Nalja kah

2. veebruar 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

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, FG
2♡*	a) UPH: 14⁺, BAL, FG
	b) PH: 4-6, 55 MM
2♠*	8⁺, (41)44 or 04(54), FG
2NT*	8⁺, 44(14), FG
3♣*	7+ winners with any solid suit
3◇*	8⁺, 40(45), 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	
			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^+♡
		2♠			5^+♠
		2NT*			5^+♠5^+♡
		3♣			5^+♣
		3♦			5^+♦
	2♣				0, 5^+♠
	2♡				1, 5♠
	2♠				2, 5♠
	2NT				1, 6^+♠
	3♣				2, 6^+♠
	3♦				3, 5^+♠
1NT					1-2♠, SBAL
	2♣				4^+♡, 5^+♠
		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♠, TAB4
	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

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

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 sitations 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. Openers 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 that what is already known, responder just shows how many of the top 3 honors they have.

0 of top 3 honors

1 of top 3 honors

2 of top 3 honors

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.

12.2.

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. 12.3. 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

4

control in that suit Opener's next bid is another SCAB. 12.3.1. 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 availible, 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. 12.3.2. 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) 12.3.3. Abbrevated 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 PRECISION NOTES 17 12.4. 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.

4.2 1♦

1♦ - ?

PASS	0-3				
1♡	4+, (3)4+mast, F1				
1♠	4+, (3)4+mast, F1				
	1NT	3−♠			
		2♣*	Checkback		
			2♦*	MIN, 2−♡	
			2♡	MAX, 3♡	
			2♠	MIN, 3♡	
			2NT	MAX, 2−♡	
			3♣♦	MAX, 3♡, 5+m	
	2♣*	54 mm			
	2♦	6+♦			
	2♡	?			
	2♠	?			
	(1NT2♣♦)				
		DBL	3♠		
		2♠	4♠		
1NT	7-10(11), BAL, no 4M, NF				
	2♣*	54 mm			
	2♦	6+♦			
	2♡	?			
	2♠	?			
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+MM				
2♠	11+, 5+4+MM, INV opposite 11-13 BAL				
2NT	11-13, BAL, no 4M, INV				
	3♣*	54 mm			
	3♦	6+♦			
	3♡	?			
	3♠	?			
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 in 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, 4144)	
			3♡*	4♠
		3♣	4045, 4144, 4135	
		3♦	Solid 6+♦	
	2♦*	GT		
		2♡	11-12, 3♡	
		2♠	?	
		2	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, 3♡, INV			
		2NT	13, 2♡, INV			
	2♦	8+, 3-4♡, F1				
		2♡	13, 2-3♡, NF			
		2♠	11-12, 2♡, INV			
		2NT	11-12, 3♡, 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+♦, MIN					
	2♡	6♡, NF				
	2♠*	FG				
		2NT	3161, 2263, 3262			
		3♣	6♦4♣			
		3♦	7♦			
		3♡	3♡			
	2NT	INV				
	3♣	4+♣, INV				
	3♦	4+♦, INV				
2♡	4♡, MIN, BAL					

2♠	a) 13-15, 5♠6♢		
	b) 13-15, 3$^+$♡, 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	3♡6$^+$♢, not MIN (with min bid 2♢), F1		
3♣	55 mm, MAX, NF		
3♢	2$^-$♡6$^+$♢MAX		
3♡	4♡, MAX, stronger than 2♠, some short		
	3♠	Asks	
		3NT, ♣ splinter	
		4♣, ♠ splinter	
3♠	4♡, some void (3NT asks LH)		
3NT	Offer to play with good long diamond, usually 7		
4♣	4♡, 1♣		
4♢	4♡, 1♠		
4♡	5$^+$♡, 6$^+$♢		

4.3   1♡

1♡ - ?

PASS	0-6, 2⁻♡ või 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 - ?

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

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 Defensive bidding

5.0.1 1♣

6 Võistlev pakkumine

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.

6.4 1♣

[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).

6.5 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	

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	

6.7 1NT

[DONT] Vastase 1NT avangu korral meil üldiselt geimi ei ole, st kui pakume, siis sobivaima osamängu leidmiseks. Pakkumisel on oluline lehe teravus ja et pildid oleksid pikkades mastides. Kahemastilehed peaksid olema vähemalt 54, kallis tsoonis olles pigem 55. Kõigi DONTi pakkumiste peale (va 2♠) on järgmine mast P/C (ka siis, kui vastased panevad kontra). Kui vastased pakuvad DONTile vahele midagi muud kui X, siis on P/C pakkumiseks X. DONTile vastaja kõik muud pakkumised on naturaalsed.

(1NT 15 on vahemikus, SBAL) - ?

Kahemastilehed 54 NV, 55 VUL

DBL	10$^+$, 6$^+$mast
2♣*	2 masti, ♣ ja kõrgem, P/C
2♢*	2 masti, ♢ ja kõrgem, P/C
2♡*	2 masti, ♡ ja ♠, P/C
2♠	6$^+$♠, nõrgem kui DBL

(1NT 15 pole vahemikus, SBAL) - ?

X	13$^+$, trahviks	
(põgeneb)		
	PASS	sundiv (väljavõtuks)
	X	trahviks

6.8 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

6.9 2 minor

(2♣♢ kallid vms) - ?

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

6.10 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♢

6.11 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 Signaalid

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