1. **The 1Cl opening. Subsequent bids:**
   1. **1D : transfer to 1H**
      1. **1H :** at most 3 hearts, at most 16HCP
      2. **1Sp : 4+ Sp**
      3. **1NT : 17-19 balanced**
         1. **Subsequently,** any bid at the 2nd level is transfer.
      4. **2Cl : 5+ CL , 2-H**
      5. **2NT : any 17+, no 4-card fit OR 6+Cl, 3+H,15-17HCP**
      6. **3H –** 17+, 4-card H fit, **balanced**
      7. **3D –** 17+, 4-card H fit, **not balanced**
   2. **1H : transfer to 1Sp, similar to above**
   3. **1Sp :** 4+Cl
      1. **1NT :** 11-14HCP, **semi-balanced**
         1. **2Cl : non forcing**
         2. **2D/2H/2Sp : inviting+, natural**
      2. **2Cl :** 11-15HCP, 5+Cl
      3. **2D/2H/2Sp :** **reversed** with **3+ D/H/SP**
         1. **2NT/3Cl : non-forcing**
         2. **Any other bid:** shows a **STOPPER**
      4. **2NT : 17-19HCP** balanced
   4. **1NT : 4+D , non-forcing**
   5. **2Cl : weak with 6+D or GF**
      1. Any bid above 2D by opener is **GF**
   6. **2D : inviting with 6+D**
   7. **2M : WEAK: 6+M cards, 0-3 HCP**
2. **After overcalls at the 1st or 2nd** level by opponents, we play : 1st and 3rd level is forcing, while the 2nd level is nonforcing(unless we make a cuebid at the 2nd level).
3. **Doubles**
   1. **Support double**
   2. At the 1st /2nd level: if we **double**, any subsequent double is for **penalty**(unless the opponents rebid their suit). Similarly, if we start by redoubling the opponents’ double, any subsequent double is for penalty.
   3. If opponents double our 4-th suit forcing bid, redouble from us shows the **A/K** in the suit bid.
   4. At the 1st or 2nd level, **SYSTEM is ON** in general after a double(except when, for example, we are doubled at 1NT for penalty).
4. **Overcalls by opponents after our 1NT opening:**
   1. **After Stayman 1NT - 2CL:**
      1. **1NT-2CL-(X):** 
         1. PASS = one CL STOPPER
            1. XX from responder is RE-STAYMAN
         2. XX = two CL STOPPERS
            1. 2D from responder is RE-STAYMAN
         3. In rest, SYSTEM is ON!
      2. **1NT-2D/2H-(X)**
         1. PASS = 2 card fit
            1. XX = retransfer
         2. ACCEPT THE TRANSFER = 3 cards
         3. IN REST, SYSTEM is ON!
      3. **1NT – (X)** 
         1. XX = WEAK, ONE SUIT/GF
         2. 2CL = CL + another suit
         3. 2D = D + another suit
         4. 2H = majors, weak
         5. 2Sp = majors, 8+HCP
   2. **If the opponents overcall after our 1NT bid:**
      1. We play Lebensohl
      2. Cue-bidding is Stayman
      3. Cue-bidding after bidding 2NT shows a stopper in the opponents’ suit(-s)
      4. If opponents play MULTI-LANDY:
         1. **After 1NT – (2CL)**
            1. 2H shows the minor suits and is weak
            2. 2Sp shows the minor suits and is stronger(8+)
5. **The 1D-2Cl sequence:**
   1. It is **NOT GF,** but shows an inviting, 10+ hand
   2. 1D-2Cl-2D shows a **MINIMAL(11-14 HCP)** hand from the opener
      1. Subsequently: 2H shows a H **stopper**
         1. Subsequently:
            1. 2Sp (from opener) keeps the bid alive and is forcing and 13+

Subsequently: 3Sp shows a **SEMISTOPPER** in Sp

* + - * 1. 2NT shows 11-12 and a spade stopper
        2. 3D shows a longer diamond than initially(5-6+) and 11-12
        3. 3Cl shows 11-12 and a Cl fit
    1. 2Sp is similar to 2H
       - 1. In this case, 1D-2Cl-2D-2Sp-3H shows a **SEMISTOPPER** in H

1. The 1M-2NT sequence(**JACOBY 2NT, GF**)
   1. 3Cl,3D,3MM – **singletons**
   2. 3M – **non-minimal(15+HCP)** hand
   3. 3N,4Cl,4D show a **5-card** Cl/D/H suit
   4. **If the opponents overcall**
      1. **Doubles** is for **PENALTY** and shows a **MINIMAL HAND**
      2. **PASS** is minimal, but **stronger than 4M**
         1. Any new suit is **CUEBID**
         2. **Double** shows a 2nd round control in the opponents’ suit
      3. **New suit :** 4+cards
      4. **3M : splinter** in opponents’ suit
2. **1D-2D: inverted minors –** shows **11+ HCP**
   1. Subsequently, **2H** shows a STOPPER in H
      1. Next, 2Sp is GF
         1. 2NT shows a STOPPER in Sp and is **NON-MINIMAL**
         2. 3D shows a minimal hand
         3. 3Sp shows a **Semistopper** in Sp
         4. 3NT shows a STOPPER in SP and is **MINIMAL**
   2. **2Sp** shows a STOPPER in Sp and denies a STOPPER in H
      1. 2NT shows a stopper in H and is **minimal**
      2. 3D requires a **PASS**
      3. 3H shows a **semistopper** in H
      4. 3Sp asks for **cue-bids**
      5. 3NT means **STOP**
   3. **2NT** is minimal and shows a STOPPER in both majors
   4. **3Cl-natural**
   5. **3D - minimal, denies stoppers**
   6. Any jump bid shows a **singleton**
   7. **3NT** : 14-16, not balanced, shows stoppers in both majors
3. **The 1Sp-2H sequence:**
   1. Shows an **inviting**, 10+ hand
   2. 2Sp from responder is **minimal(11-14HCP)** and shows **at most 1 heart**
   3. 2NT is **minimal and shows 2 hearts**
   4. 3m – **GF, 3+ m-cards**
   5. 3H – **minimal, 3+heart fit**
   6. 3Sp- **GF**
   7. 3NT – **heart fit and GF**
4. **Transfers after 1H/1Sp – (X)**
   1. After 1H-(X), 1Sp from partner is **natural**
   2. All the other bids from the responder are **transfers**
      1. 1NT is transfer to Cl, NF
      2. 2Cl is transfer to D, NF
      3. 2D/2H is **transfer to FIT: 8+ HCP & 3+H**
      4. 2H/2Sp is natural, weaker than 2D
5. **DOPI/ROPI**:
   1. **DOPI**: if opponents overcall our RKCB bid, double from us (unless it is for penalty) shows 0,3 or 5 key cards, PASS shows 1 or 4 key cards, the cheapest bid shows 2 key-cards without the queen of trumps and the second-cheapest bid shows 2 key-cards with the queen of trumps.
   2. **ROPI:** : if opponents double our RKCB bid, redouble from us shows 0 or 3 key cards, PASS shows 1 or 4 key cards, the cheapest bid shows 2 or 5 key-cards without the queen of trumps and the second-cheapest bid shows 2 or 5 key-cards with the queen of trumps.
6. **Transfer bids after the 2NT opening from partner:**

**Transfers(3D,3H** respectively) are not used unless the responder’s hand has the potential to play in 4 of the respective major(opposite a 2NT bidding). For example, with 5-3-3-2 and 0-3 points one passes 2NT. 2NT-3D-3H (for example) shows exactly 2H from the opener, while any bid above 3H by the opener shows FIT in hearts: 3NT shows exactly 3 hearts, while 4CL/4D shows 4+ hearts.

**The same rules apply after 2D (MULTI) – 2H/2Sp – 2NT!!**

1. **ANTI-CUEBIDS** after 4M openings (or after 4m transfer to 4M openings)