♦	TRF to ♥
2♥	TRF to ♠
2♠	TRF to ♣
2NT	11+, 5+♦
3♣	0-10, 54+ mm
3X	6+ suit, INV

5.3 1N

System on over non-penalty doubles (any meaning) or 2♣ (any meaning except majors).

Over penalty doubles we play Meckwell Escapes.

1NT-(D	penalty)-?
Pass	To play
Rdbl	m or MM
2♣	Forced
	Pass 5+♣
	2♦ 5+♦
	2♥ 4+4+ MM, P/C
2♣	♣ + higher
2♦	♦ + higher
2♥	5+♥
2♠	5+♠
2NT	GF
3X	6+ suit, INV
3NT	S/O

6 Defensive bidding

6.1 Overcalls

6.1.1 Simple Overcalls

1X	8-16, 5+ suit
2X	10-16, 5+ suit
3X	12-16, (5)6+ suit

6.2 Cuebids

Cuebid - A forcing bid in a suit which bidder does not wish to play.

6.2.1 Michaels cuebid

(1♣)	2♣	5+♠ 5+♥
(1♦)	2♦	5+♠ 5+♥
(1♦	precision)	
	2H = 5+♠ 5+♥	
(1♥)	2♥	5+♠ 5+m
(1♠)	2♠	5+♥ 5+m

6.3 1♣

6.3.1 Strong

(1♣)-?	
X	Majors
1NT	Minors

(1♣)-P-(1♦)-?	
X	Majors
1NT	Minors

6.4 1N

Over 1N we play Multi-Landy (Woolsey).

Weak range includes 12 points. 13-15 or better is strong, 12+-15 is weak.

(1NT)	- ?
Dbl	Vs strong, by PH or 4 th hand: 4M 5+ m Vs weak: Penalty, 14+
2♣	44+ MM
2♦	5+ M
2♥	5♥ 4+ m
2♠	5♠ 4+ m
2NT	55 mm

6.5 2N

(2NT	minors)-?
Dbl	penalty interest for at least 1 minor
3♣	majors, ♥ better
3♦	majors, ♠ better

6.6 2 minor

(2♣♦♥	majors)-?
X	vähemalt üks 4+ M
Dbl	4+ M
2♥	minors, ♣ better
2♠	minors, ♦ better

6.7 3X preempt

(3♣)-?	
4♣	55 MM
4♦	5♦ 5M

(3♦)-?	
4♣	5♣ 5M
4♦	55 MM

(3♥)-?	
4♣	5♠ 5♣
4♦	5♠ 5♦
4♥	Strong, 5♠ 5m

(3♠)-?	
4♣	5♥ 5♣
4♦	5♥ 5♦
4♥	Strong, 5♥ 5m