

Nalja kah

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1 Lühendid	
(xxxx)	suvaline mastide jaotus
xxxx	täpne mastide jaotus
BAI	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 $1\heartsuit - 2\clubsuit - 2\heartsuit$).
- 4. masti sund: kui 3 masti on meie poolt naturaalselt pakutud, siis 4. pakkumine on kunstlik ja sunnib (FG).
- Geimi pakkumine ($3NT$, $4\heartsuit\spadesuit$ $5\clubsuit\diamondsuit$) on üldjuhul sulgev.
- Partneri masti toetamine geimist madalamal on tavaliselt kutsuv. See ei ole kutsuv partneri tõkkepakkumise peale (on tõkkeks) ja FG olukorras (kus see näitab kõvemat lehte, kui geimi hüppamine).

3 Openings

1♣*	16 ⁺ or 17 ⁺ BAL, F1
1♦*	a) 11-15 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, 4 th 15-17, SBAL, 5M or 6m ok
2♣	11-16, 6 ⁺ ♣ or 5♣ + 4M
2♦*	3-10, 54 MM
2♥♠	3-10, 5 ⁺ NV, 6 ⁺ VUL
2NT*	3-10, 55 mm
3♣♦♥♠	0-9, 6 ⁺ NV, 7 ⁺ VUL
3NT*	Gambling 7 ⁺ m AKQ, no outside A/K

1NT	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♥*	a) 8 ⁺ , 5 ⁺ ♠, FG b) 11-13, BAL, FG
1♠*	8 ⁺ , 5 ⁺ ♥, FG
1NT*	8 ⁺ , 5 ⁺ ♣, FG
2♣*	8 ⁺ , 5 ⁺ ♦, FG
2♦*	8-10, BAL, FG
2♥*	a) UPH: 14 ⁺ , BAL, FG b) PH: 4-6, 55 MM
2♠*	8 ⁺ , (41)44 or 04(54), FG
2NT*	8 ⁺ , 44(41), FG
3♣*	7+ winners with any solid suit
3♦*	8 ⁺ , 40(54), FG
3♥*	8 ⁺ , 4405, FG
3♠*	8-10, 4450, FG
3NT*	11-13, 4450, NF
4♣*	14/p, 4450, ST

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-FG, waiting
	2♥ 2♥
	2♠ 3♠
	2NT 6-7, BAL
	3♣ 5 ⁺ ♣
	3♦ 5 ⁺ ♦
	2♥ 6 ⁺ ♥, FG
	2♠ 5 ⁺ ♠, FG
	2NT no 5 ⁺ suit, FG
	3♣ 5 ⁺ ♣
	3♦ 5 ⁺ ♦
	3♣ 5 ⁺ ♠, FG
	3♦ 5 ⁺ ♠, FG

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, FG
	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-FG, waiting
	2♥ 3♥
	2♠ 2♠
	2NT 6-7, BAL
	3♣ 5 ⁺ ♣
	3♦ 5 ⁺ ♦
	2♥ 5 ⁺ ♥, FG
	2♠ 6 ⁺ ♠, FG
	2NT no 5 ⁺ suit, FG
	3♣ 5 ⁺ ♣
	3♦ 5 ⁺ ♦
	3♣ 5 ⁺ ♣, FG
	3♦ 5 ⁺ ♦, FG
	2♦* 5-7, 3♠, F1
	2♥ 5-7, 4 ⁺ ♥
	2♠ 0-4, 4 ⁺ ♠
	2NT* 5-7, 5 ⁺ ♠
	3♣♦♥* Splinter
	3♠ 16-18, NF
	3NT* 19 ⁺ , 5 ⁺ ♠
	4♣♦♥* Void, FG
	4♠ 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 FG
2♠*	

	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, FG
3♦	5 ⁺ ♦, no major, FG
3♥	4♥5 ⁺ ♦, FG
3♠	4♠5 ⁺ ♦, FG
3NT	25-26, BAL
4NT	27-29, BAL
5NT	30-32, BAL
6NT	33-36, BAL

1♣ - 1♥ - ?

1♠	3+♠, MTAB
1NT	11-13, BAL
	2♣ Asks 4cM
	2♦ 4♠4♥
	2♥ 4♥, TAB4
	2♠ 4♠, TAB4
	2NT CAB
	2♥ 4♥
	2♠ 4♠
	2NT no 4M
	2♦ CAB, no 4+M
	2♥* 0-2
	2♠ 3-4
	2NT 5-6
	2♥ 5+♥, SAB
	2♠ 5+♠, SAB
	2NT* 5+♦5+♣
	3♣ 5+♣
	3♦ 5+♦
	2♣ 0, 5+♠
	2♦ 1, 5♠
	2♥ 2, 5♠
	2♠ 1, 6+♠
	2NT 2, 6+♠
	3♣ 3, 5+♠
1NT	1-2♠, SBAL
	2♣ 4+♥, responder meant ♠
	2♦ CAB
	2♥ TAB4
	2♠ 2♠, MTAB
	2NT 5♠
	3♣♦♥♠ 0/1/2/3
	2♦ 4+♥, 11-13 BAL
	2♥ 4♥, TAB4
	2♥ 6+♠
	2♠ 2♠, TAB6
	2♠ 5♠, no 4♥
	2NT 11-13 BAL, no 4♥
2♣	5+♣, SAB
	2♦ 11-13, BAL
2♦	5+♦, SAB
	2♥ 11-13, BAL
2♥	5+♥, SAB
	2♠ 11-13, BAL

Alternative 1♣ - 1♥ - ?

1♠	5+♥
1NT	11-13, 2-4♥, BAL
	2♣ Ask distrib
	2♦ 2♥
	2♥ 3♥
	2♠ 4♥
	2♣ 11+, 5+♠, 0-2♥
	2♦ 8-10, 5+♠, 0-2♥
	2♥ 11+, 5+♠, 3♥
	2♠ 8-10, 5+♠, 3♥
	2NT 5+♠, 4♥
1NT	SBAL
	2♣ 5+♠, 3 CTRL
	2♦ 5+♠, 4 CTRL
	2♥ 5+♠, 5+CTRL
	2♠ 5+♠, 0-2 CTRL
	2NT 11-13, 4♥, BAL

3♣	11-13, 4♠, 2-3♥, BAL
3♦	11-13, 4♦, no 4M, BAL
3NT	11-13, 3334, BAL
2♣	5+♣
	2♦ 11-13, BAL
	2♥ 11+, 5+♠, 0-2♣
	2♠ 8-10, 5+♠, 0-2♣
	2NT 5+♠3♣
	3♣ 5+♠4+♣
2♦	5+♦
	2♥ 11-13, BAL
	2♠ 5+♠, 0-2♦
	2NT 5+♠3♦
	3♣ 5+♠4+♦
2♥	5+♠
	2♠ 11-13, BAL
	2NT 5+♠

1♣ - 1♠ - ?

1NT	1-2♥, SBAL
2♣	6+♥
	2♦ 1♥, CAB
	2♥ 2♥, TAB4 with 6-card suit
2♦	4♠
	2♥ 0-3♠, CAB
	2♠ 4♠, TAB4
2♥	Desire to play in NT, 0-3 controls
2♠	Desire to play in NT, 4+ controls
2NT	5+♣
	3♣ 3+♣, TAB
	3♦ CAB
3♣	5+♦
	3♦ 3+♦, TAB
	3♥ CAB
2♣	5+♠, SAB
2♦	5+♦, SAB
2♥	3+♥, TAB
2♠	5+♣, SAB

1♣ - 1♠ - ?

1NT	1-2♥, SBAL
2♣	6+♥
	2♦ 1♥, CAB
	2♥ 2♥, TAB4 with 6-card suit
2♦	4♠
	2♥ 0-3♠, CAB
	2♠ 4♠, TAB4
2♥	Desire to play in NT, 0-3 controls
2♠	Desire to play in NT, 4+ controls
2NT	5+♣
	3♣ 3+♣, TAB
	3♦ CAB
3♣	5+♦
	3♦ 3+♦, TAB
	3♥ CAB
2♣	5+♠, SAB
2♦	5+♦, SAB
2♥	3+♥, TAB
2♠	5+♣, SAB

1♣ - 1NT - ?

2♣*	SBAL, desire to play in NT
2♦	4♥
	2♥ 4♥, TAB4
	2NT No 4-card major, CAB
	3♣ 3+♣, TAB
2♥	0-3♥, 4♠
	2♠ 4♠, TAB4
	2NT 0-3♠, CAB
	3♣ 3+♣, TAB
	2♠ No 4-card major
2♦*	5+♠, SAB
2♥	5+♥, SAB
2♠*	5+♦, SAB
2NT*	3+♣, TAB

1♣ - 2♣ - ?

2♦	SBAL, desire to play in NT
2♥	No 4-card major
2♠	4♥
	2NT 4♥, TAB4
	3♣ 0-3♥, CAB
	3♦ 3+♦, TAB
2NT	4♠
	3♣ 4♠, TAB4
	3♦ 3+♦, TAB
	3♥ 0-3♠, CAB
2♥	5+♥, SAB
2♠	5+♠, SAB
2NT	3+♦, TAB
3♣	5+♣, SAB

1♣ - 2♦ - ?

2♥	5+♥
	2♠ 2♥
	2NT 3♥
	3♣ 4♥
2♠	5+♠
	2NT 3♠
	3♣ 2♠
	3♦ 4♠
2NT	Stayman
	3♣ 4♥, 2-4♠
	3♦ 4♠, 2-3♥
	3NT No 4 card major
3♣	5+♣
3♦	5+♦
3♥	?
3♠	?
3NT	S/O
4♥	6+♥, S/O
4♠	6+♠, S/O

1♣ - 2♥ - ?

2♠	?
2NT	?
3♣	?
3♦	?
3♥	?
3♠	?
3NT	?
4♥	?
4♠	?

1♣ - 2♠ - ?

2NT	Ask distribution
3♣	1444
3♦	4144
3♥	04(45)

1♣ - 2NT - ?

3♣	Ask distribution
3♦	4441
3♥	4414

1♣ - 3♣ - ?

1♣ - 3♦ - ?

1♣ - 3♥ - ?

1♣ - 3♠ - ?

4♣	CAB
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1♣ - 3NT - ?

1♣ - 4♣ - ?

4.1.1 Asking Bids

Trump Asking Bids. If responder suggests a suit and opener accepts it, the bid is usually TAB asking how many of the top three honors responder has and, in situations where nothing else is known about responder's distribution, the length of the suit. Opener's next bid after a TAB is SCAB unless it is a reserved bid.

Trump Asking with a 5+ Card Suit (TAB). The most basic form of TAB only arises in the following two situations.

- Responder shows hearts, clubs, or diamonds (by bidding 1♠, 1NT, or 1♣) and opener immediately accepts it (by bidding 2♥, 2NT or 2NT).
- Responder shows a minor, opener asks for a 4 card major, and after hearing the response, opener bids the original minor at the 3 level.

In these cases, responder bids a number of steps showing length and strength of the trump suit.

1. 0 of the top 3 honors
2. 1 of the top 3 honors; 5 card suit
3. 2 of the top 3 honors; 5 card suit
4. 1 of the top 3 honors; 6+ card suit
5. 2 of the top 3 honors; 6+ card suit
6. 3 of the top 4 honors

Trump Asking with a 4 Card Suit (TAB4). There are 4 classes of situations in which this show up.

- Responder's initial bid shows a 3-suited hand. Opener's bid of a suit that responder is known to have is TAB4. (This includes 1♣- 2♠; 2NT auctions.)
- Opener suggests NT and asks for a 4 card major, and responder answers with an artificial bid. Opener's bid of responder's suit is TAB4.
- Responder shows a major, opener suggests NT, and responder shows that the major has 6 cards. Opener's bid of responder's major is TAB4 (although responder has 6, not 4)
- In the auction 1♣- 1♥; 1♠- 1NT; 2♣, responder should respond "both, hearts, spades, neither" with the majors aligning as natural bids. In this case, a 1 step bid is TAB4. Note that if responder bids 2♠, then 2NT is TAB4 putting us in a spade auction, and 3♣ is the CAB putting us in a notrump auction.

In these situations, since the length is probably not longer than what is already known, responder just shows how many of the top 3 honors they have.

1. 0 of top 3 honors
2. 1 of top 3 honors
3. 2 of top 3 honors
4. 3 of top 3 honors

Modified TAB. There are a few auctions in which opener bids TAB on a guess. That is, responder has made a bid with multiple meanings, and opener bids a suit that he can support assuming responder actually has it. The responses are shifted up versions of the above bids with the cheapest bid meaning, "you guessed wrong." In particular, the following auctions are modified TAB.

- 1♣- 1♥; 1♠. Here 1NT shows 11-13 balanced, and from 2♣ on shows 012123 of the top 3 honors.
- 1♣- 1♥; 1NT - 2♣; 2♠. Here 2NT shows only 5 spades, and from 3♣ on shows 0123 of the top 3 honors.
- 1♣- 2NT; 3♣/3♦. Here responder has shows a 3-suited hand with both majors, and opener has support for the minor bid. The cheapest response says, "You have bid my short suit," and from 3♥/3♠ on shows 0123 of the top 3 honors.

Support Asking Bids. If opener opens 1♣, responder bids a positive suit or positive NT response, and opener then shows a suit, it is a SAB, asking responder whether they have support for the suit shown, and how good their controls are. An Ace counts as 2 controls and a King counts as 1. The responses are

1. 2- cards in the suit; 0-3 controls
2. 2- cards in the suit; 4+ controls
3. 3+ cards in the suit; 0-3 controls
4. 3+ cards in the suit; 4+ controls.

If responder shows support, opener's next bid is SCAB unless it is a reserved bid. If responder does not show support, the bidding continues naturally. There are no more asking bids in the auction, and so the only question that can be asked is keycards. In particular, if opener bids his own suit, it shows 6. If opener bids responder's suit, that promises 3-card support and is TAB. Responder should not pass game in their response.

Specific Control Asking Bids. In a 1♣- positive auction, when a strain has been agreed upon at a low level, subsequent bids by opener are SCAB. Specifically, all bids by opener after a TAB or after a SAB with a supporting response are SCAB unless they are reserved. SCABs ask responder about a suit in

which opener thinks there may be a few losers. The cheapest 3 (4 in NT) non-reserved bids are all SCAB in the suit order ♥♠♣♦, with the trump suit deleted. The responses are

1. 1st round control in that suit (void or A)
2. 2nd round control in that suit (singleton or K)
3. 3rd round control in that suit (doubleton or Q)
4. 4th round/no control in that suit

Opener's next bid is another SCAB.

Reserved bids. When bidding SCABs, the following bids by opener are reserved (not SCAB):

- A bid of the playing strain at or above game is to play
- A 4 level bid in the strain above the playing strain is kickback
- If the agreed strain is a minor, 3NT is also to play.

The opener should skip over these bids when counting the number of steps to ask a SCAB. Responder should not skip in his answer.

Note that in a minor suit auction, although 3NT is available, 4♣ is not gerber. To ask about Aces, opener bids kickback, and then 4NT is a chicken out bid. This overrides the cases in which 4NT would otherwise be a queen ask.

Reasks. If opener SCABs about a suit for the second time, he is asking for clarification about the first response. The answers are

1. Length (shortness)
2. Strength (the honor)
3. More strength (the honor, and also the one right below)
4. Even more strength (the honor, and the two right below)

Abbreviated SCABs. Once we have passed game, i.e. once the question bid is above game, the answers to SCABs become

1. 1st round control in that suit (void or A)
2. 2nd round control in that suit (singleton or K)
3. 3rd round/no control in that suit

Control Asking Bids. In a notrumpy auction, if the declarer makes a bid finalizing a decision to play in notrump (and that bid is not just 3NT), the responder's next bid shows either the number of controls in his hand where an Ace is 2 controls and a King is 1 or the number of points. Responder shows controls if they previously made a positive no-trump response. Responder shows points if they previously made a positive suit response. The steps are:

1. 0-2 controls or 8-9 HCP
2. 3-4 controls or 10-11 HCP
3. 5-6 controls or 12-13 HCP etc.

There is one place in which we use a 8-10, 11+ distinction for points in notrump.

- After 1♣- 1♠; 1NT auction, a bid of 2♥ or 2♠ accepts notrump and shows 8-10 or 11+ HCP, respectively.

4.1.2 Meckwell Lite 1♣

1♣- ?

1♦1♥1♠1NT 2♣2♦2♥

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	RKCB (assume NT)

1♦ - 1♥ - ?

1♠	4♠	
1NT		Nat, no game, S/O
2♣*		FG
	2♦	5+♦, 2-♥
	2♥	3♥
	2♠	11-12, 5♠6♦
	2NT	2♥, BAL (4234, 4243)
		3♥* 4♠
	3♣	4144
	3♦	Solid 6+♦
2♦*		GT
	2♥	11-12, 3♥
	2♠	?
	2NT	11-12, 0-2♥
	3♣	13-15, 4144, 4054
	3♦	13-15, 6♦, 0-2♥
	3♥	13-15, 3♥
	3♠	?
	3NT	13-15, 2♥(♣ stop), NF
	2♥	6+♥, NF
	2♠	7-10, 4♠, NF
	2NT	11-12, BAL, NF
	3♣	4♥5+♣, FG
	3♦	4♥5+♦, FG
	3♥	FG, ST
	3♠	11-12, 4♠, NF
	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♣	8+, 5+♥, F1
	2♦ 11-12, 2♥, F1
	2♥ 11-12, 3♥, NF
	2♠ 13-14, 3♥, INV
	2NT 13-14, 2♥, INV
2♦	8+, 3-4♥, F1
	2♥ 13-14, 2-3♥, NF
	2♠ 11-12, 3♥, INV
	2NT 11-12, 2♥, INV
2♥	(5)6+♥, S/O
2♠	Any 3-suiter, FG
2NT	Relay
	3♣* 5♥, Any short
	3♦ Relay
	3♥ 0-1♦
	3♠ 0-1♠
	3NT 0-1♣
	3♦* 4♥, 0-1♦
	3♥* 4♥, 0-1♣
	3♠* 4♥, 0♠
	3NT* 4♥, 1♠
2NT	Transfer, 6+m
	3♣ Accept
	Pass 6+♣, to play
	3♦ 6+♦, S/O
3♣	5+♥5+♣, FG
3♦	5+♥, 5+♦, FG
2♣*	5+4+mm, not 6♦4♣
2♦	3+♦, S/O
2♥	6♥, S/O
2♠*	FG
	2NT 31(54)
	3♣ 22(54)
	3♦ (21)(55)
	3♥ 3♥
2NT	INV
3♣	4+♣, INV
3♦	4+♦, INV
3♥	6+♥, INV
3♠	?
3NT	S/O
4♥	6+♥, S/O
2♦	6+♦
	2♥ 6♥, NF
	2♠* FG
	2NT 3161, 2263, 3262
	3♣ 6♦4♣
	3♦ 7♦
	3♥ 3♥
2NT	INV
3♣	4+♣, INV
3♦	4+♦, INV
1♦ - 1♠ - ?	
1NT	11-13(14), no singleton, BAL
2♣	8+, 5+♠, F1
	2♦ 11-12, 2♠, F1
	2♥ 11-12, 3♠, F1
	2♠ 13-14, 3♠, INV
	2NT 13-14, 2♠, INV
2♦	8+, (3)4♠, F1

	2♥	13-14, 2-3♠, NF	
	2♠	11-12, 3♠, INV	
	2NT	11-12, 2♠, INV	
2♥	Any 3-suiter, FG		
	2♠	Relay	
		2NT	5♠, Any short
			3♣ Relay
			3♦ 0-1♦
			3♥ 0-1♥
			3♠ 0-1♠
		3♣*	4♠, 0-1♣
		3♦*	4♠, 0-1♦
		3♥*	4♠, 1♥
		3♠*	4♠, 0♥
2♠	(5)6+♠, S/O		
2NT	Transfer, 6+m		
	3♣	Accept	
		Pass	6+♣, to play
		3♦	6+♦, S/O
	3♣	5+♠5+♣, FG	
	3♦	5+♠, 5+♦, FG	
	3♥	5+♠, 5+♥, FG	
	3NT	S/O	
	4♠	S/O	
2♣*	a) 5+4+mm, not 6♦4♣		
	2♦	3+♦, S/O	
	2♥*	FG	
		2♠	31(54)
		2NT	22(54)
		3♣	(21)(55)
		3♠	3♠
	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+♦		
	2♥*	FG	
		2♠	3♠
		2NT	1361, 2263, 2362
		3♣	6♦4♣
		3♦	7♦
	2♠	6+♠, NF	
	2NT	INV	
	3♦	INV	

2NT
 3♣
 3♦
 3♥
 3♠
 3NT

4♠ S/O
 uus mast*kontroll
 4NT* RKCB

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⁺♠

4.5 1NT

1NT - ?

PASS	0-8, muu ei sobi
2♣*	a) 0-7, 4441/4351/3451 b) 8-9, 5♠4♥ c) 10 ⁺ , 4 ⁺ M või 54MM
2♦*	5 ⁺ ♠
2♥*	5 ⁺ ♥
2♠*	0-7 või 15 ⁺ , 6 ⁺ ♣
3♣*	0-7 või 15 ⁺ , 6 ⁺ ♦
2NT	8-9, no 4M, INV
3NT	10-15, no 4M
4♣*	16-17, RKCB
4NT*	18-21, kutse 6NTsse
5NT*	22 ⁺ , kutse 7NTsse

1NT - 2♣ - ?

2♦*	no 4 ⁺ M
PASS	0-7
2♥	nõrk, 4 ⁺ 4 ⁺ MM, NF
2♠	8-9, 5♠4♥, INV, NF
2NT	8-9, INV
3♣	10 ⁺ , (5)6 ⁺ ♣, FG
3♦	10 ⁺ , (5)6 ⁺ ♦, FG
3♥*	10 ⁺ , 5♠4♥, FG
	3NT 2♠
	4♠ 3♠
3♠*	10 ⁺ , 4♠5♥, FG
	3NT 2♥
	4♥ 3♥
	3NT S/O
	4NT INV to 6NT
2♥	4 ⁺ ♥
PASS	0-7
2♠	8-9, 5♠4♥, INV
2NT	8-9, 3 ⁻ ♥, INV
3♣	10 ⁺ , (5)6 ⁺ ♣, FG
3♦	10 ⁺ , (5)6 ⁺ ♦, FG
3♥	8-9, 4♥, INV
3♠	10 ⁺ , 5♠4♥, FG
3NT	S/O
4♥	S/O
2♠	4 ⁺ ♠, no 4 ⁺ ♥
PASS	0-7
2NT	8-9, 3 ⁻ ♠, INV
3♣	10 ⁺ , (5)6 ⁺ ♣, FG
3♦	10 ⁺ , (5)6 ⁺ ♦, FG
3♥	10 ⁺ , 4♠5♥, FG
3♠	8-9, 4♠, INV
3NT	S/O
4♠	S/O

1NT - 2♦ - 2♥ - ?

PASS	0-7
2♠	8-9, 4♠5♥, INV
2NT	8-9, 5♥, SBAL, INV
3♣	10 ⁺ , 4 ⁺ ♣, FG
3♦	10 ⁺ , 4 ⁺ ♦, FG
3♥	8-9, (5)6 ⁺ ♥, INV
3♠	?
3NT	10 ⁺ , 5♥, SBAL, P/C
4♣	?

4♦	?
4♥	10 ⁺ , 6 ⁺ ♥, S/O

1NT - 2♥ - 2♠ - ?

PASS	0-7
2NT	8-9, 5♠, SBAL, INV
3♣	10 ⁺ , 4 ⁺ ♣, FG
3♦	10 ⁺ , 4 ⁺ ♦, FG
3♥	?
3♠	8-9, (5)6 ⁺ ♠, INV
3NT	10 ⁺ , 5♠, SBAL, P/C
4♣	?
4♦	?
4♥	?
4♠	10 ⁺ , 6 ⁺ ♠, S/O

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	Quantitative
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, 2 nd suit
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 pakkuks oma madalaimat 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	Natural
	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	3♦	Mixed raise, 4 card support
	1NT	Natural	3♥	Weak
	2♣	5+♥, better, F1	3♠	Fit Jump
	2♦	3+♦		
	2♥	5+♥, NF	(1♣) - 1♠ - (?)	
	2♠	8+, (3)4+♦	(Pass)	1NT Natural
	2NT*	Very preemptive or FG raise		2C Diamonds
	3♣*	Stopper ask		2D Hearts
(1NT)	3♦	Preemptive raise		2H Balanced or good diamonds
				2S Raise
	DBL	Natural		2NT Useful plus
	2♣	Majors		3C Mixed raise
	2♦	3+♦		3H/3D Fit jump
	2♥	S/O		3S Weak
	2♠	S/O	(1NT)	DBL Gotcha
	2NT*	Very preemptive or FG raise		2C Heart and spades
(2♣)	3♣*	Stopper ask		2D Good raise to 2S
	3♦	Preemptive raise		2H Hearts, no spade tolerance
				2S To play
	DBL	5+♥, better	(2♣)	DBL Diamonds
	2♦	5+♠, better		2D Hearts
	2♥	5+♥, NF		2H Balanced misfit or good diamonds
	2♠	5+♠, NF		2S Spades
	2NT	Very preemptive or FG raise		2NT Useful raise +
(1♣) - 1♥ - (?)	3♣*	8+, (3)4+♦		3C Mixed raise
	3♦	Weak raise		3D/3H Fit jump
	3♥	Fit jump		3S Weak
	3♠	Fit jump	(2♦, F1)	Pass Can be trap
				DBL Hearts
	(Pass)	1♠ (4)5+♠, NF		2H Good raise
		1NT Natural, NF		2S Bad raise
		2♣ TRF to ♦		2NT Useful +
(DBL)		2♦ 5+♠, F1		3C Mixed raise 3 card
		2♥ 3+♥, NF		3D Mixed raise 4 card
		2♠ BAL unsuited for 1NT or good ♦		3H Fit jump
		2NT 8+, 3+♥		3S Weak
		3♣ Mixed raise	(2♦, NF)	DBL Hearts
		3♦ Fit jump		2H Balanced unsited for 3NT. Others as above
		3♠ Fit jump	(2♥)	DBL Balance or diamonds
		3♥ Weak raise		2S Spades
(2♣)				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
(2♦)				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)
(2♠)				3S Bid 3NT with a club stopper
(3♣)				
(3♦)				
(3♥)				
(3♠)				

(1♥)	DBL	Spades	(2♦)	3C	Mixed raise	
	1S	Balanced or diamonds		3D	Fit jump	
	1NT	Natural		3H	Weak raise	
	2C	Shows hearts (psych exposure)		3S	Splinter	
	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)	DBL	Penalty	
	1NT	Natural		2C	Both majors	
	2C	Shows hearts		2D	Sound raise	
	2D	Shows spades (pyche exposure)		2H	Weak raise	
	2H	Both majors		2S	Spades, non-forcing	
	2S	Hearts and diamonds forcing, longer hearts				
	2NT	Hearts and diamonds, longer diamonds				
	3D	Hearts and diamonds, equal				
(1NT)	DBL	Back to normal bidding	(1♦) - 1♠ - (?)	(Pass)	1N,2C	Natural
	2D	Diamonds		2D	Hearts	
	2H	Hearts		2H	Good raise or better	
	2S	Spades		2S	Weak raise	
	2NT	A two suiter, with diamonds		2NT	Useful +	
	3C	A two suiter with spades		3C	Fit jump	
	Other	Natural.		3D	Mixed raise	
		3H	Fit jump			
		3S	Weak raise			
6.5 1♦			(DBL)	RDBL	Clubs or balanced	
6.5.1 Natural				1NT	Natural	
(1♦) - 1♥ - (?)				2C	4+ Hearts	
				2D	5+ Better hearts	
(Pass)	1S,1N.	2C All natural		2H	Good raise	
	2D	Transfer, good heart raise		2S	Weak raise	
	2H	Weak heart raise		2NT	Useful + raise	
	2S	Clubs or balanced misfit		3C	Fit jump	
	2NT	Useful+raise		3D	Mixed raise	
	3C	Fit jump		3H	Fit jump	
	3D	Mixed raise		3S	Weak raise	
(DBL)	RDBL	Spades	(1NT)	DBL	Penalty	
	1S	Clubs or balanced		2C	Spades and hearts	
	1NT	Natural		2D	Sound raise	
	2C	Longer spades		2H	Hearts, NF, no fit (see 2C)	
	2D	Constructive raise		2S	Weak raise	
	2H	Weak raise	(2♣)	DBL	Hearts, forcing	
	2S	Fit jump, etc		2D	Balanced no great fit, some spades	
(1♠)	DBL	Clubs or balanced		2H	Hearts not forcing	
	1NT	Natural		2S	Spades	
	2C	Sound raise		2NT	Useful raise	
	2D	Mixed raise, 3 Hearts (better than 2C). cheapQ	3C	Mixed raise, 3 card support, cheapest Q		
	2H	Weak raise	3D	Fit jump		
	2S	Mixed raise, 4 hearts	3H	Mixed raise, 4 card support		
	2NT	Useful + raise	3S	Weak		
3C	Fit jump	3NT	To play			
(2♣)	DBL	Diamonds	6.6 1♥			
	2D	Spades	(1♥) - ?			
	2H	Weak raise	2♥*	12+, 5+♠	5+m	
	2S	Clubs or balanced	2NT	küsib		
	2NT	Useful + raise				

		3♣♦	MIN, 5 ⁺ mast			2NT	GF raise or very preemptive
		3♥	MAX, 5 ⁺ ♣			3C	Club raise, not horrible hand
		3♥	MAX, 5 ⁺ ♦			3D	Fit jump
	2♠	S/O				3H	Looking for stopper
	3♣	P/C				3S	Fit jump, forcing
	4NT	RKCB, ♠trump					
(1♥) - 1♠ - (?)					(2♠)	DBL	Balanced min or diamonds
(DBL)	Pass	Nothing to say			2NT		GF or very preemptive
	RDBL	Clubs or balanced unsuit for 1NT/3NT	(no fit)		3C		Raise
	2C	Diamonds (both majors have been bid)			3D		Fit nonjump
	2D	Good raise to 2 level spades			3H		Looking for stopper
	2H	Mixed raise			3S		Looking for stopper
	2S	Weak raise					
	2NT	Useful raise +			(1♥) - 2♦ - (?)		
	Others	Fit jump or cue=bid splinter			(Pass)	2H	Spade transfer
(1NT)	DBL	Penalty oriented			2S		Balanced or clubs
	2C	Clubs and spade raise (not both majors here)			2NT		Game force raise or Very preemptive
	2D	Diamonds and spade raise			3C		Spades and more distribution than 2H
	2H	Good raise			3D		Weak
	2S	Weak raise			(DBL)	RDBL	4+ spades
	2NT	One exception.. now 2NT is for minors, frequency issue...			2S		Clubs or balanced misfit (likely clubs)
(2♣)	DBL	Diamonds			2NT		Very preemptive or GF raise
	2D	Good raise			3C		Fit nonjump (see 2S)
	2H	Mixed raise, 3 card (defensive) cheapest Q			3D		Raise
	2S	Weak Raise			3H		Look for stopper
	2NT	Useful raise			3S		Fit jump
	3C	Mixed raise, 4 card support (defensive)			(2♥)	DBL	Spades
	3D	Fit Jump			2S		Clubs or balanced
	3H	Splinter			2NT		Very preemptive or GF raise
	3S	Weak raise			3C		Fit non jump
(2♦)	DBL	Clubs or balanced misfit			3D		Raise
	2H	Good raise to 2S			(2♠)	DBL	Clubs or balanced misfit
	2S	Weak raise to 2S			2NT		Very preemptive or GF raise
	2NT	Useful raise +			3C		Fit nonjump
	3C	Fit nonjump			3D		Raise
	3D	Mixed raise, 3 card support (cheapest Q)			(3♣)	DBL	Good raise (if 3C was forcing, spades if not)
	3H	Mixed raise, 4 card support (next Q)			3D		Weak raise
(1♥) - 2♣ - (?)					3H		Game try if 3C was not forcing, blocking fit o
(DBL)	Pass	Sometime we pass “-)			3S		Fit nonjump
	RDBL	Diamonds or balanced			3NT		To play if 3C was non forcing, suggest save in
	2D	Spades			4D		Suggest defensive hand, blocking
	2H	Constructive club raise					
	2S	Non-forcing spades			6.7 1♠		
	2NT	GF or very preemptive			(1♠) - ?		
	3C	Weak raise (See 2H and 2NT)			2♠*	12 ⁺ , 5 ⁺ ♠5 ⁺ m	
	3D	Fit jump			2NT	küsib	
(2♦)	DBL	4+ Spades				3♣♦	MIN, 5 ⁺ mast
	2H	Constructive club raise				3♥	MAX, 5 ⁺ ♣
	2S	Not forcing (no unbid minor, balanced misfit makes no sense).				3♥	MAX, 5 ⁺ ♦
	2NT	GF or very preemptive raise			2♥	S/O	
	3C	Weak raise			3♣	P/C	
	3D	Looking for stopper			4NT	RKCB, ♥trump	
	3H	Looking for stopper					
	3S	Fit jump			(1♠) - 2♣ - (?)		
(2♥)	DBL	4+ Spades, 1RF			(Pass)	2D	5 ⁺ ♦, NF
	2S	Diamonds or balanced				2H	5 ⁺ ♥, NF
						2S	5 ⁺ ♦or BAL, F1
						2N	Weak raise or GF raise

	3C	Invite raise (think limit raise)		2S	Bal or 5+C (not the normal cue-bid thing)
	3D	5+♥force (see 2S)		2NT	Preemptive raise or GF raise
	3H	Fit jump		3C	5+H, invite +
	3S	6+ solid D, ask S stopper		3D	Invite raise
	3NT	6+ solid D, shows stopper		3H	Fit jump
				3S	6+ solid C, looking for S
				3NT	6+ solid C, with S stopper
(DBL)	Pass	Nothing to say, may have good values			
	RDBL	Transfer to 2			
	2D	4+ 's RF	(DBL)	RDBL	4+H, forcing tends to be balanced with D stop
	2H	Fit nonjump since they both showed values, NF		2H	5+ hearts, not forcing (fit nonjump over DBL)
	2S	Constructive Raise despite double		2S	Balanced or 's, or pressed into service, invite
	2NT	Preempt raise or GF, probably preemptive		2NT	Very preemptive or GF
	3C	Invite raise		3C	Transfer to hearts, more distrust than RDBL
	3D	Fit jump		3D	Weakish raise
	3H	Fit Jump		3H	Fit jump (better than 2H, and FORCING)
	3S	6+ solid D, ask S stopper		3S	Look for stopper
	3NT	6+ solid D, shows S stop		3NT	Natural
	4C	Does not invite save, go through 2NT			
	4D	Void, huge club fit, + a control in hearts (2♥)		DBL	Transfer to clubs or balanced
	4H	Void, huge club fit, + a control in diamonds		2S	Good diamond raise (limit)
				2NT	Very preemptive or GF raise
(2♦)	Pass	Nothing to say, may have good values		3C	Fit nonjump
	DBL	Transfer (shows) 's		3D	Preemptive raise
	2H	Fit nonjump since they are strong		3H	Looking for Heart stopper
	2S	Goodish raise		3S	:Looking for S stopper
	2NT	Very Preemptive raise or GF (guess which, lol)		3N	To play
	3C	Preemptive raise			
	3D	Fit Jump	(2♠)	DBL	Balance misfit or transfer to clubs
	3H	Fit Jump		2NT	Very preemptive or GF raise
	3S	Look for spade stopper for 3NT		3C	5+ ;s invite plus
	3NT	To play		3D	Invite raise
	4C	Not		3H	Fit nonjump
	4D	Void, + heart control		3S	Looking for stopper
	4H	Void, +diamond control		3NT	Natural
	4S	Exclusion blackwood			
			(1♠) - 2♥ - (?)		
(2♥)	Pass	Nothing to say, may have good values	(Pass)	2S	Balance or clubs
	DBL	Transfer to 's		2NT	Useful raise or better of hearts
	2S	Good club raise		3C	Diamonds
	2NT	Very Preemp raise or GF		3D	"mixed raise" of hearts since normal cue is no
	3C	Preemptive raise (see 2S and 2NT)		3H	Weak raise
	3D	FNJ		3S	Over major, splinter, GF
	3H	Look for H stopper		3NT	To play
	3S	Look for S stopper		4C	Fit jump
	3NT	To play		4D	Fit jump
	4C	Natural, not invite save (see 2NT)		4H	To play
	4D	Void, +a heart control		4S	Exclusion Blackwood
	4H	Void, +a diamond control			
	4S	Exclusion blackwood	(DBL)	RDBL	Transfer to CLUBS
(2♠)	Pass	Nothing to say, may have good values		2S	Balanced or D's (clubs show with RDBL)
	DBL	Diamonds or balanced		2NT	Useful Raise or better
	2NT	Preemptive or GF		3C	Fit nonjump
	3C	Invite raise		3D	Fit nonjump
	3D	Fit non jump		3H	Weak
	3H	Fit non jump		3S	Splinter
	3S	6+D looking for S stopper		3NT	To play
	3NT	6+solid D, with S stopper			
	4C	Fit jump	(2♠)	DBL	Balanced or Clubs
	4D	Void + heart control		2NT	Useful raise
	4H	Void + diamond control		3C	Diamonds
	4S	Exclusion blackwood		3D	Mixed raise (compare with 2NT)
				3H	Preemptive/weak raise
(1♠) - 2♦ - (?)				3S	Splinter over major overcall
(Pass)	2H	5+H, non-force		3NT	To play

6.8 1NT

DONT

(1NT 15 in range, SBAL) - ?

Kahemastilehed 44 NV, 54 VUL

DBL 10⁺, 6⁺suit

2♣* ♣ and higher, P/C

2♦* ♦ and higher, P/C

2♥* 2 masti, ♥ ja ♠, P/C

2♠ 6⁺♠, nõrgem kui DBL

Cappalletti

(1NT 15 pole vahemikus, SBAL) - ?

DBL 13⁺, trahviks

(põgeneb)

PASS sundiv (väljavõtuks)

X trahviks

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 „kai mulle seda“.

Äravisetel näitab:

suur – väike ülejäänud mastidest kõrgemat

väike – suur ülejäänud mastidest madalamat.

Märkus: konventsioon küll eeldab 2 äraviset, kui aga kahte viiset 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, mille klibaka käid (ka vastase mängitavas mastis). Kai väikseim kaart, mis on paarituarvulise järjekorranumbriga (nt kui on 4-ne mast, siis kai ülalt 3.) Järgmisena kai 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