Nalja kah

19. märts 2020. a.

Sisukord

1 Lühendid

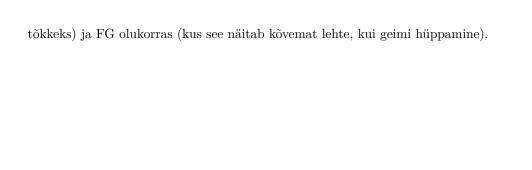| (xxxx)	suvaline mastide jaotus
xxxx	täpne mastide jaotus
BAl	ühtlane
SBAL	poolühtlane või ühtlane
F1	sundiv üheks ringiks
NF	mittesundiv
FG	geimini sundiv
F<pakkumine>	pakkumiseni sundiv
INV	kutse
S/T	slämmi proovimine
S/O	sulgev
MIN	miinimum
MAX	maksimum
M	♡ või ♠
MM	kallismastid
m	♣ või ♢
mm	odavmastid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

2 Üldised põhimõtted

- Esimesena naturaalselt pakutud mast on (vähemalt) 5-ne; muidu paku NT, 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).
- NT pakkumine ei ole sundiv (kuid süsteemne kunstlik 2NT 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), FG olukorras või lähimast NT pakkumisest kõrgemal lubab selle 1 võrra pikemaks.
- Oma masti kordamine partneri sundiva pakkumise peale madalamal kui lähim NT pakkumine ei luba masti pikemaks, vaid näitab nõrgemapoolset lehte (nt 1♡ – 2♣ – 2♡)
- 4. masti sund: kui 3 masti on meie poolt naturaalselt pakutud, siis 4. pakkumine on kunstlik ja sunnib (FG).
- Geimi pakkumine (3NT, 4♡♠ 5♣♢) on üldjuhul sulgev.
- Partneri masti toetamine geimist madalamal on tavaliselt kutsuv. See ei ole kutsuv partneri tõkkepakkumise peale (on

tõkkeks) ja FG olukorras (kus see näitab kõvemat lehte, kui geimi hüppamine).

3   Openings

1♣*	16^+ or 17^+ BAL, F1
1♢*	a) 11-15, with 6^+♢, can have 5♠, 5♡or 6♣
	b) $1^{st}2^{nd}$NV 14-16 BAL
1♡♠	11-15, 5^+suit
1NT*	a) $1^{st}2^{nd}$NV 10,5-13, SBAL, 5M or 6m ok
	b) $1^{st}2^{nd}$V, 3^{rd}NV 14-16, SBAL, 5M or 6m ok
	c) 3^{rd}V, 4th 15-17, 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

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

4   Responses

4.1   1♣

1♣ - ?

1♢*	0-7
	1♡♠/2♣♢ 17-20, 5^+mast
	0-4 PASS
	5-7 paku
	2♡♠/3♣♢ 21^+, 5^+mast, F1
	1NT 18-20, BAL (edasi nagu 1NT)
	2NT 21-24, BAL
	3NT 25^+, BAL
1♡♠/2♣♢	8^+, 5^+mast, FG
1NT	8-11 või 14^+, FG
	2♣* BAL või ♣ mast
	2♢♡♠3♣ lähim 4ne mast
2♡♠	4-7, 6^+hea mast (min QJxxxx)
2NT	12-13, FG
3♣♢♡♠*	8^+, splinter (ehk 4441), FG

4.2   1♢

INV	9-12
FG	13^+

1♢ - ?

PASS	0-6
1♡	$(4)6^+$, $(3)4^+$mast, F1
1♠	$(4)6^+$, $(3)4^+$mast, F1
1NT	$(6)7-11^-$, BAL, no 4M, NF
	2♣* 54 mm
	2♢ 6^+♢
2♣	11^+, $(4)5^+$♣, no major unless FG and 6^+♣, F1
2♢	11^+, $(4)5^+$♢, no major unless FG and 6^+♢, F1
2♡	10^-, 5^+♠4^+♡
2♠	11^+, 5^+♠4^+♡, INV opposite 11-13 BAL
2NT	11^+-13, BAL, no 4M, INV
	3♣* 54 mm
	3♢ 6^+♢
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♠				
	1NT	Nat, no game, S/O			
	2♣*	FG			
		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
				3♡	Sets ♡
				3♢	4351
				3♡	4360
			2NT	Relay, shows 4♠	
			2NT	Relay, shows 4♠	
		2♠	?		
		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♡	FG, ST			
	3♠	FG, ST			
	3NT	S/O			
	4♣*	4♠, splinter, FG			

	4♢*	4♠, splinter, FG				
	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♢	FG				
		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♣, FG		
			3♠*	4♡5♢, FG		
	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♣*	5⁺4⁺mm, not 6♢4♣					
	2♢	3⁺♢, S/O				
	2♡	6♡, S/O				
	2♠*	FG				
		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	

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			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◇ — 11-12, 6+◇
  - 2♡ — 6♡, NF
  - 2♠* — FG
    - 2NT — 3161, 2263, 3262
    - 3♣ — 6◇4♣
    - 3◇ — 7◇
    - 3♡ — 3♡
  - 2NT — INV
  - 3◇ — 2+◇, INV
- 2♡ — 11-12, 4♡, BAL
- 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♡ — FG, 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 (3NT 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
  - 2♣ — 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♢   FG

     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♣, FG

         3♠*   4♠5♢, FG

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♡*   FG

         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♣   55 mm

         3♢   22(54)

         3♡   ?

         3♠   0454, MIN, Mulberry

         3NT   0454, MAX, Mulberry

     2♠   6+♠, S/O

     2NT   9-12, INV

     3♣   4+♣, INV

     3♢   4+♢, INV

     3♡   ?

     3♠   6+♠, INV

     3NT   S/O

	4♠	6+♠, S/O	
2♦	6+♦, MIN		
	2♡*	FG	
		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♠, BAL or MIN		
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♡ - ?

1♠	4$^+$♠, F1
1NT	semi-forcing
2♣	2$^+$♣, FG
2♢	5$^+$♢, FG
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♠, FG
3NT	(4333) choice of games
4♣	3$^+$♡, 0♣, FG
4♢	3$^+$♡, 0♢, FG
4♡	S/O
4♠	RCKB in ♡
4NT	Aces (0/1/2/3/4)

1♡ - 1♠ - ?

1NT	Nat			
	2♣*	10-12, Forces 2♢, INV		
		2♢	Forced	
			2♡	3$^+$♡, INV
			2♠	5♠, INV
			2NT	Nat, INV
	2♢*	13$^+$, FG		
		2♡	Strong suit (2 of AKQ), 2$^-$♠	
		2♠	3♠	
		2NT	Neither	
	2♡	S/O		
	2♠	S/O		
	2NT*	? (relay to 3♣)		
	3♣	5$^+$♣, FG		
	3♢	5$^+$♢, FG		
	3♡	3$^+$♡, ST		
	3♠	5$^+$♠, ST		
2♣	4$^+$♣, NF			
	2♢	5$^+$♢, NF		
	2♡	S/O		
	2♠	Ask distrib, FG		
		2NT	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, FG		
		2NT	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, FG
		2NT			2533
		3♣			5♥+ a minor
		3♦			4522
		3♥			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
		3♣			3♠, (could be 35(32)), MIN
		3♦			3♠, UNBAL, MAX
		3♥			4♠, MIN
		3♠			4♠, MAX
		3NT			4522, MAX and ?
		4♣			Splinter, solid 6+♥
		4♦			Splinter, solid,6+♥
	3♣				3+♥, F1
		3♦			MIN
		3♥			MAX
	3♦				4♠, F1
		3♥			MIN
		3♠			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♥

1♡ - 1♠ - ?

  1NT
  2♣
  2♢
  2♡
  2♠
  2NT
  3♣
  3♢
  3♡
  3♠
  3NT

1♡ - ?

PASS	0-6, 2$^-$♡ or 0-4, 3♡		
1♠	7$^+$, 4$^+$♠, F1		
	1NT	?	
		2♣*	Checkback
	(1NT2♣♢)		
		DBL	3♠
		2♠	4♠
1NT	7-11, 2$^-$♡		
2♣♢	a) 11$^+$, 5$^+$mast, 2$^-$♡, ebaühtlane, F1		
	b) 16$^+$, 4$^+$mast, 2$^-$♡, ST		
2♣* 3rd	Drury		
	2♢*	9$^-$	
	2♡	10-12	
	2♠	8-12(13), 4$^+$♠	
	3♡	13-16	
2♡	5-9, 3$^+$♡, mänguks		
2♠	?		
2NT*	a) 10-11, 3$^+$♡, F3♡		
	b) 16$^+$, 3$^+$♡, FG		
	3♣♢	4$^+$mast, F1	
	3♡	MIN, ei ole kõrvalmasti	
	3♠/4♣♢*	MAX, singel/renoo	
	3NT	MAX, 5♡, (5332)	
	4♡	MAX, 6$^+$♡, (6322) või (7222)	
3♡*	0-5, 4$^+$♡, tõkkeks		
3NT	12-15, 2$^-$♡, BAL		
4♡	12-15, 3$^+$♡, pole slämmihuvi		
3♠4♣♢*	Splinter, u 13, 4$^+$♡		
	4♡	sulgev	
	uus mast*	kontroll	
	4NT*	RKCB	

4.4 1♠

1♠ - ?

Kui ei ole toetust		
PASS	0-6	
2♣♢	a) 11$^+$, 5$^+$mast, ebaühtlane, F1	
	b) 16$^+$, 4$^+$mast, FG	
2♣* 3rd	Drury	
1NT	7-11,	
3NT	12-15, BAL	
Kui on toetus		
PASS	0-4	
2NT*	a) 10-11, 3$^+$♠, F3♠	
	b) 16$^+$, 3$^+$♠, S/T	
	3♣♢♡	4$^+$mast, F1
	3♠	MIN, ei ole kõrvalmasti

4♣◇♡* MAX, singel/renoo
3NT MAX, 5♠, (5332)
4♠ MAX, 6$^+$♠, (6322) või (7222)
2♠ 5-9, 3$^+$♠, mänguks
3♠* 0-5, 4$^+$♠, tõkkeks
4♠ 12-15, 3$^+$♠
4♣◇♡* Splinter, u 13, 4$^+$♠
4♠ S/O
uus mast* kontroll
4NT* RKCB

4.5 1NT

1NT - ?

2♣*	a) weak 4441/4351/3451/3442
	b) very weak with good distribution
	c) INV, 5♠4♡
	d) FG, 4+M või 54MM
2♢*	TRF to ♡
2♡*	TRF to ♠
2♠*	a) TRF to ♣
	b) BAL, INV
2NT	TRF to ♢
3♣*	54 mm, NF
3♢*	54 mm, FG
3♡*	31(54), FG
3♠*	13(54), FG
3NT	S/O, no 4M
4♣*	Gerber
4♢*	TRF to ♡, 6+♡
4♡*	TRF to ♠, 6+♠
4NT*	INV to 6NT
5NT*	INV to 7NT

1NT - 2♣ - ?

2♢*	no 4+M	
	2♡*	weak, 4+4+MM, NF
	2♠*	5♠4♡, INV
	2NT	INV
	3♣	(5)6+♣, FG
	3♢	(5)6+♢, FG
	3♡*	5♠4♡, FG
		3NT 2♠
		4♠ 3♠
	3♠*	4♠5♡, FG
		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 6NT
2♡	4+♡	
	2♠*	5♠4♡, INV
	2NT	3⁻♡, INV
	3♣	(5)6+♣, FG
	3♢	(5)6+♢, FG
	3♡	4♡, INV
	3♠*	5♠4♡, FG
	3NT	S/O
	4♢*	RKCB in ♡
	4♡	S/O
	4♠	S/O
2♠	4+♠, no 4+♡	
	2NT	3⁻♠, INV
	3♣	(5)6+♣, FG
	3♢	(5)6+♢, FG
	3♡*	4♠5♡, FG
	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+♣, FG
3♢	4+♢, FG
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+♣, FG
3♢	4+♢, FG
3♡	5+♡, FG
3♠	(5)6+♠, INV
3NT*	5♠, SBAL, P/C
4♣*	Autosplinter
4♢*	Autosplinter
4♡*	Autosplinter
4♠	6+♠, ST

4.6 2♣

2♣ - ?

2♢*	9+, 4+M või 12+, 5+mast	
	2♡♠	4-ne mast
		3♢♡♠ 12+, 5-ne mast, FG
	2NT*	15-16, no 4M, FG
		3♢♡♠ 12+, 5-ne mast, FG
	3♣	12-14, no 4M
		3♢♡♠ 12+, 5-ne mast, FG
	3♢♡♠	15-16, 6+♣ ja 4-ne kõrvalmast, FG
		3♡♠ 12+, 5-ne mast
2♡♠	7-11, 5-ne mast, 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+♢, ei taha mängida kallismaste	
2♡♠	parem kallismast, sulgev	
2NT	14+, küsib	
	3♣*	(1. aste) 5-8, ärtu parem
	3♢*	(2. aste) 5-8, pada parem
	3♡	(3. aste) 9-11, ärtu parem
	3♠	(4. aste) 9-11, pada parem
3♣♢	14+, 6+mast, F1	

4.8 2♡

2♡ - ?

PASS	enamasti pakud seda	
2♠/3♣♢	14+, 5-ne hea mast, F1	
2NT*	14+, küsib, (hea mast min 2 AKQst)	
	3♣	(1. aste) 5-8, kehv mast
	3♢	(2. aste) 5-8, hea mast
	3♡	(3. aste) 9-11, kehv mast
	3♠	(4. aste) 9-11, hea mast
3♡	0-13, 3+♡, tõkkeks	
4♡	S/O	

4.9 2♠

2♠ - ?

PASS	enamasti pakud seda	
3♣♢♡	14+p, 5-ne hea mast, F1	
2NT*	14+p, küsib, (hea mast min 2 AKQst)	
	3♣	(1. aste) 5-8 p, kehv mast
	3♢	(2. aste) 5-8 p, hea mast
	3♡	(3. aste) 9-11 p, kehv mast
	3♠	(4. aste) 9-11 p, hea mast
3♠	0-13 , 3+♠, tõkkeks	
4♠	S/O	

4.10 2NT

2NT - ?

3♣♢*	0-16, S/O
4♣♢*	17-20, 3+mast, INV
5♣♢*	21+, 3+mast, S/O
PASS	12-19, pidamine kallismastides, pole tuge
3NT	20+, pidamine kallismastides

Strong 20-21 system.

2NT - ?

3♣		Muppet Stayman (can be 5♠4♡)		
	3◇	no 5$^+$M		
		3♡	4♠, 3$^-$♡	
		3♠	4♡, 3$^-$♠	
		4♣	44 MM	
		4◇	Pick a slam	
		4NT	Quantiative	
	3♡	no 4M		
		3♠	Relay to 3NT	
		3NT	5♠	
		4♣	5$^+$♣, F1	
		4◇	5$^+$◇, F1	
		4♡	4144, ST	
		4♠	1444, ST	
		4NT	Quantitative	
	3♠	5♠		
		3NT	S/O	
		4♣	5$^+$♣, F1	
		4◇	5$^+$◇, F1	
		4♡	Forces 4♠	
		4♠	S/O	
		4NT	Quantitative, no fit	
	3NT	5♡		
		Pass	To play	
		4♣	5$^+$♣, F1	
		4◇	5$^+$◇, F1	
		4♡	S/O	
		4♠	RKCB in ♡	
		4NT	Quantitative, no fit	
3◇		TRF to ♡		
3♡		TRF to ♠		
3♠		TRF to 3NT		
3NT		44(41)		
4♣		55 mm, ST		
4◇		TRF to ♡		
4♡		TRF to ♠		
4♠		2344, ST in m		
4NT		Quantitative, probably (4333)		

4.11 3NT

3NT - ?

PASS	Pidajad kõigis mastides peale partneri oma	
4♣*	P/C (enamasti pakud seda)	
	4◇	parandad selleks kui on ruutut
4◇*	küsib lühidust	
	4♡	splinter
	4♠	splinter
	4NT	7222
	5♣	7$^+$♣, ruutu singel või renoo
	5◇	7$^+$◇, risti singel või renoo
5♣*	P/C	
	5◇	parandad selleks kui on ruutut
5◇*	S/O, kui tead, et partneril on ruutu	

5 Competitive bidding

5.1 1♣

1♣ - (DBL) - ?

Pass	0-5, any or trap
1♢	6-7, any, sys on
RDBL	FG, no good bid
1♡	8^+, 5^+♡, FG
1♠	8^+, 5^+♠, FG
1NT	8-11 or 14^+, BAL, FG
2♣	8^+, 5^+♣, FG
2♢	8^+, 5^+♢, FG
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, FG
Cheapest NT	8-11 or 14^+
Jump in NT	12-13, BAL, FG
Cue	a) 8^+, BAL, no stop (2 level)
	b) 8^+, BAL, 3-suited (3 level)
Jump Cue	4441, short in bud suit
3X (over 1X)	7^+suit, NF

Over 2♠ or higher, DBL includes $8^+$with no convenient bid. (Then 2NT=F1)

Over 3 any or higher any positive action is GF.

Pass - DBL inversion.

1♣ - (Pass) - bid - (bid) - ?

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

5.2 1♢

1♢ - (DBL) - ?

RDBL	4^+♡
1♡	4^+♠
1♠	Requests 1NT, no interest in major suit fit
1NT	5^+♣, SBAL, F1
2♣	6^+♣, NF
2♢	5^+♢, NF
2♡	54 MM, P/C
2♠	54 MM, INV
2NT	11^+, 5^+♢
3♣	0-10, 5^+4^+mm (usually 55)
3X	6^+suit, INV

1♢ - (1♡) - ?

DBL	4♠, F1
1♠	5^+♠, F1
1NT	Nat, NF
2♣	5^+♣, NF
2♢	5^+♢, NF
2♡	FG
2♠	6^+♠, FG
2NT	0-10, 5^+4^+mm, F1

3X	9-12, 6$^+$suit, INV
3♡	Stopper ask with running minor
3NT	S/O

1♢ - (1♠) - ?

DBL	4♡
1NT	5-8
2♣	5$^+$♣
2♢	5$^+$♢
2♡	5$^+$♡
2♠	5$^+$♡
2NT	0-10, 5$^+$4$^+$mm, F1
3X	6$^+$suit
3♠	Stopper ask with running minor

1♢ - (1NT) - ?

DBL	Penalty
2♣	4$^+$4$^+$MM
2♢	5$^+$♢
2♡	5$^+$♡
2♠	5$^+$♠
2NT	Minors
3X	6$^+$suit

1♢ - (2♣) - ?

DBL	T/O
2♢	5$^+$♢
2♡	5$^+$♡
2♠	5$^+$♠
2NT	9-12 3♣ 5$^+$5$^+$MM, INV$^+$
3X	

1♢ - (2♣) - ?

1♡	
1♠	
1NT	
2♣	
2♢	
2♡	
2♠	
2NT	
3X	

1♢ - (2♣) - ?

1♡	
1♠	
1NT	
2♣	
2♢	
2♡	
2♠	
2NT	
3X	

1♢ - (2♣) - ?

    1♡
    1♠
    1NT
    2♣
    2♢
    2♡
    2♠
    2NT
    3X

1♢ - (2♣) - ?

    1♡
    1♠
    1NT
    2♣
    2♢
    2♡
    2♠
    2NT
    3X

5.3 1♡

5.4 1♠

5.5 1NT

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

Over penalty doubles we play Meckwell Escapes.

1NT - (DBL 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	FG		
3X	6^+suit, INV		
3NT	S/O		

1NT - (2♣ majors) - ?

DBL	Penalty interest		
2♢	5^+♢, NF		
2♡	mm		
2♠	m or mm, FG		
2NT	Relay to 3♣		
	3♣	Forced	
		Pass	S/O
		3♢	TRF to ♡
		3♡	TRF to ♠
3♣	6^+♣, FG		
3♢	6^+♢, FG		
3M	Short		
3NT	S/O		

1NT - (2◇ majors) - ?

DBL	Penalty interest		
2♡	mm		
2♠	m or mm, FG		
2NT	Relay to 3♣		
	3♣	Forced	
		Pass	S/O
		3◇	S/O
		3♡	Nat
		3♠	Nat
3♣	6$^+$♣, FG		
3◇	6$^+$◇, FG		
3M	Short		
3NT	S/O		

1NT - (2◇ not majors) - ?

DBL	4$^+$M, usually like Stayman	
2♡	Nat, NF	
2♠	Nat, NF	
2NT	Relay to 3♣	
	3♣	Forced
3 opp suit	Short	
3 other suit	Nat, FG	
3NT	S/O	

1NT - (2♡ majors) - ?

DBL	Penalty		
2♠	?		
2NT	Relay to 3♣		
	3♣	Forced	
		Pass	S/O
		3◇	S/O
		3♡	Nat
		3♠	Nat
3m	Nat, FG		
3M	Nat, FG		
3NT	S/O		

1NT - (2M nat, or with another (unknown) suit) - ?

DBL	Negative, Staymanish (avoid with shortness)		
2♠	Nat, NF		
2NT	Relay to 3♣		
	3♣	Forced	
		Pass	S/O
		3 lower	S/O
		3M	♣, unBAL, ST
		3♠/2♡	4♠, primary clubs, FG
		3NT	♣, BAL, ST
3♣	◇, INV+, then oM by responder=nat, 2ndsuit		
3◇	5$^+$oM, INV+		
3♡	Short opp's M, FG		
	3♠	4 cards in oM	
3♠	mm, FG		
	3NT	S/O	
3NT	S/O		

If opponents show two specific suits, then cheaper cue = competitive with the other suits, and higer cue = GF with at least one (often both) of the other suits.

1NT - (3♣) - ?

DBL	Negative		
3♢	TRF to ♡, then raise = ST		
3♡	TRF to ♠, then raise = ST		
3♠	♢		
	3NT	Shows stop, S/O	
3NT	S/O		
4♣	Short		
4♢	TRF to ♡		
	4♡	Forced	
		4♠	RCKB
4♡	TRF to ♠		
	4♠	Forced	
		4NT	RCKB

1NT - (3♢) - ?

DBL	Negative
3♡	♠
3♠	♡
3NT	S/O
4♣	Nat, FG
4♢	Shord ♢
4♡	Nat
4♠	Nat
4NT	Nat

1NT - (3M) - ?

DBL	Negative
New suit below game is forcing	
4NT	Asks aces(0123)
	Then 5NT asks kings(0123), other is S/O

1NT - (4X) - ?

?

5.6 2♣

5.7 2♢

5.8 2♡

5.9 2♠

5.10 2NT

5.11 3♣

5.12 3♢

5.13 3♡

5.14 3♠

5.15 3NT

5.16 4♣

5.17 4♢

5.18 4♡

5.19 4♠

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

After overcall 2♣is Drury.

(1X) - 1♡ - (Pass) - 2♣*

2♢*	9$^-$
2♡	10-12
2♠	8-12(13), 4$^+$♠
3♡	13-16

(1X) - 1♠ - (Pass) - 2♣*

2♢*	9$^-$
2♠	10-12
3♡	13-16

6.2 Doubles

6.2.1 Takeout

6.2.2 Negative

6.2.3 Responsive

6.2.4 Maximal

6.2.5 Support

6.2.6 Balancing

6.2.7 Penalty – Lead Directing

6.2.8 Penalty

6.3 Cuebids

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

6.3.1 Michaels cuebid

(1♣)	2♣	5$^+$♠5$^+$♡
	2♣	5$^+$♠5$^+$♡
(1♢)		
	2♢	5$^+$♠5$^+$♡
(1♡)		
	2♣	5$^+$♠5$^+$m
(1♠)		
	2♣	5$^+$♡5$^+$m

6.4 1♣

6.4.1 Strong

[CRASH]

(1♣ 15$^+$ art) - ?

Kahemastilehed vähemalt 44 NV, 54 VUL

DBL	♠♣ või ♡♢
1♢*	♠♡ või ♢♣
1♡♠	5$^+$mast
1NT*	♠♢ või ♡♣
2♣♢♡♠	6$^+$mast

Edasine pakkumise käik: pakutakse kordamööda madalaimat sobivat masti, kui partner pani sobiva, siis passid.

1. Kahemastilehte lubavate pakkumiste peale valib vastaja mõlema variandi seast välja sobivama ja pakub madalaimat sobivat masti. Näiteks olukorras (1♣) - X - (pass) - ? hindab vastaja ♡♢seast sobilikumaks ärtu ja ♠♣seast risti. Sobilikest mastidest lähim on ärtu ja seega pakub ta 1♡*, mis on P/C.

2. Kui vastaja pakutud mast on üks avaja mastidest (näites ♡♢), siis ta passib. Kui avajal olid aga teised mastid (näites ♠♣), siis pakub ta oma mastidest lähimat (näites 1♠, mis ütleb, et tal olid mustad).

3. Selle peale saab avaja valida juba sobiva masti (antud näites ♣). Nii saab leida parima sobiva osamängu madalaimal võimalikul tasemel – ei jäeta vahele ühtegi sobivat masti.

Kõik vastaja pakkumised Crashile, mis lähevad üle mõlemast avaja ühe variandi pakkumisest, on naturaalsed. Näiteks (1♣) - DBL- (PASS) järel 1♠ja kõrgemad pakkumised (läks üle ♡♢). Või (1♣) - 1♢* - (1♠) järel 2♡ja kõrgemad (läks üle ♢♣).

Vastaja X on alati P/C.

Kõrgusest sõltumata palub vastaja NT pakkumine avajal pakkuda oma madalamat masti (tõkestamiseks).

6.4.2 Natural

(1♣) - 1♢ - (?)

(Pass)	1♡	(4)5⁺♡, NF
	1♠	(4)5⁺♠, NF
	1NT	Nat, NF
	2♣*	TRF to ♡
	2♢	3⁺♢
	2♡*	TRF to ♠
	2♠*	BAL unsuited for 1NT
	2NT*	Very preemptive or FG raise
	3♣*	Stopper ask
	3♢	Preemptive
	3♡	Fit jump
	3♠	Fit jump
(DBL)	Pass	Can be good
	RDBL	(4)5⁺♡
	1♡*	(4)5⁺♠
	1♠*	BAL misfit
	1NT	Natural
	2♣*	Better ♡
	2♢*	Better ♠
	2♡*	Fit jump, NF
	2♠*	Fit jump, NF
	2NT*	Very preemptive or FG raise
	3♣*	Stopper ask
	3♢	Preemptive raise
	3♡	Better fit jump, F1
	3♠	Better fit jump, F1
(1♡)	DBL	(4)5⁺♠
	1♠*	BAL unsuited for 1NT or 3NT
	1NT	Natrual
	2♣	Better ♠
	2♢	3⁺♢
	2♡	8⁺, (3)4⁺♢
	2♠	Fit jump
	2NT*	Very preemptive or FG raise
	3♣*	Stopper ask
	3♢	Preemptive raise
(1♠)	DBL	BAL unsuited for 1NT/3NT
	1NT	Natrual
	2♣	5⁺♡, better, F1
	2♢	3⁺♢
	2♡	5⁺♡, NF
	2♠	8⁺, (3)4⁺♢
	2NT*	Very preemptive or FG raise
	3♣*	Stopper ask
	3♢	Preemptive raise

(1NT)	DBL	Natural
	2♣	Majors
	2♢	3+♢
	2♡	S/O
	2♠	S/O
	2NT*	Very preemptive or FG raise
	3♣*	Stopper ask
	3♢	Preemptive raise
(2♣)	DBL	5+♡, better
	2♢	==5+♠==, better
	2♡	5+♡, NF
	2♠	5+♠, NF
	2NT	Very preemptive or FG raise
	3♣*	8+, (3)4+♢
	3♢	Weak raise
	3♡	Fit jump
	3♠	Fit jump

(1♣) - 1♡ - (?)

(Pass)	1♠	(4)5+♠, NF
	1NT	Natural, NF
	2♣	TRF to ♢
	2♢	5+♠, F1
	2♡	3+♡, NF
	2♠	BAL unsuited for 1NT or good ♢
	2NT	8+, 3+♡
	3♣	Mixed raise
	3♢	Fit jump
	3♠	Fit jump
	3♡	Weak raise
(DBL)	RDBL	(4)5+♠, F1
	1♠	♢ or BAL
	1NT	Natural
	2♣	4+spades, forcing
	2♢	8+, 3+♢
	2♡	Weak raise
	2♠	Fit jump
(2♣)	DBL	Diamonds
	2♢	Spades!!!
	2♡	Hearts, non forcing
	2♠	Balanced or diamond (better Ds than dbl)
	2NT	Useful + raise
	3♣	Mixed raise
	3♡	Weak raise
	3♢/3♠	Fit jumps
(2♢)	DBL	Spades
	2♡	Hearts
	2♠	Balanced
	2NT	Very preemptive or GF raise
	3♣	Mixed raise, 3 card support
	3♢	Mixed raise, 4 card support
	3♡	Weak
	3♠	Fit Jump

(1♣) - 1♠ - (?)

(Pass)	1NT	Natural
	2C	Diamonds
	2D	Hearts

	2H	Balanced or good diamonds
	2S	Raise
	2NT	Useful plus
	3C	Mixed rasie
	3H/3D	Fit jump
	3S	Weak

(1NT)	DBL	Gotcha
	2C	Heart and spades
	2D	Good raise to 2S
	2H	Hearts, no spade tolerance
	2S	To play

(2♣)	DBL	Diamonds
	2D	Hearts
	2H	Balanced misfit or good diamonds
	2S	Spades
	2NT	Useful raise +
	3C	Mixed raise
	3D/3H	Fit jump
	3S	Weak

(2♢, F1)	Pass	Can be trap
	DBL	Hearts
	2H	Good raise
	2S	Bad raise
	2NT	Useful +
	3C	Mixed raise 3 card
	3D	Mxed raose 4 card
	3H	Fit jump
	3S	Weak

(2♢, NF)	DBL	Hearts
	2H	Balanced unsited for 3NT. Others as above

(2♡)	DBL	Balance or diamonds
	2S	Spades
	2NT	Good plus raise
	3C	Mixed raise, 3 cards support
	3D	Fit nonjump
	3H	Mixed raise, 4 card support

(1♣) - DBL - (?)

(Pass)	1D	Natural
	1H	Natural
	1S	Natural
	1NT	Natural
	2C	Transfer to diamonds (shows diamonds
	2D	Transfer to hearts (shows hearts)
	2H	Transfer to spades (shows spades)
	2NT	Hearts and diamonds (longer diamonds)
	3C	Spades and hearts (longer hearts)
	3D	Diamonds and spades (longer diamonds)
	3H	Hearts and spades (longer spades)
	3S	Bid 3NT with a club stopper

(1♡)	DBL	Spades
	1S	Balnaced or diamonds
	1NT	Natural
	2C	Shows hearts (psych exposure)
	2D	Transfer to spades
	2H	Spades and diamond
	2S	Spades and diamonds non force
	2NT	Spades and diamonds force, longer diamonds
	3C	Both majors (psyche exposure)

	3D	Diamonds and spades, longer spades, force
	3H	Both majors,
	3S	Bid 3NT with a club stopper
(1♠)	DBL	Balanced or diamonds
	1NT	Natural
	2C	Shows hearts
	2D	Shows spades (pyche exposure)
	2H	Both majors
	2S	Hearts and diamonds forcing, longer hearts
	2NT	Hearts and diamonds, longer diamonds
	3D	Hearts and diamonds, equal
(1NT)	DBL	Back to normal bidding
	2D	Diamonds
	2H	Hearts
	2S	Spades
	2NT	A two suiter, with diamonds
	3C	A two suiter with spades
	Other	Natural.

6.5 1♦

6.5.1 Natural

(1♦) - 1♡ - (?)

(Pass)	1S,1N.	2C All natural
	2D	Transfer, good heart raise
	2H	Weak heart raise
	2S	Clubs or balanced misfit
	2NT	Useful+raise
	3C	Fit jump
	3D	Mixed raise
(DBL)	RDBL	Spades
	1S	Clubs or balanced
	1NT	Natural
	2C	Longer spades
	2D	Constructive raise
	2H	Weak rasie
	2S	Fit jump, etc
(1♠)	DBL	Clubs or balanced
	1NT	Natural
	2C	Sound raise
	2D	Mixed raise, 3 Hearts (better than 2C). cheapQ
	2H	Weak raise
	2S	Mixed raise, 4 hearts
	2NT	Useful + raise
	3C	Fit jump
(2♣)	DBL	Diamonds
	2D	Spades
	2H	Weak raise
	2S	Clubs or balanced
	2NT	Useful + raise
	3C	Mixed raise
	3D	Fit jump
	3H	Weak raise
	3S	Splinter
(2♦)	DBL	Spades
	2H	Hearts
	2S	Clubs or balanced
	2NT	Useful + raise
	3C	Fit nonjump

| | 3D | Mixed raise |
| | 3H | Weak raise |

(1NT)	DBL	Penalty
	2C	Both majors
	2D	Sound raise
	2H	Weak raise
	2S	Spades, non-forcing

(1♢) - 1♠ - (?)

(Pass)	1N,2C	Natural
	2D	Hearts
	2H	Good raise or better
	2S	Weak raise
	2NT	Useful +
	3C	Fit jump
	3D	Mixed raise
	3H	Fit jump
	3S	Weak raise

(DBL)	RDBL	Clubs or balanced
	1NT	Natural
	2C	4+ Hearts
	2D	5+ Better hearts
	2H	Good raise
	2S	Weak raise
	2NT	Useful + raise
	3C	Fit jump
	3D	Mixed raise
	3H	Fit jump
	3S	Weak raise

(1NT)	DBL	Penalty
	2C	Spades and hearts
	2D	Sound raise
	2H	Hearts, NF, no fit (see 2C)
	2S	Weak raise

(2♣)	DBL	Hearts, forcing
	2D	Balanced no great fit, some spades
	2H	Hearts not forcing
	2S	Spades
	2NT	Useful raise
	3C	Mixed rasie, 3 card support, cheapest Q
	3D	Fit jump
	3H	Mixed raise, 4 card support
	3S	Weak
	3NT	To play

6.6   1♡

(1♡) - ?

2♡*	12^+, 5^+♠5^+m		
	2NT	küsib	
		3♣♢	MIN, 5^+mast
		3♡	MAX, 5^+♣
		3♡	MAX, 5^+♢
	2♠	S/O	
	3♣	P/C	
	4NT	RKCB, ♠trump	

(1♡) - 1♠ - (?)

| (DBL) | Pass | Nothing to say |

	RDBL	Clubs or balanced unsuit for 1NT/3NT (no fit)
	2C	Diamonds (both majors have been bid)
	2D	Good raise to 2 level spades
	2H	Mixed raise
	2S	Weak raise
	2NT	Useful raise +
	Others	Fit jump or cue=bid splinter

(1NT)	DBL	Penalty oriented
	2C	Clubs and spade raise (not both majors here)
	2D	Diamonds and spade raise
	2H	Good raise
	2S	Weak raise
	2NT	One exception.. now 2NT is for minors, frequency issue….

(2♣)	DBL	Diamonds
	2D	Good raise
	2H	Mixed raise, 3 card (defensive) cheapest Q
	2S	Weak Raise
	2NT	Useful raise
	3C	Mixed raise, 4 card support (defensive)
	3D	Fit Jump
	3H	Splinter
	3S	Weak raise

(2♢)	DBL	Clubs or balanced misfit
	2H	Good raise to 2S
	2S	Weak raise to 2S
	2NT	Useful raise +
	3C	Fit nonjump
	3D	Mixed raise, 3 card support (cheapest Q)
	3H	Mixed raise, 4 card support (next Q)

(1♡) - 2♣ - (?)

(DBL)	Pass	Sometime we pass "-)
	RDBL	Diamonds or balanced
	2D	Spades
	2H	Constructive club raise
	2S	Non-forcing spades
	2NT	GF or very preemptive
	3C	Weak raise (See 2H and 2NT)
	3D	Fit jump

(2♢)	DBL	4+ Spades
	2H	Constructive club raise
	2S	Not forcing (no unbid minor, balanced misfit makes no sense).
	2NT	GF or very preemptive raise
	3C	Weak raise
	3D	Looking for stopper
	3H	Looking for stopper
	3S	Fit jump

(2♡)	DBL	4+ Spades, 1RF
	2S	Diamonds or balanced
	2NT	GF raise or very preemptive
	3C	Club raise, not horrible hand
	3D	Fit jump
	3H	Looking for stopper
	3S	Fit jump, forcing

(2♠)	DBL	Balanced min or diamonds
	2NT	GF or very preemptive
	3C	Raise
	3D	Fit nonjump
	3H	Looking for stopper

	3S	Looking for stopper

(1♡) - 2◇ - (?)

(Pass)	2H	Spade transfer
	2S	Balanced or clubs
	2NT	Game force raise or Very preemptive
	3C	Spades and more distribution than 2H
	3D	Weak

(DBL)	RDBL	4+ spades
	2S	Clubs or balanced misfit (likely clubs)
	2NT	Very preemptive or GF raise
	3C	Fit nonjump (see 2S)
	3D	Raise
	3H	Look for stopper
	3S	Fit jump

(2♡)	DBL	Spades
	2S	Clubs or balanced
	2NT	Very preemptive or GF raise
	3C	Fit non jump
	3D	Raise

(2♠)	DBL	Clubs or balanced misfit
	2NT	Very preemptive or GF raise
	3C	Fit nonjump
	3D	Raise

(3♣)	DBL	Good raise (if 3C was forcing, spades if not)
	3D	Weak raise
	3H	Game try if 3C was not forcing, blocking fit otherwise
	3S	Fit nonjump
	3NT	To play if 3C was non forcing, suggest save in 5D if it was
	4D	Suggest defensive hand, blocking

6.7   1♠

(1♠) - ?

2♠*	12⁺, 5⁺♠5⁺m		
	2NT	küsib	
		3♣◇	MIN, 5⁺mast
		3♡	MAX, 5⁺♣
		3♡	MAX, 5⁺◇
	2♡	S/O	
	3♣	P/C	
	4NT	RKCB, ♡trump	

(1♠) - 2♣ - (?)

(Pass)	2D	5⁺◇, NF
	2H	5⁺♡, NF
	2S	5⁺◇or BAL, F1
	2N	Weak raise or GF raise
	3C	Invite raise (think limit raise)
	3D	5⁺♡force (see 2S)
	3H	Fit jump
	3S	6+ solid D, ask S stopper
	3NT	6+ solid D, shows stopper

(DBL)	Pass	Nothing to say, may have good values
	RDBL	Transfer to 2
	2D	4+ 's RF
	2H	Fit nonjump since they both showed values, NF
	2S	Constructive Raise despite double

	2NT	Preempt raise or GF, probably preemptive
	3C	Invite raise
	3D	Fit jump
	3H	Fit Jump
	3S	6+ solid D, ask S stopper
	3NT	6+ solid D, shows S stop
	4C	Does not invite save, go through 2NT
	4D	Void, huge club fit, + a control in hearts
	4H	Void, huge club fit, + a control in diamonds

(2♦)	Pass	Nothing to say, may have good values
	DBL	Transfer (shows) 's
	2H	Fit nonjump since they are strong
	2S	Goodish raise
	2NT	Very Preemptive raise or GF (guess which, lol)
	3C	Preemptive raise
	3D	Fit Jump
	3H	Fit Jump
	3S	Look for spade stopper for 3NT
	3NT	To play
	4C	Not
	4D	Void, + heart control
	4H	Void, +diamond control
	4S	Exclusion blackwood

(2♡)	Pass	Nothing to say, may have good values
	DBL	Transfer to 's
	2S	Good club raise
	2NT	Very Preemp raise or GF
	3C	Preemptive raise (see 2S and 2NT)
	3D	FNJ
	3H	Look for H stopper
	3S	Look for S stopper
	3NT	To play
	4C	Natural, not invite save (see 2NT)
	4D	Void, +a heart control
	4H	Void, +a diamond control
	4S	Exclusion blackwood

(2♠)	Pass	Nothing to say, may have good values
	DBL	Diamonds or balanced
	2NT	Preemptive or GF
	3C	Invite raise
	3D	Fit non jump
	3H	Fit non jump
	3S	6+D looking for S stopper
	3NT	6+solid D, with S stopper
	4C	Fit jump
	4D	Void + heart control
	4H	Void + diamond control
	4S	Exclusion blackwood

(1♠) - 2♦ - (?)

(Pass)	2H	5+H, non-force
	2S	Bal or 5+C (not the normal cue-bid thing)
	2NT	Preemptive raise or GF raise
	3C	5+H, invite +
	3D	Invite raise
	3H	Fit jump
	3S	6+ solid C, looking for S
	3NT	6+ solid C, with S stopper

(DBL)	RDBL	4+H, forcing tends to be balanced with D stop
	2H	5+ hearts, not forcing (fit nonjump over DBL)
	2S	Balanced or 's, or pressed into service, invite D raise (will pull 2NT or 3C) to 3D

	2NT	Very preemptive or GF
	3C	Transfer to hearts, more distru than RDBL
	3D	Weakish raise
	3H	Fit jump (better than 2H, and FORCING)
	3S	Look for stopper
	3NT	Natural

(2♡)	DBL	Transfer to clubs or balanced
	2S	Good diamond raise (limit)
	2NT	Very preemptive or GF raise
	3C	Fit nonjump
	3D	Preemptive raise
	3H	Looking for Heart stopper
	3S	:Looking for S stopper
	3N	To play

(2♠)	DBL	Balance misfit or transfer to clubs
	2NT	Very preemptive or GF raise
	3C	5+ ;s invite plus
	3D	Invite raise
	3H	Fit nonjump
	3S	Looking for stopper
	3NT	Natural

(1♠) - 2♡ - (?)

(Pass)	2S	Balance or clubs
	2NT	Useful raise or better of hearts
	3C	Diamonds
	3D	"mixed raise" of hearts since normal cue is not available, more balance than 2NT
	3H	Weak raise
	3S	Over major, splinter, GF
	3NT	To play
	4C	Fit jump
	4D	Fit jump
	4H	To play
	4S	Exclusion Blackwood

(DBL)	RDBL	Transfer to CLUBS
	2S	Balanced or D's (clubs show with RDBL)
	2NT	Useful Raise or better
	3C	Fit nonjump
	3D	Fit nonjump
	3H	Weak
	3S	Splinter
	3NT	To play

(2♠)	DBL	Balanced or Clubs
	2NT	Useful raise
	3C	Diamonds
	3D	Mixed raise (compare with 2NT)
	3H	Preemptive/weak raise
	3S	Splinter over major overcall
	3NT	To play

6.8 1NT

Over 1NT 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

6.9   2NT

(2NT odavad vms) - ?

X	hea leht, trahvihuvi vähemalt ühe odavmasti suhtes
	edasi kontrad trahviks
3♣*	mõlemad kallid, ♡ on parem
3♢*	mõlemad kallid, ♠ on parem

6.10   2 minor

(2♣♢ kallid vms) - ?

X	vähemalt üks 4+M
2♡	54 odavad, risti parem
2♠	54 odavad, ruutu parem

6.11 2X preempt

(2♢ preempt) - ?

DBL	?
2♡	11-16, 5+♡
2♠	11-16, 5+♠
2NT	16-19, SBAL
3♣	13-16, (5)6+♣
3♢*	piduri küsimine
3♡	tugev, 6+♡
3♠	tugev, 6+♠
3NT	tugev, piduriga
4♣*	5♣5M
4♢*	55 MM

(2♢ multi) - ?

DBL	?
2♡	11-16, 5+♡
2♠	11-16, 5+♠
2NT	16-19, SBAL
3♣	13-16, (5)6+♣
3♢	13-16, (5)6+♢
3♡	tugev, 6+♡
3♠	tugev, 6+♠
3NT	tugev, piduriga
4♣	5♠5♣
4♢	5♠5♢

(2♡ preempt) - ?

DBL	?
2♠	11-16, 5+♠
2NT	16-19, SBAL
3♣	13-16, (5)6+♣
3♢	13-16, (5)6+♢
3♡	piduri küsimine
3♠	tugev, 6+♠
3NT	tugev, piduriga
4♣	5♠5♣
4♢	5♠5♢

(2♠ preempt) - ?

DBL	?
2NT	16-19, SBAL
3♣	13-16, (5)6+♣
3♢	13-16, (5)6+♢
3♡	13-16, (5)6+♡
3♠	piduri küsimine
3NT	tugev piduriga
4♣	5♡5♣
4♢	5♡5♢

6.12 3X preempt

(3♣ preempt) - ?

DBL	?
3♢	?
3♡	?
3♠	?
3NT	?
4♣*	55 MM
4♢*	5♢5M

(3♢ preempt) - ?

DBL	?
2♠	?
2NT	?
3♣	?
3♢	?
3♡	?
3♠	?
3NT	?
4♣*	5♣5M
4♢*	55 MM

(3♡ preempt) - ?

DBL	?
2♠	?
2NT	?
3♣	?
3♢	?
3♡	?
3♠	?
3NT	?
4♣*	5♠5♣
4♢*	5♠5♢
4♡	tugev, 5♠5m
4♠	?

(3♠ preempt) - ?

DBL	?
2NT	?
3♣	?
3♢	?
3♡	?
3♠	?
3NT	?
4♣*	5♡5♣
4♢*	5♡5♢
4♡	?
4♠	tugev, 5♡5m

7 Signals

7.1 Itaalia

Meie kasutame trumbimängus. Äraviskel näitab:

paaritu kaart (3, 5, 7, 9) sama masti (mida visati)

väike paaris (üldiselt 2, 4) ülejäänud mastidest (mitte kuhu visati ja mida visati) madalam

suur paaris (üldiselt 6, 8) ülejäänud mastidest kõrgem.

Kui sa viskad ühest mastist ära 4 ja hiljem käid 2 (äraviskena või mastina), siis selgus, et 4 oli sul kõrgem paarisarvuline kaart ja eelistad kõrgemat masti. Mängides 2 ja siis 4, näitad madalama eelistust.

7.2 Lavinthal

Meie kasutame: trumbitas ja/või kui Itaaliat ei saa (või pole mõtet) kasutada, näiteks trumbita mängus ei taha sa kulutada kaarti oma pikast mastist, et partnerile öelda „käi mulle seda".

Äravisetel näitab:

suur – väike ülejäänud mastidest kõrgemat

väike – suur ülejäänud mastidest madalamat.

Märkus: konventsioon küll eeldab 2 äraviset, kui aga kahte viset teha ei saa või ei jõua, võib ka vaid esimene juba piisavalt infot anda.

7.3 Väike julgustab

Kui partner käib välja ässa, siis: väikse kaardi viskamine julgustab partnerit seda masti jätkama, suure käimine „keelab".

7.4 1., 3., 5.

Kasutatakse: kui partner käib välja K või kui pole oluline, millise klibaka käid (ka vastase mängitavas mastis). Käi väikseim kaart, mis on paarituarvulise järjekorranumbriga (nt kui on 4-ne mast, siis käi ülalt 3.) Järgmisena käi väikseim alles olev kaart. Seega väike-suur näitab paarituarvulist kaartide arvu, suur-väike paarisarvulist.

7.5 Avakäigud

Trumbita vastu 2/4.

Trumbi vastu 1-3-5.

Reast/sisereast ülemine. Välja arvatud, kui on A ja K, siis valid soovitud signaali järgi.

8 Math

Card distribution

7	6	5	4	3	2
4-3 62%	3-3 36%	3-2 68%	2-2 40%	2-1 78%	1-1 52%
5-2 30%	4-2 48%	4-1 28%	3-1 50%	3-0 22%	2-0 48%
6-1 7%	5-1 15%	5-0 4%	4-0 10%		
7-0 0.5%	6-0 1%				