

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Aggressive 1L (maybe good 4c), but nearly unlimited (19 ⁻) Response: New suit NF if 2/1, else F1 (NOTE 39, NOTE 50)
Good/bad 2NT, fit jumps (NOTE 39, NOTE 50)
(1m) – pass – (1M): Overcalls NAT; 1NT 4oM, 5 ⁺ om
OBAR overcall and re-opening may be 8 ⁺
1NT OVERCALL (2nd/4th Live, Responses, Reopening)
(1m) – 1NT = Polish NT , 4 M, 5 ⁺ om, 8-17 (NOTE 41)
(1M) – 1NT = 15-18 BAL (Modified 1NT system on, NOTE 4)
Transfer to opponent's suit is often INV (NOTE 50)
4th POS = 11-14 (1m) / 11-16 BAL (1M) (1NT system on)
4th LIVE or passed hand = Two-suiter (4 oM, 5 ⁺ om)
After 1m – (1NT NAT): D = PEN, 2♣ STAYMANIC (but NF if m = ♣), 2♦/♥/♠/NT: TRF
JUMP OVERCALLS (Style, Responses, Unusual NT)
WJO (5c possible), can be better with passed partner
2NT, 3m = GHESTEM mod. (NOTE 42)
4th hand 2NT = (17)18-19 BAL (2NT system on, NOTE 14)
DIRECT / JUMP CUE BIDS (Style, Responses, Reopen)
2m, 2M, 3m = GHESTEM mod. (NOTE 42)
4th hand CUE = Any strong two-suiter (no GHESTEM)
JUMP CUE of a Major = STOP ask
With one open suit or two open & bid suits, STOP ask
VS. NT (vs. Strong / Weak, Reopening, PH)
DBL = PEN of weak NT, 4M-5⁺m vs. STR (= 14 ⁺), 2♣ = 4 ⁺ ♥ and 4 ⁺ ♠ (2♦ relay for longer Major; 2NT asks: Responses as after 2♣ – 2NT, NOTE 15)
2♦ = One Major, 6 M if weak (
2M = 5 ⁺ M, 4 ⁺ m (as in NOTE 18)
2NT = Both ms or any STR two-suiter
In 4 th hand DBL = 12 ⁺ (but super-Polish, 4M=5 ⁺ m if passed)
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
2NT = 16-19 BAL (2NT sys on). Suit usu. = 5 ⁺ suit, 12-16
Vs. 2L/3L preempts (NOTE 44, NOTE 45)
VS. ARTIFICIAL STRONG OPENINGS
Vs. 1♣/1♦ STR: Pass first with (S)BAL or one-suiter, 13 ⁺ DBL = Good two-suiter . All other bids are weak Any suit bid is either NAT or shows following two suits
NT bids show ♣+♥ or ♦+♠. High bids = more distribution
OVER OPPONENTS' TAKEOUT DOUBLE
1m – (D): Transfers (
Pass might be strong (10 ⁺) without fit
1M – (D): Transfers (
Pass might be strong (10 ⁺) without fit

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit		1./3./5.	
NT	Attitude	1./3./5. (Att. if raised)	
Subseq	Often attitude, especially through declarer		
Against suit: Ace for count, King for attitude / obvious switch			
Against NT: Ace for count (4 ⁺ cards), king for attitude (AQJ)			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+), Ax(+)		
King	AK(x), AKJ10x(+) [<i>no unblock</i>], Kx		
Queen	Qx, QJ(+)	+ KQ109(+) [<i>unblock</i>]	
Jack	Jx, J10(+), HJ10x(+)		
10	10x, 109x(+), H109x(+)	1 of AKQ, or AQ / 10x	
9	9x, H98x(+)	at least 1 higher / 9x	
Hi-x	1./3./5.	weak holding	
Lo-x	1./3./5.	good holding	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit/NT	1 Attitude	Lavinthal	Lavinthal
	2 Count	Count	Attitude
	3 Lavinthal	Attitude	Count
NT	1	— same as suit —	
	2		
	3		
Signals (including trumps): (NOTE 52)			
Generally: LOW = EVEN or ENCOURAGING OBVIOUS SHIFT IN FIRST TRICK			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
May be light (10 ⁺) with good shape; STR or 4 oM			
Responses: CUE = both Ms & 23 ⁺ ZP, or FG; jump = INT; double jump = 23-25 ZP, 5 ⁺ c; DBL of a suit part score is almost never PEN when partner has only passed			
ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
RESP DBL through 3♠ (other suits / stolen CUE)			
1m – (1♦/♥) – DBL: Exactly 4♥/♠ or any FG hand			
L/D doubles (NOTE 47), action doubles (NOTE 47)			
ANTI L/D DBL after opponent's CUE (pass: lead CUE suit)			
SUPP DBL/RDBL after 1m: 3-card support for partner's M up to 2♠; NT does not deny SUPP			
Penalty doubles (NOTE 47), redoubles (NOTE 48)			
Maximal DBL INV to 4M: 8 ⁺ -card fit known, no other INV			

International Convention-Card

Category: **Green**NCBO: **Luxembourg** EVENT: **Open Teams**PLAYERS: **Søren Hein****Stefan Helling**

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
5-card Majors . Use Zar Points (ZP) in FIT situations
1♣ (2⁺ ♣) includes any 15-19 BAL without 5c suit
1♦ shows 5 ⁺ ♦ or 4=4=4=1 (with short ♣)
Light openings (10 ⁺) with good distribution
Light 1-level responses (4 ⁺), especially after 1♣ openings
Very variable PRE in 3 rd hand, fast arrival, frequent WJO
1NT Opening: (11⁺)12 – 14(15⁻), 5-card Major possible
2 over 1 Responses: 1M – 2♣/2♦ FG without/with FIT
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣ – 1♦ = 4⁺♥; 1♣ – 1♥ = 4⁺♠; 1♣ – 1♠ = no 4cM
1♥ – 1♠ = 0-4♠, F1 and 1♥ – 1NT = 5⁺♠, F1
1♣ – 1♦ and 1♦ – 1♥ may contain 4c♥, longer ♠
2♣ At least 4=4 in Ms, 0-11p, strength depending on distribution and vulnerability
2♦ <ul style="list-style-type: none"> Weak two in M (fair 6⁺M, 6-10 in 1st / 2nd hand; any 5⁺M, variable in 3rd hand) 22⁺ (S)BAL or FG UNBAL, often 1-suiter
2♥ 5 ⁺ ♥ + 4 ⁺ m, strength ~ weak two
2♠ 5 ⁺ ♠ + 4 ⁺ m, strength ~ weak two
2m/2M In fourth hand, NAT and weakish (NOTE 21)
3NT Gambling NT, at most an outside king
4♣/♦ Namyats (♥/♠)
Third-hand and fourth-hand openings (NOTE 21)
“Zar Point” raises of Majors (NOTE 51)
Weak jump shifts and raises in competition
Competitive 2NT: Often LEBENSOHL (NOTE 46)
Competitive CUE: INV ⁺ ; competitive FJs (good 4 ⁺ suit, INV)
Non-forcing free bids (5 ⁺ suit, 8-11) at two-level (NOTE 39)
SPECIAL FORCING PASS SEQUENCES
If the hand belongs to us (NOTE 49)
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
Vs. O/C (NOTE 29 – NOTE 36), 4th suit FG on 3L (NOTE 22) POINT RANGES (HCP, ZP) ARE GUIDELINES ONLY
PSYCHICS: Rare

OPENING	ARTIF?	MIN No.	NEG X up to	DESCRIPTION	RESPONSES	MORE RESPONSES & SUBSEQUENT AUCTION	PASSED HAND & OTHER BIDDING	
1♣		2	4♦	NAT (4+ ♣) with (some) 10+, OR any 15-19 BAL with no 5c suit	1♣-1♦ / 1♦-1♥ 1♣-1♥ / 1♦-1♠ 1♣-1♠ 1♣-1NT/2♣ 1♦-2♣ 1m-2M 1m-2♦	4+♥, incl. 5+4 Ms either way 4+♠, incl. 5+5 Ms No 4cM; 5-12 or 16+ BAL 4+♦/♣, 10+ UNBAL, FG if 4cM 4+ m, 10+ UNBAL, FG if 4cM 8+, singleton (NOTE 1, NOTE 3) Weak in a M (NOTE 3)	1♣-1♥; 1♠ 4+♦, UNBAL (NOTE 2) 1♣-1♦; 1NT and 1♦-1M; 1NT (15-17 BAL) deny 4c oM (NOTE 4); 2♣ INV+ with 5cM (NOTE 4) 1♣-1♦/♥: 2/3♣ = (5)6+♣, 11-15/16-17; 3M raise = UNBAL 4+♣, 4 M, 16-17; 3NT = 6+♣, 18-19; double jump = SPL; 4♣ = Good (5)6♣, 4c M raise 1♣-1♦/♥; 2♦ 15-19 BAL with M fit (NOTE 2)	1m-(1♥) 1♠ shows 5+♠; 2-level = NF; FIT jumps After 2♥ reverse, 2♠ and 2NT ("LEBENSÖHL") are the only ways to stay out of game (NOTE 13). More NAT system applies after opponents' bid (but TRF if DBL)
1♦		4	4♣	NAT; 5+♦ with (some) 10+, OR 4=4=4=1 with short ♣				
1♥		5	4♦	NAT, (some) 10+	1♥-1♠ / 1NT 1♠-1NT 2M	F1, 0-4♠ / 5+♠ incl. good raise F1 incl. 3♠, 17-26 ZP 3M, 14-16 ZP / 4 M, 10-13 ZP ("weak raise")	1♥-1♠ 1NT NF ART (NOTE 9); 2♣ 4=5 Ms, 18+ 2♦ 15-17 w/ 4+♥, but NF (NOTE 9) 2♣ relay, but NF (NOTE 9), 3x FG Short-suit trial bids, 35+ ZP; 3M PRE; 2NT 18-19 SBAL	1M-2m-(DBL): pass = no CTRL; resp. must RDBL, then normal system; RDBL = interest in playing; other = unchanged with CTRL 1M-2♦-(suit): DBL = PEN, pass = no suit CTRL (DBL then PEN, bids NAT), bids NAT with suit CTRL Reverse Drury after 1M in 3rd/4th hand (23-26 ZP); 2♦ asks for shortness
1♠		5	4♦	NAT, (some) 10+	1♠-2♥ 2♣ 2♦ 1♥-[2♠-3♦], 1♠-[2NT-3♥]: 4c raise (NOTE 8)	5+♥, 9-11, NF (NOTE 7) FG without fit (NOTE 10) FG with fit (NOTE 11)	1♥-1♠ 1NT NF ART (NOTE 9); 2♣ 4=5 Ms, 18+ 2♦ 15-17 w/ 4+♥, but NF (NOTE 9) 2♣ relay, but NF (NOTE 9), 3x FG Short-suit trial bids, 35+ ZP; 3M PRE; 2NT 18-19 SBAL 1M-4x, 1♥-3NT 4+ M, 23-25 ZP, single in suit (3NT: ♠) 1♥-3♠, 1♠-3NT 4+ M, 23-25 ZP, any void (NOTE 24)	1M-2m-(DBL): pass = no CTRL; resp. must RDBL, then normal system; RDBL = interest in playing; other = unchanged with CTRL 1M-2♦-(suit): DBL = PEN, pass = no suit CTRL (DBL then PEN, bids NAT), bids NAT with suit CTRL Reverse Drury after 1M in 3rd/4th hand (23-26 ZP); 2♦ asks for shortness
1NT		2♠		(11+)12-14(15), (S)BAL means • Any 4-3-3-3, 4-4-3-2, 5-3-3-2 • Some 5-4-2-2 (5M possible, not 5-4 or 2-2 Ms), • Some 6m=(3-2-2), or • Some 4-4-4-1 or 5-4-3-1 with singleton A/K	2♦ 2♥	TRF to ♥, always 4+ (not 3433) Weak: to play 2♥ INV: 4♥ with 5+m or 5+-5+ Ms STR: any M 2-suiter or 4♥ w/ 5+m SI: 6+♥ UNBAL TRF to ♠, always 4+ (not 4333) Weak: to play 2♠ INV+: 4♠ with 5+m SI: 6+♠ UNBAL	2♣ Any 5cM, INV+ INV w/ 4oM possible; otherwise no MM; SI: 6+c M SBAL 6+♣, weak or UNBAL SI BAL INV for game or slam INV: SBAL with long m; or FG: at least 5-5 ms; 6+♦, weak or UNBAL SI INV, good 6 M or any 7+ M	3♥ FG+, 3c♠, max. ♥Qx 3♠ FG+, 3c♥, max. ♠Qx 4♣ SI, at least 5-5 ms; 4♦ POS(♦), o/w CUE (♣) 4♥ Transfer to ♥ 4M To play 4NT FG, both ms, no SI 5m To play Further bidding (NOTE 12)
2♣	x		only 2♦, 3♦	4+ in both Ms, 16-27 ZP strength depending on distribution and vulnerability (can be 0-11p)	2/3/4M 3m 2♦	To play INV+ in m+2 F relay	2♣-2NT NAT INV, NF	After suit: DBL (except of 3♦) / pass + DBL = PEN. After T/O DBL: RD asks, pass to play, 2♦ NAT. (NOTE 16)
2♦	x		only 3♦	22+ (S)BAL [see 1NT], OR FG UNBAL, OR weak two in a Major. "weak" = fair suit, 6-10 in 1st / 2nd hand; variable in 3rd hand	2/3M 2NT 3NT/4M 3m 4♣/♦ (more in NOTE 17)	P/C opposite weak hand, or FG with 6+ M INV+ oppo. any weak hand, F1 To play opposite any weak hand 6+ m, FG, short M (not AK) "Bid transfer" / "Bid your suit"	2♦-2♥ 2♠ = W2♠, 2NT = 22-23 BAL, 3x = FG 2♦-2♠ 3♣/♥ = MAX/MIN W2♥ 2♦-2NT 3♣ Any MAX weak two (so FG). Then 3♦ asks for oM 3♦/♥ MIN weak two in ♥/♠ higher STR, NAT	2/3NT rebid: (NOTE 14, NOTE 15) DBL of 2♦: (NOTE 17) Suit overcall of 2♦: DBL PEN (except (3♦) - DBL = INV in partner's M) other Unchanged
2♥/2♠		5		5+ M, 4+ m, strength ~ weak 2♦ opening	2NT 3♦	"LEB" (NOTE 18) FG, one or both ms (NOTE 18)	3♣ P/C; 2♥-2♠ and 2♠-3♥ NAT, F1; 3/4M raise and 3NT: to play	2M-(suit): 3M raise competitive. (More in NOTE 18)
2NT				20-21 (S)BAL [see 1NT]		Puppet Stayman and transfers (NOTE 14)		
3♣/♦		6		PRE. Strength and suit depend on VUL / POS. Very variable in 3rd hand (NOTE 50)	New suit	F1 (NOTE 19)		
3♥/♠		6		PRE. Strength and suit depend on VUL / POS. Very variable in 3rd hand (NOTE 50)	New suit	Asks for control (NOTE 19)		
3NT	x			Gambling, at most an outside king	4/5♣ P/C; 4♦ relay for shortness: 4M = M; 4NT = 7-2-2-2; 5m = NAT, short om			
4♣/♦	x			Namyats in all positions	4♦/4♥	SI (NOTE 20)		
						HIGH LEVEL BIDDING		
						RKCB: 14 / 30 / 2 without / 2 with the trump queen. If a m is agreed, then 4m is RKCB (NOTE 27). DOPI / ROPI. QUANT 4NT (e.g. after Puppet STAYMAN/transfer) (NOTE 26). Mixed cuebids below game. Frivolous 3NT and LTTC. Spiral scan after RKCB (NOTE 27). Fitwood(suit, length) mostly after strong BAL openings (NOTE 27).		
						Notes are available by mail from stefan@helling.info		

Note 1: 1♣ responses
 Note 2: 1♣ – 1[M]; 2♦
 Note 3: 1♦ responses
 Note 4: 1m – 1[M]; 1NT: Modified 1NT system
 Note 5: 1m – 1[M]; 2M including 3-card raises
 Note 6: 1m – 1[M]; 2NT: Transfers
 Note 7: 1♠ – 2♥
 Note 8: 1M: 4-card raises
 Note 9: 1M – 1x: 21st Century Gazilli
 Note 10: 1M – 2♣ (all FG hands without fit)
 Note 11: 1M – 2♦ (FG with FIT)
 Note 12: 1NT responses
 Note 13: Strong suit rebids: Jumps and reverses
 Note 14: 2NT opening or rebid (20⁺): Puppet Stayman and transfers
 Note 15: 3/4NT (overcall or 20⁺): Baron and transfers
 Note 16: 2♣: Weak with the Majors
 Note 17: 2♦: Multi
 Note 18: 2M: Weak with 5M and 4⁺m
 Note 19: 3-level preempts
 Note 20: 4-level preempts incl. Namyats
 Note 21: Third-hand and fourth-hand openings
 Note 22: Third suit forcing / fourth suit forcing (3SF/4SF)
 Note 23: Control-asking bids (CABs)
 Note 24: Sliver
 Note 25: Lissabon
 Note 26: Quantitative 4NT: Non-forcing Baron
 Note 27: Key-card asking bids
 Note 28: Competitive 4NT
 Note 29: We open 1x: They overcall directly
 Note 30: We open 1x: They jump-overcall directly
 Note 31: We open 1x: They overcall our response
 Note 32: We open 1x: They double directly
 Note 33: We open 1x: They double our response
 Note 34: We open 1x: They overcall a two-suiter
 Note 35: Transfers in low-level competition
 Note 36: We open 1NT: They overcall directly
 Note 37: We open 1NT: They overcall or double our response
 Note 38: Runout sequences over 1NT and (1NT) doubled
 Note 39: They open (1x): We overcall
 Note 40: They open (1x): We double
 Note 41: They open (1m): Polish NT
 Note 42: They open (1x): Modified Ghestem

Note 43: They open (1NT)
 Note 44: They open (2x) preemptively
 Note 45: They open (3x) preemptively
 Note 46: 2NT Lebensohl and scrambling
 Note 47: Doubles
 Note 48: Redoubles
 Note 49: Forcing pass
 Note 50: Other rules
 Note 51: Zar Points
 Note 52: Signals

Notation

1m – 1[M] refers collectively to 1♣ – 1♦/♥ and to 1♦ – 1M, but *not* to 1♣ – 1♠.

5=4=3=1 means 5c♠, 4c♥, 3c♦, single ♣ in that order.

5-4-3-1 does not specify the suits, so it could be 4=3=5=1, for instance.

When only two suits are being specified, for instance the Majors, then **5=4** means 5c♠ and 4c♥ while **5-4** means either 5=4 or 4=5.

4♣=(4-3-2) means any 4-4-3-2 hand with exactly 4♣.

Note 1: 1♣ responses

- 1♦ 4+♥, but not suitable for 1NT/2♣. Includes M two-suiter with one 4cM
- 1♥ 4+♠, no fit
- 1♠ Relay; denies 4+♠
- 1NT 15-17 BAL (then modified 1NT system, **NOTE 4**)
- 2♣ NAT, NF
- 2♠ To play, perhaps 3=5=5=0 or 3=(5-4)=1
- 3♠ ♠ splinter for ♣
- 2♦ Reverse, ca. 4=1=4=4 or 4=0=4=5
- 2/3♥ ~ 4=3=1=5; extras but NF (bid 2♣ if MIN) / FG
- 2/3♠ ♠-♣ two-suiter; NF / FG
- 2NT 18-19 BAL (then transfers, **NOTE 6**)
- 1NT/2♣ **Transfers, 5-7**
- 2♦ 5+♥. **Either 5-7 or FG**, then 4c♠ possible
- 2♥ Normal bid
- 2♠ 4=5 Ms, FG. Further bidding as in **NOTE 10**
- 2/3NT INV / to play opposite 5-7, 4=2=(4-3)
- 3♣ MIN, 6+♣, short♥
- 3♦ SPL for♥, 4=3=1=5 or 4=3=0=6
- 3♥ FG, 4=3 Ms BAL
- 4♣ Strong ♠-♣ two-suiter
- 2♥ 4+♠, 4♥. **Either 5-7 or FG**
- 2♠ Normal bid. Further bidding if FG as in **NOTE 10**
- 2/3NT INV / to play, BAL with 4♠ (4=3=3=3 for 3NT)
- 3♣ Strong ♠-♣ two-suiter
- 3♦/♥ SPL for ♠
- 3♠ FG BAL with 4♠, not 4=3=3=3
- 2/3♠ Exactly 4♠, 8-10 / 11-12, INV
- 2NT-3♥ **5c raises, as directly after a 1♠ opening (NOTE 8)**
- 3NT-4♥ Sliver (**NOTE 24**) and singleton splinters, 23-25 ZP
Bids that would show♥ shortness show a solid♥ suit instead
- 1♠ **4+♦, UNBAL**
- 2♣ 6+♣, no 4cM
- 2♦ 3SF (not FG as such), may include 5+♠, 4♥, FG
- 2/3♠ 5+♠, 4♥, weak / INV
- 1♥ 4+♠, but not suitable for 1NT/2♣. Includes M two-suiter with 5+5+
- 1♠ **4+♦, UNBAL**
- 2♣ 5+♣
- 2♦ 3SF (not FG as such), may include 5+♠, 5+♥, FG
- 2/3♥ 5+♠, 5+♥, weak / INV
- 1♠ **No 4cM; 5-12 with no other bid, or 16+ BAL without 5c suit**
- 1NT 15-17 BAL. Then 2m to play, 2NT/3m INV, 2M values in M, **3M shortness**
- 2♣ 4+♣ (if 4♣ then 4♣=(4-4-1)), UNBAL
- 2M/NT INV in ♣ (values)
- 2♦/3♣ To play
- 3♦ INV

- <1♠> 2♦/M Values, forcing reverse (but may be 3c)
- 2NT 18-19 BAL. Then 3m weak, **3M shortness (no transfers)**
- 1NT **10+, 4+♦, no 5cM (FG except opposite very weak♣ opening)**
- (1) FG, BAL, 13+ with 5♦=(3-3-2)
- (2) FG, exactly 13-15 with a 4cM (including 4-4-4-1)
- (3) 5+♦, UNBAL, 10+
- 2♣ NF, very MIN (10-11), may be stronger with short♦
- 2♦ NF
- higher FG, 15+ → direct *Relay responses* (m = ♦)
- 2♦ FG, 15+, UNBAL or 4c♦ BAL, relay → *Relay responses* (m = ♦)
- higher FG, 12-14 → direct *Relay responses* (m = ♣), but 2NT is 15-19 BAL with at most 3c♦
- 2♣ **FG, 4+♣, no 5cM**
- (1) FG, BAL, 13+ with 5♣=(3-3-2)
- (2) FG, exactly 13-15 with a 4cM (including 4-4-4-1)
- (3) 5+♣, UNBAL, 10+
- 2♦ 15+ UNBAL → *Relay responses* (m = ♣)
- higher 10-14 → direct *Relay responses* (m = ♣), but 2NT is 15-19 BAL
- 2♦ Weak in a Major (3-7), good suit (responses as in **NOTE 43**)
- 2/3M 5+♣, no 4cM, single / void in M, 8-12 or 16+. (Further bidding as in **NOTE 3**)
- 2NT/3♣ 5+♣, good suit, no 4cM, 4-7 / 8-9 SBAL
- 3♦ 5+♣, no 4cM, single or void in♦, 8-12 or 16+
- 3NT To play, 13-15 BAL without 4cM / 5cm
- Relay responses(m)*
- 2♥ UNBAL, exactly 5m (but not 4=4=5m=0om: Bid 2♠ instead).
Then 2♠ (forced) → **NOTE 3**, Relay #2
- 2♠ 4M=1oM=4=4, 4=4=4m=1om or 4=4=5m=0om. Then 2NT (forced) asks:
- 3♣ 4M=1oM=4=4. 3♦ then asks for the 4cM
- steps 4=4=4m=1om, MAX / MIN; 4=4=5m=0om, MAX / MIN as in **NOTE 3**
- 2NT BAL, so 5♦=(3-3-2) if m = ♦. Points are given by context (15-19 from opener etc.)
- 3om Fitwood(om, 3) if 3om-bidder already showed om (**NOTE 27**)
- 3x SI in m, CUE (**3m = om** if 3x bidder already showed om)
- higher → **NOTE 3**, Relay #1

1m – 1[M]; 2m	Distribution	m = ♣	m = ♦
2♦		3SF, not FG	N/A
3♣		NAT, INV	3SF, FG
3♦		4cM, 5+♦, INV	NAT, INV
2/3M	6+ M	8-10 / 11-12	8-11 / FG
2/3oM	5+=5+ (M = ♠) or 5+=4 (M = ♥)	8-10 / 11-12	8-11 / FG
2/3NT	BAL	INV / to play	INV / to play

Note 2: 1♣ – 1[M]; 2♦

Also after 1♣ – (1♦/♥/♠) – DBL – (pass); 2♦ [showing ♥/♠/♥] and

1♣ – (pass) – 1[M] – (DBL); 2♦.

2M To play, less than 7. Opener passes or may bid 2NT with (18)19 BAL

2oM At least INV, 7+

min M (So 2♠/3♥) MIN

3♠ **RKCB(M)**

3NT BAL, e.g. 4M=3=3=3 nonforcing

2NT Non-MIN

3M-1 Puppet to 3M, then Cues (but 3NT is BAL SI nonforcing)

3M **RKCB(M)**

3NT BAL, e.g. 4M=3=3=3, no SI

3M **RKCB(M)**

4M To play

If they interfere over 2♦, we play the lowest M-1 bid as a transfer to M.

Note 3: 1♦ responses

1NT No 4-card Major, 6-9

2♣ Relay with 4+ in a minor, 10+ (FG if contains a 4-card Major)

2♦ UNBAL, MIN, NF, 5+ ♦ (but not 4=4 in Majors)

2♥ Relay, FG

2♠ 6+ ♦. 2NT then → *Relay #1*

higher → *Relay #2* (shows 5 ♦)

2NT/3♦ NF

2♥ UNBAL, not MIN, FG, exactly 5 ♦ (but not 4=4 in Ms). 2♠ → *Relay #2*

2♠ 4=4=4=1 or 4=4=5=0 (any strength)

2NT/3♦ INV, NF

If opener bids on, steps show 4=4=4=1; 4=4=5=0;

4=4=4=1 with singleton ♣A/K but no SI; same but with SI

3♣ FG, relay: steps 4=4=4=1, MAX / MIN; 4=4=5=0, MAX / MIN

2NT 15-19 BAL, so 5♦=(3-3-2)

3♣ Fitwood(♣, 3) (**NOTE 27**)

3x SI in ♦, CUE (3♦ = ♣)

higher → *Relay #1*: UNBAL, not MIN, FG, 6+ ♦

2♦ Weak in a Major with a good suit (3-7). (Responses as in **NOTE 43**)

2M 4+ ♦, no 4-card Major, single in M, 8-12 or 16+

2NT 15-17 BAL, NF, adequate stop in M

3♦ 8-9

3M SI, no CUE possible, 16+

3♣/oM CUE, SI, 16+

3NT 10-12

3♦ To play opposite 8-9 (incl. 15-17 BAL without adequate stop in M)

3NT **10-11, F1, MIN/MAX INQ** (4/5♦ replies)

4♦ **RKCB (NOTE 27)**

other CUE, SI

3M 18-19 BAL, FG, no adequate stop in M, no other bid

3NT 18-19 BAL, NF, adequate stop in M

After 1♣ opening

2/3x (x ≠ ♣, M) 18-19 BAL, FG, no adequate stop in M, 4-card suit

After 1♦ opening

2/3x (x ≠ ♦) CUE, FG

2NT/3♦ 4+ ♦, no 4cM, 4-7 / 8-9 SBAL

3♣ **NAT, 8-10**

3M/4♣ 5+ ♦, no 4cM, void in suit (4♣ can be single ♣), 8-12 or 16+

3NT 13-15 BAL, no 4cM

Relay #1: Player has shown, or is showing, 6+ m

3♣ 6+ m, 4 any. 3♦ asks: 3M = M, 3NT/4♣ = om, no SI / SI (e.g. 10-13 / 14+)

3x 6+ m, short in x (3♦ = ♣ if m = ♦), so ~ 6m=1x=3=3 or 7m=0x=3=3

3NT 6m-3-2-2 or 7m=2=2=2, ideally with 2 of 3 m tops

4m **RKCB(m)** [if not used to show SI below] (**NOTE 27**)

4x (x ≠ m) 6+ m, 5+ x [if not used below]

But if the player is not tightly limited, then instead

3NT/4♣ MIN / SI, 6m-3-2-2 or 2=2=7=2, ideally with 2 of 3 m tops

Relay #2: Player has shown, or is showing, an UNBAL hand with exactly 5 m

2NT Any 5m-4-2-2 (3♣ asks for 4-card suit; 3♦ = om)

3om **(1-3)=5m=4om** (next bid asks for 3-card Major, 3NT = ♥ if needed)

3m **(4-3)=5m=1om** (next bid asks for 4-card Major; 3NT = ♥ if needed)

3M 4M=1oM=5m=3om

3NT 5-5 in minors. Then 4m is **RKCB(m)**, 4om is **RKCB(om)**, other bids are CUE(om)

4♣/♦ 0=4=5m=4om / 4=0=5m=4om

When a 4cM has been shown in an UNBAL hand, 4m is **RKCB(m)** (**NOTE 27**) and 4NT is **QUANT (NOTE 26)**. SI(M) à la LTTC is shown with a minimum bid in oM *except* if partner has shown 3c oM; then it is **NAT**, and SI(M) is instead shown with a minimum bid in om.

Note 4: 1m – 1[M]; 1NT: Modified 1NT system

Also applies whenever responder may still hold a *known* 5cM, so after

- 1♣ – 1♦; 1♥ – 1♠; 1NT.
 - 1♣ – (1♦) – 1♠ – (pass); 1NT.
 - (1oM) – 1NT (15-18).
 - (1oM) – pass – (pass) – 1NT (11-16).
- 2♣ INV⁺, exactly 5c M
 2♦ **MAX, 2c M**
 2♥ (M = ♥) To play / (M = ♠) Transfer
 2M **All MIN hands, fit or not**
 2NT MAX, 3M=(4-3-3)
 3M MAX, 3c M
- 2♦ (M = ♠) 5⁺-5⁺ Ms. Opener bids 2M' (fit), then NAT bidding
 2♥ (M = ♥) 5⁺=4 Ms, puppet to 2♠. Then
 2/3NT INV / FG, 5=4=2=2
 3m F1, INV⁺, ~ 5=4=3m=1om
 3/4♠ INV / to play, 6=4 Ms
- 2M-1 Puppet to 2M → 1NT system on (NOTE 12)
 2♠ As 1NT – 2♠ (only ♣) → 1NT system on (NOTE 12)
 2NT As 1NT – 2NT → 1NT system on (NOTE 12)
 3♣ As 1NT – 3♣ → 1NT system on (NOTE 12)
 3♦ As 1NT – 3♦ (6⁺ M) → 1NT system on (NOTE 12)
 4♦ (M = ♥) Puppet to ♥

After 1m – 1[M]; 1NT – 2♣; 2x, all bids from 2NT are FG

- 2NT SBAL, so 5M=(3-3-2) or 5M=2=(4-2)
 3♣ 5M=4m'=(3-1) → 1NT system, *Relay #1* (in NOTE 12)
 3♦ 5M=5m' → 1NT system, *Relay #2* (in NOTE 12)
 3M 6⁺ M, SI

Note 5: 1m – 1[M]; 2M including 3-card raises

1m – [1M]; 2M: NF, UNBAL, 4(3)c M fit

- 2NT INV⁺, relay
 3m MIN, only 3c M fit. Then 3NT is to play
 3om **MIN, 4cM, any shortness**. Then 3NT is Frivolous,
 3om+1 asks further (from below 1, 1, 0, 0)
 3M **MIN, 4cM, no shortness** (4M=2oM=5m=2om). Then 3NT is Frivolous
 3oM **MAX, 4cM**. Then 3NT is Frivolous
 3NT MAX, 3cM
- 2♠/3m Short-suit trial bid, 5⁺cM
 3M To play, 5⁺ M (bid 2NT to invite)

Note 6: 1m – 1[M]; 2NT: Transfers

Also applies after their 1-level overcall.

- 3♣ Puppet to 3♦, weak or SI in ♦. Then
 3oM/M **Short in oM/♣**
 3NT 4M=5♦=2=2, SI but NF
- 3M-1 Transfer to M (5⁺ M), further bidding NAT
 3♦ (M = ♠) 5⁺-5⁺ in Ms. Opener sets trumps, then CUEs
 3♥ (M = ♥) Transfer to ♠ (5⁺=4), further bidding NAT
 3♠ **5⁺ ♣, Fitwood(♣, 3)** (NOTE 27)

Note 7: 1♠ – 2♥

- 2♠ NF, no ♥ fit
 2NT Relay, FG
 3♣/3♦ MIN/MAX. Then
 3♥ Fit with SI
 3♠ 6⁺ ♠, 2♥, FG
 3NT 5=2=3=3, 18-19
- 3m NAT, FG
 3♥ INV, incl. 3♥ with MIN
 3♠ FG, 6⁺ ♠, short in ♥
 3NT 5=2=3=3, 15-17
 4m Splinter for ♥

Note 8: 1M: 4-card raises

- 2M+1 17-22 ZP, SBAL or short ♣ (= x). Next bid is a relay – see also below
 3M-2 17-19 ZP SBAL
 3M-1 20-22 ZP SBAL
- 2M+2 17-22 ZP, short ♦ (= x). Next bid is a relay – see also below
 3M-1 17-19 ZP, singleton ♦
- 3M-2 17-22 ZP, short oM (= x). Next bid is a relay – see below
 3M-1 23-25 ZP, SBAL

Common relay responses

- 3M 17-19 ZP, short x (void if x = ♦)
 3NT 20-22 ZP, singleton A/K
 min x (Above 3M) 20-22 ZP, void in x
 other (Above 3M) 20-22 ZP, single in x, CUE

If the relay bid is doubled, ROPI/DOPI (O = 1st answer, I = 2nd answer etc).

Note 9: 1M – 1x: 21st Century Gazilli1♥ – 1♠

- 1NT NF. Only pass with short ♥
 (1) Any 15-17 or 33-35 ZP, or
 (2) 4⁺ ♠, up to 14 and 32 ZP, or
 (3) 6⁺ ♥, up to 12 and 30 ZP
- 2♣ All hands with 8-9(10), (10)11-12 with no good 5⁺ m or 17-26 ZP with 3c ♥
 2♦ **6⁺ ♥, various strengths** (hands (1) or (3))
 2♥ To play opposite hand (3)
 2♠/NT MIN/MAX hand (1), no 4c m
 3m/M MIN/MAX hand (1), 4⁺ m (resp. corr. m)
 2♠ **5⁺-5⁺ ms, short in ♥**
 3♥ 2⁺ ♥, INV
- 2♥/2♠ **4⁺ ♠, hand (2) / (1)**
 2NT INV, MIN hand (1), SBAL, NF. May include 4c m
 3m/M Exactly 5 ♥, MIN/MAX UNBAL hand (1), 4⁺ m (resp. corr. m)
- 2♦ **Up to 7 with exactly 4c ♠**
 2♥ No 4c ♠ fit
 2♠ Short in ♥, 5⁺ of a m. 2NT then asks for m
- 2♥ To play, 2 ♥
 2♠ **Weak with long ♣**
- 2m 4⁺ m, up to 14 and 32 ZP. **Now 2♠ is INV in m**
 2♥ 6⁺ ♥, 13-15 or 31-33 ZP, so better than hand (3)
 2♠ 4⁺ ♠, 18⁺ or 36⁺ ZP, FG

1♥ – 1NT

- 2♣ (1) Any 15-17 or 33-35 ZP with no ♠ fit, or
 (2) 4⁺ ♣, up to 14 and 32 ZP; 5(6) ♥, or
 (3) 3⁺ ♠, INV
- 2♦ All hands with 8-9(10), (10)11-12 with no good 5⁺ m or 17-26 ZP with 3c ♥
 2♥ **Hand (2), so 4⁺ ♣.** Now 2NT/3♥ NAT, INV, other NAT, NF
 2♠ **INV, MIN hand (1), either 4⁺ m or 6⁺ ♥**
 Now 2NT is a relay for extra length
- 2NT INV, MIN hand (1), SBAL, NF. Bids are then NAT, NF
 3m 4⁺ m, FG
 3♥ 6⁺ ♥, FG
 3♠ 3⁺ ♠, INV, so hand (3)
- 2♥/♠ To play
- 2♦ 4⁺ ♦, up to 14 and 32 ZP
 2♥ 6⁺ ♥, up to 14(15) and 32(33) ZP (if contains 4c m, then good ♥ suit)
 2♠ To play, short in ♥
 Opener can bid 3m with 0=6=4m=3om or 3♥ with 0=7=3=3
- 2/3♠ 3⁺ ♠, NF / FG

1♠ – 1NT

- 2♣ (1) Any 15-17 or 33-35 ZP *except* with 4⁺ ♥, or
 (2) 4⁺ m, up to 14 and 32 ZP; 5(6) ♠
- 2♦ All hands with 8-9(10), (10)11-12 with no good 5⁺ m or 17-26 ZP with 3c ♠
 2♥/♠ **Hand (2), 4⁺ ♣/♦ (= m)**
 2♠/p To play in ♠
 p/3♥ To play in ♥
 2NT 11-12, INV (may contain ♣ fit over 2♥)
 3m To play in m
 3om (Over 2♥) To play in ♦, no fit /
 (Over 2♠) 4⁺ ♦ (= m), INV
- 2NT INV, MIN hand (1), SBAL, NF. Bids are then NAT, NF
 3m 4⁺ m, FG
 3♠ 6⁺ ♠, FG
- 2♥/♠ To play
- 2♦/♥ **4⁺ ♥, 15-17** / up to 14
- 2♠ 6⁺ ♠, up to 14(15) and 32(33) ZP (if contains 4c m, then good ♠ suit)

1M-1x

- Opener makes a bid, 2y, which is limited to 14(15) and 32(33) ZP
 - 2NT is NAT and INV, (10)11-12.
- Opener makes a bid, 1NT/2♣, which may contain 15-17 / 33-35 ZP
 - 2NT is weak with either (6)7⁺ ♦ or 4⁺-4⁺ ms.**
- In either case
 - 3L Major raises/rebids are INV.
 - 3m is NAT, good 5⁺ m, and INV, (10)11-12 but 8-9 oppo. 15-17.
- 2NT 18⁺ or 36⁺ ZP, SBAL, NF.
- 3y (y ≤ M) 18⁺ or 36⁺ ZP, 4⁺ y (y < M) / 6⁺ M, FG.
- 3NT ~ 20-21 with good, long suit.

1M – 1x; 2M – 2NT (INV)

- 3m 6=4, weak
 3M To play
 3oM 6M=4m or 7c M, FG. Cheapest bid is a relay
 4m 6M=4m
 other 7c M (make cheapest bid)

1M – 1x; 2NT, analogous to NOTE 6

- 3♣ Puppet to 3♦, weak or SI in ♦
 3M-1 Puppet to 3M (3cM), then 3NT 3M=(4-3-3), suits CUE
 3♦ (After 1♠ – 1NT) Puppet to 3♥ (5c♥), further bidding NAT
 3♥ (After 1♥ – 1NT) Puppet to 3♠, weak or SI in ♠
 (After 1♥ – 1♠) **SI with 5⁺-5⁺ ms.**
- 3♠ **5⁺ ♣, Fitwood (♣, 3) (NOTE 27)**

Note 10: 1M – 2♣ (all FG hands without fit)

- 2♦ 6+ M, denies 4c oM
 2♥ 5+ oM, short in M
 2♠ 3-card fit in oM (→ see below: "After a 2-level fit")
 2NT No fit, not MIN, often 6M=1oM=3=3 / 6M=2oM=(3-2)
 3m 4-card suit, no fit, strength open
 3M MIN, no other bid
 3oM MIN, Hx in oM
 3NT MIN, not Hx in oM, but values in both ms
 2♠ 2-card fit in M (→ further bidding see **NOTE 27**)
 2NT Short in M, no other bid
 3m 6+ suit, short in M
 3M **Both ms, short in M, e.g. 1M=2oM=5=5**
 3oM **Both ms, short in both Ms, e.g. 1=1=(6-5)**
- 2♥ Exactly 4 oM
 2♠ 4+ oM fit (→ further bidding see **NOTE 27**)
 2NT 1M=3oM=(5-4) or 2M=3oM=4=4
 3m 6+ suit, no fit. Now 3M 6c suit, **3oM no om STOP**, 3♦ (if poss.) NAT
 3M/oM **Both ms (at least 5-5), short in suit bid**
- 2♠ Exactly 4 of a minor, no 6-card M
 2NT Forcing relay
 3♣ ♣ (but not 5M=0oM=4=4). 3♦ is then a relay, after which
 3M 5M=1oM=3=4
 3oM 5M=3oM=1=4
 3NT 5M=2oM=2=4
 3♦ 5M=2oM=4=2
 3M 5M=1oM=4=3
 3oM 5M=3oM=4=1
 3NT 5M=0oM=4=4
 When opener has shown distribution, responder shows SI(oM) with a cheap bid in a short suit (singleton, or, if a minor, possibly doubleton)
 3m Own 6+c suit, mandatory in principle (suit may get lost otherwise)
 3oM Own strong 6+c suit. SI(oM) oppo. shortness, or for 3NT with running suit. Partner can bid 3NT to play, cue for oM or raise
- 2NT 15-19 BAL, so 5M=(3-3-2)
 3x **5+ suit, Fitwood(x, 3) (NOTE 27)**
 3M All other hands that are SI opposite 18-19 BAL
 3NT To play
- 3m 5+ of the minor
 3x NAT, 6+ cards
 3M Hx in M
 3NT To play
 4m RKCB(m) (**NOTE 27**)
 4oM NAT
- 3oM (M = ♥) 5=6 / (M = ♠) 5=5. **3♠ over 3♥ is then CUE for ♥**
 3M Solid 6+ suit (after which 3NT is NAT)

Note 11: 1M – 2♦ (FG with FIT)

- 2♥ 6+ M, 2♠ asks, answers as below
 2♠ Another 5c suit. 2NT asks:
 3♣/3♦/3♥ ♣/♦/oM with 31+ ZP
 Next step asks for shortness, rest Cue / Button.
 3♠/3SA/4♣ oM/♦/♣ with 27-30 ZP
 Now Cues.
 2NT 31+ ZP, SBAL
 3♣ No shortness, any strength
 3♦ Asks for strength (3NT MIN, other MAX with cue)
 rest Cue / Button
 higher as below
 3♣ 27-30 ZP, 3+ controls, no shortness
 3♦ SI with any shortness. 3♥ asks as below
 rest Cue / Button
 3♦/♥/♠ 31+ ZP, short ♣/♦/oM.
 3NT 27-30 ZP, shortness ♣
 4m 27-30 ZP, shortness ♦/oM

Shortness is always shown from below.

Buttons if not a defined relay or response:

- 3M RKCB(M)
 3NT MIN (Frivolous). NF if both hands known to be BAL

Note 12: 1NT responses

Relay #1: 3♦ asks for shortness, denies Major fit (M)
 3♥/♠ Exactly 5M=3oM=4=1 / 5M=3oM=1=4 (short ♣/♦)
 3NT/4♣ No SI / SI, 1oM=5M=(4-3) or 0oM=5M=4=4 (short oM)

Relay #2: 3♥ asks for the 5-card minor, denies Major fit
 3♠ 5+ ♣
 3NT/4♣ No SI / SI, 5+ ♦

Sequence #3: Showing fit after responder has shown 5+ M, FG+
 3M/3NT 3c fit, MAX / MIN (then 3NT is Frivolous)
 suit (< 4M) 4c fit, MAX and CUE
 4M 4c fit, MAX, but no CUE possible

1NT – 2♣

2♦ MAX with one short M (even though 4c oM), or MIN with no 4cM
 2M INV, NF, 5 M (or bad 6 M), at most 4 oM
 2♠ (If poss.) Undefined
 2NT INV, MAX, 2M=3oM=4=4 or 2M=3oM=(5-3)
 3m 5+ m, to play
 3M **FG, (4)5+ corr. m**
 game To play
 3♣ NF, MAX, 2M=4oM=(4-3)
 Everything but 4m (INV) is to play
 3♦ NF, MAX, 2M=5oM=3=3
 Everything but 4♦ (INV) is to play
 3M INV, NAT
 game To play
 2NT FG+, 5(+) ♥ UNBAL, less than 4 ♠, with 4+ minor
 3♣ Relay, less than 3c ♥ (no fit)
 3♦ 5+ m. 3♥ → *Relay #2*
 3♥-4♣ → *Relay #1* responses, 4 m
 other All show ♥ fit → *Sequence #3*
 3♣ FG+, 5(+) ♠ and 4 m with shortness, less than 4 ♥
 3♦ → *Relay #1*, less than 3c ♠ (no fit)
 other All show ♠ fit → *Sequence #3*
 3♦ FG+, 5(+) ♠, 5+ m
 3♥ → *Relay #2*, less than 3c ♠ (no fit)
 other All show ♠ fit → *Sequence #3*
 3M FG+ with SBAL 5cM; less than 4 oM
 game To play (responder often bids on with SI)
 4x MAX, fit for M, CUE
 3NT (undefined)
 4m **SI in m+2** (Lissabon), 6+cM. Responder accepts with 4m+1
 4M To play; mild SI

2M **MIN, 4-5 oM, less than 4 M ("Anti-Stayman")**
 pass To play, 5(6) M
 2♠ (M = ♥) To play, 4-5 ♠, may have 4=5(6)
 2NT **SI with oM fit.** Either 5c oM or SBAL 6c oM
 3♣ A doubleton somewhere
 3♦ is then a relay: 3♥/♠/NT = doubleton in ♣/♦/M
 3♦ 4oM=3=3=3
 In both cases, **3oM/4NT: RKCB(oM)**, 3NT Frivolous, other CUE

3♣ FG+, 5(+) M and 4m, UNBAL (no oM fit)
 Then 3♦ → *Relay #1*, 3oM with 5c oM, 3NT to play, fast arrival
 3♦ FG+, 5(+) M and 5+ m (no oM fit). 3♥ → *Relay #2*
 3M As 1NT – 2♣; 2♦ – 3M, but 5M=4m=2=2 if no SI
 3/4oM INV / to play, 4-5(6) oM fit, suggests 5(6) if M = ♥
 3NT NF, 5M=2oM=3=3
 4m Splinter for oM
 4M To play, own suit, had light SI

2NT MIN, 4=4 Ms

3m INV in corr. M
 3♣ **MAX, 5-3 / 4-3 / 3-3 Ms.** 3♦ asks for longer M
 3♥ 3=4 or 3=5 Ms
 3♠ 4=3 or 5=3 Ms
 3NT 3=3 Ms
Now after 3x:
 3NT (undefined)
 4m **Transfer to m+2**
 4M To play

3♦ MAX, 4=4 Ms

After 2NT or 3m
 3M SI in M (now 3NT Frivolous)
 3NT (undefined)
 4m **Transfer to m+2**
 4M To play

1NT – 2♦ (not with 3=4=3=3!)

2♥ NF, less than 4 ♥ (nonvul.) / less than 5 ♥ (vul.)
 pass Weak, 4+ ♥
 2♠ F1, INV+, all Major two-suiters *except* INV with 5(6)-4
 2NT/3♣ MIN / MAX (FG), no 4cM
 3♣ (If poss.) Exactly INV, at least 5=5 in Ms
 3♦ 3=3 Ms
 3M 3M=2oM
 4M Only with super hand

<2♥> <2♠> <2NT/3♣> 3♦ **Three-suiter with both Ms.** 3♥ asks
 3♠ Three-suiter, short ♣, SI or not
 3NT/4♣ Three-suiter, short ♦, no SI / SI
 3♥/♠ FG+, 4=5+ / 5+=4
 3NT Denies fit. 4m = 4=5, short om; 4M = to play
 3NT To play
 4m **SI, at least 5=5 in Ms, CUE**
 4M **SI (but NF), 6+M=4oM, RKCB(M)** (NOTE 27)
 3♦ (nonvul.) FG, MAX with 4-5c ♠
 Then CUEs and Frivolous NT for ♠, fast arrival
 3♦ (vul.) FG, MAX with a 4c ♥ or 4-5c ♠
 3♥ SI in partner's M
 3♠ 4-5c♠, then CUEs & Frivolous NT(♠)
 other CUEs & Frivolous NT for ♥
 4♥ P/C
 3♥ MIN, 4♥ (must be horrible hand if nonvul.)
 3♠ MIN, 4-5♠, after which CUEs and Frivolous NT
 3NT (vul.) **MAX, 4=4 Ms**
 4♥ SI (but NF), SPL in ♠, 6+♥
 other As after 1NT – 2♥; 2♠ (see below)
 super Super-accepts as after 1NT – 2♥ (see below)

1NT – 2♥ (M = ♠) (not with 4=3=3=3!)

2♠ NF, less than 4♠ (nonvul.) / less than 5♠ (vul.) = no **SA (super-accept)**
 pass Weak, 4+ M
 2NT **INV+, 5+♣**
 3♣ MIN, no M fit. Any further bidding is then FG
 3♦ ~ 4M=1oM=3=5, ♦ values
 3M Good M, no values outside M and ♣
 3oM ~ 4M=3oM=1=5, oM values
 3NT **Good 6+c♣, no values outside M and ♣**
 3♦ MAX, ♦ values, problem in oM
 3oM MAX, oM values, problem in ♦
 3M MIN, M fit
 3NT To play
 3♣ **INV+, 5+♦, ♣ shortness** (xx possible)
 3♦ MIN, no M fit. Any further bidding is then FG
 3M Good M, no values outside M and ♦
 3oM ~ 4M=3oM=5=1, oM values
 3NT **Good 6+c♦, no values outside M and ♦**
 3oM MAX, ♣ values, problem in oM
 3M MIN, M fit
 3NT To play

<2♠> 3♦/♥ **INV (NF) / FG, 5+♦, ♣ values, oM shortness (xx possible)**
 3♠ **FG+ three-suiter short in oM** (the Major we didn't transfer into)
 3NT P/C, any 4M=(4-3-2). Opener passes with any 4-3-3-3
 4x SI, SPL, 6+ M
 4M To play, 6+ M
 2NT/3x MAX, SA, "BAL" / values in x, now 3♥ = re-transfer if possible
 3M MIN, SA
1NT – 2♠, BAL INV for game or slam, Si with 5+♣ or weak with 5+♣
 2NT/3♣ MIN / MAX
 p/3♣ to play
 3♦ Long ♣, short ♦, FG+
 3M Long ♣, short M, FG+
 3NT to play
 4♣ RKCB(♣)
 4♦/M Void, not EKCB(♣). (Instead bid 3♦/M, then 4♦/M for EKCB)

1NT – 2NT, INV in a m or FG both ms

3♣ No game interest opposite ♣
 3♦ INV with ♦
 3M Short, FG with both ms
 3♦ Interest opposite ♦ but not
 3M Short, FG with both ms
 3NT To play opposite both ms

1NT – 3♣, requires 3♦, after which pass is to play.

3M Long m, short M, FG+
 3NT/4om Long m, short om, NF / SI(m)
 4m RKCB(m) (NOTE 27)
 4M Void, not EKCB(m). (Instead bid 3M, then 4M for EKCB)

1NT – 3♦, INV in a M

3M P/C
 3NT **3=3=(4-3), Hxx in both Ms, prefers 3NT to 4M.**
 4m Transfer to m+2
 4M To play

4♣/♦ "Bid a transfer" / "Bid your suit"

1NT – 3M, short M (max Qx) and exactly 3oM

3♠ (If poss.) Asks for half STOP in ♠
 3NT No 5c oM, but good M STOP (probably double STOP), to play. 4m is Fitwood(m, 4)
 4x (x < shown oM) MAX, 5c oM, CUE
 4oM To play. MIN with 5c oM; if oM = ♥, 4c♥ (any strength) is also possible
 4NT F, **asks for longer / better m** (same m length)
 5m To play

Note 13: Strong suit rebids: Jumps and reverses

- The sequence 1m – 1[M]; 3m is NF, and every continuation is FG.
- The sequence 1♦ – 1M; 3♣ is forcing. Only the 3♦ reply is weak; everything else is FG. A hand with SI first bids 4SF (NOTE 22).
- All reverses are at least F1. 2♠ reverses are FG (1m – 1[♥]; 2♠).
- Secondary jumps are INV after 1♣, but FG after 1♦, so 1♣ – 1♦; 2♣ – 3♥ is INV, but 1♦ – 1♥; 2♦ – 3♥ is FG. (3SF is cheap after 1♣, not after 1♦.)
- 1m – 1[♥]; 2♠ is natural reverse and FG.
- 1m – 1[♠]; 2♥ is natural reverse and F1 (further bidding below).
- 1m – 1[M]; double jump in new suit is a limited splinter for M, FG but no more.

1m – 1[♠]; 2♥, F1

- 2♠ weak relay, 4+ ♠
2NT/3m NF
- 2NT **LEB-like**, F1, either weak or FG with om STOP
- 3m **FG, m fit**
- 3om **5+♠, FG, no m fit, no om STOP (“4SF”)**
- 3♥ **FG, 5+♥ in Ms**
- 3♠ FG with (semi-)solid 6+ ♠
- 3NT To play, exactly 4c ♠. No m fit, **without om STOP**
- 4♥ 5+♥ in Ms, very bad

Note 14: 2NT opening or rebid (20*): Puppet Stayman and transfers

- 3♣ Asking for 4-card or 5-card Majors. 4NT is then always QUANT (NOTE 26)
- 3♦ No 5-card Major; 4-card Major possible
- 3♥ Not 4♥; 4♠ possible. 3NT – 4m is Fitwood(m, 3) (NOTE 27)
- 3♠ 4♥; not 4♠. 3NT – 4m is Fitwood(m, 3) (NOTE 27)
- 3NT 4=4 M, NF
- 4♣ **4=4 M, SI** (4♦ response denies 4cM)
- 4♦ **5=4 M, SI** (4NT response denies Major fit)
- 4♥ **5=5 M, SI but NF**
- 3M 5-card Major
- 4oM **RKCB(M)** (NOTE 27)
- suits CUE with FIT
- 3NT 6-card minor
- 4♣ SI in at least one minor. Then 4♦ = RKCB(♦), other = CUE(♣)
- suits CUE with FIT in both minors
- 5♣ P/C
- 3♦ Transfer to ♥, after which 4♠ directly is **RKCB(♥)** (NOTE 27)
- 3♥ No 3-card fit
- 3♠/4m **Fitwood(suit, 4)** (also for m!) (NOTE 27)
- 4NT QUANT (NOTE 26)
- 3♠/4♣ 4+♥, all strengths, with values (4♦ must remain free as re-transfer)
- 3NT 3-card fit, all strengths (4♦ is re-transfer, other bids CUE, don't bid 4♥)
- 3♥ Transfer to ♠ (continuations as above; **4♥ is RKCB(♠)**, NOTE 27)
- 3♠ **Transfer to 3NT, no 4cM**. Then
- 4m Fitwood(m, 3) (NOTE 27)
- 4M **3M=1oM=(5-4), F1, strong SI**
- 4NT/5m To play
- oM “Bid your longest minor”
- 3NT **5=4 M, NF**
- 4♣ Gerber (14/30)
- 4♦ **5=5 M, weak hand or strong SI** (see also ...2NT – 3♣; 3♦ – 4♥)
- 4M **At least 5=5 in minors, shortness in M, SI** (4NT reply shows misfit)
- 4NT QUANT (NOTE 26)
- 5m To play

Note 15: 3/4NT (overcall or 20*): Baron and transfers

- 4♣ Baron (bid 4-card suits from below); M bids are NF
- 4♦/♥ Transfer to ♥/♠. Transfer to opponents' suit is QUANT (NOTE 26)
- 4♠ **SI with one or both minors**
- 4NT No interest
- 5♣/♦ **Only SI in ♦/♣**
- 5M CUE with FIT in both minors. **Then 5NT/6♣ transfers to ♣/♦**
- 4NT **Gerber** (14/30) – Note: Only case where such NT bid is not QUANT! (NOTE 26)
- 5m To play

Note 16: 2♣: Weak with the Majors

For opener, MIN = 16-19 ZP, MED = 20-23 ZP, MAX = 24+ ZP

pass	6+ ♣, no 4cM
2♦	Relay, max. 30 ZP or 35-38 ZP (so FG opposite MED ⁺), or SBAL INV
2♥	♥ ≥ ♠, any strength
2♠	Strong relay, 35-38 ZP
2NT	Same length in Ms. Then 3♣ asks
	3♦/♥ MIN, 4=4 / 5=5
	3♠/NT MED ⁺ , 5=5 or 6=6 / 4=4
3♣	MIN, ♥ > ♠. Then 3♦ asks & 3M/3NT are to play
	3♥-3NT 4=5 / 4=6 / 5=6
	3♦-3♠ MED ⁺ , 4=5 / 4=6 / 5=6
2NT	NAT, INV, often (3-2)=(4-4), (3-2)=(5-3) or (3-1)=(5-4)
3m	NAT, FG; further bidding NAT
3M	INV, 35-38 ZP, fit with short oM. Accept with MED ⁺
2♠	♠ > ♥, any strength
2NT	NAT, INV, often 2=3=4=4, 2=3=(5-3) or 1=3=(5-4)
3♣	Strong relay, 35-38 ZP
	3♦ MIN
	3♥-3NT MED ⁺ , 5=4 / 6=4 / 6=5
	rest As after 2♣ – 2♦; 2♥
2M	To play, longer M
2NT	NAT INV, NF
3m	INV ⁺ in M = m+2, 31-34 ZP (FG opposite MAX only) or 39+ ZP (always FG)
	3m+1 Re-invite
	3/4M MIN, unattractive hand / extra shape. Downgrade Q/J in oM
	3♠/3NT/4x (3♠ over 3♣) MAX, good suit, CUE (3NT = no CUE possible)

Relay #1: 3♠ asks for ♥ length (exactly 4 ♠ is known)

3NT 4=4 Ms

4m/4♥ 4♠=5+ ♥ with **short m** / 4=5=2=2Lissabon (4m = SI in m+2, see also **NOTE 25**) from responder in all situations where an M fit is not yet confirmed, even after intervention.2♣ – (DBL): As in **NOTE 43****2♣ – (suit)**

DBL	PEN except of (2♦), which asks for longer M like an own 2♦ bid (system on), or DBL of (3♦), which is INV⁺ in at least one M , in which case
3♥	All MIN and MED
3NT	MAX, 4=4
4♣/4♦	MAX, 4=5+ / 5+=4
4♥	MAX, 5+=5+
2NT	(if poss.) Unchanged, system on
3♦	(Over 3♣) INV⁺ (responses as after DBL of (3♦))

Note 17: 2♦: Multi

2♥	To play facing a weak ♥ hand, or FG with 6+ ♥ (rebid 3♥)
2♠	Weak two in ♠
	2NT INV. Opener bids a side value if MAX
	3m NF, NAT
	3♠ PRE
2/3NT	22-23 / 24+ BAL (NOTE 14, NOTE 15)
3x	FG, NAT, UNBAL
2♠	Some ♥ fit; to play facing a weak two in ♠ or FG with 6+ ♠ (rebid 3♠)
2/3NT	22-23 / 24+ BAL (NOTE 14, NOTE 15)
3♣/3♥	MAX/MIN weak two in ♥
2NT	F1, INV ⁺ facing any weak hand
3♣	MAX weak two (so FG). 3♦ asks for oM. Then 3NT to play, cues
3♦/♥	MIN weak two in ♥/♠ . Then 3NT to play, cues
higher	Strong hands, NAT
3m	FG, 6+ m, singleton (not A/K) in one M
3M	NAT, weak, no semi-solid suit, no m support (3+ c or doubleton A/K/Q)
4♣/♦	♥/♠ hand with m support
4M	NAT, semi-solid 6c suit (AK, AQJ or KQJ), no m fit
higher	Any strong hand

*After any double of 2♦ (conventional or otherwise)*pass **To play**RDBL **Relay for M**2M Shorter Major, some fit for the other Major (**opener bids 3♣ with MAX and FIT**)

higher As without double. System on

Note 18: 2M: Weak with 5M and 4^m

2M – 2NT: “Lebensohl” (NOTE 46), often weak with long suit or INV/SI with fit

3m **The minor opener doesn't have**, now

3♥	(M = ♠) NF
3M/4om	Fit, INV (same for 4♦ after 3♣) After 3M, 3NT 5M=4om, 4om 5M=5om, 4M 6cM
3M+1	SI(M), F
3M+2	Exactly 5=5 4M-2 asks for 2 ⁺ suit (4M-1 = om, 4M = oM)
4M-2	5M=1oM=4om=3m (so 3cm, showing length from below)
4M-1	5M=3oM=4om=1m
4M	6cM

3♥/♠ **5M=0=4=4, MIN/MAX**, now

3NT	Puppet to 4♣ . Responder passes or places contract
4m/oM	EKCB(m/M) (NOTE 27)

2M – (suit)

suit	NAT, F1
DBL	PEN except of (3♦) which is INV⁺ , in which case
3oM/NT	MAX, 5M=4♣/♦
3M	MIN

2♥ – 2♠: NAT, 5⁺ ♠, F1 (either no ♥ fit or very STR)

2NT	At most single ♠, 3 ⁺ =3 ⁺ ms (now 3m to play, rest FG)
3m	At most single ♠, 5cm (now 3♠ to play, rest FG)
3♥	2c♠
3/4♠	3c♠, MIN/MAX

2M – 3♦: **FG with one or both ms**

3♥/♠ Second suit ♣/♦ (= m)

3NT 5M=0oM=4=4

In all cases:

3NT	NF, long om. Opener bids on with fit, MAX and short oM
4m	RKCB(m) (NOTE 27)
4M	2cM, long om, P/C

2M – (DBL): RDBL is strong and sets forcing pass; system on; pass + DBL is PEN.

2♠ – (3♥): 4m P/C, 5m NAT.

Note 19: 3-level preempts

Requirements for 3x (3m opening is more constructive than 3M opening)

- Anything goes if (1) non-vul. and either (2a) in third hand or (2b) against vul. opponents.
- Otherwise
 - 6⁺ cards, 2 of 3 tops. When vul., normally max. two losers opposite a singleton.
 - At most one outside ace or king.
 - No side 4c Major, preferably no void.

3m

3♦ (Over 3♣) **Asks for 3-card Ms**. New-suit bids are then CABs (NOTE 23), 4m to play
3M/3NT **3 cards in oM** / No 3-card Major

4♣ 3 cards in both Ms, typically 3=3=0=7

3M (Over 3♣) 6⁺ M / (over 3♦) 5⁺ M, F1 (after which 4m is to play and 4NT = RKCB(M))

3♠ (Over 3♥) Negative for ♥; 3c♠, at least Jxx; two of three m tops

3NT Negative for M; om STOP; two of three m tops

4m No other bid

4M Raise (Qx after 3♦ only with MAX). New suits are then CABs (NOTE 23)

3NT To play

4m RKCB (NOTE 27)

4x CAB (NOTE 23)

3M

3NT To play

4M May be PRE

MIN x CAB (NOTE 23)

4NT RKCB(M) (NOTE 27)

5M PRE

If doubled, RDBL is to play, with a defensive hand, and invites partner to DBL.

If overcalled

DBL PEN

CUE FG, SI

raise 4M may be PRE, 4m is always PRE

3NT/4M To play (no CABs)

Note 20: 4-level preempts incl. Namyats

4M

4NT RKCB (NOTE 27)

4♠/5x CAB (NOTE 23)

5M “Bid six with one trump loser opposite small singleton, bid a second-round control with no trump losers”

4m (Namyats) requires

- At most one trump loser; often an 8-card suit.
- At most one outside ace or king.
- No side 4c Major.
- 8-9 playing tricks.

4♣ (similarly after 4♦)

4♦ General SI, after which new suits are CABs

4M No outside ace or king

suit King

4NT An ace somewhere; 5♣ asks; replies NAT (5♦ = ♦A, ..., 5♠ = ♣A)

MIN x CAB (NOTE 23)

Note 21: Third-hand and fourth-hand openings

Changes in third hand

1M Unchanged, Gazilli on

1NT Not MIN if vul.

2/3L Very aggressive, 3-13 (3L depending on vul.). 5c weak twos possible nonvul.

Changes in fourth hand

1L Normal, but HCP + ♠ ≥ 15

2m/M Unchanged but with a weak range of 9-12

3L To make. Partner raises 3M to game with two quick tricks

Note 22: Third suit forcing / fourth suit forcing (3SF/4SF)

3SF

- 1♣ – 1[M]; 2♣ – 2♦ (F1) and 1♣ – 1[M]; 3♣ – 3♦ (FG).
- 1♦ – 1♠; 2♦ – 3♣ (FG) and 1♦ – 1♠; 3♦ – 3♥ (FG).
- 2/3M and 2/3oM when 3SF was available
 - 3L is FG only if 3SF would have been FG.
 - 2L shows from about 8 HCP to just below the 3L bid.

3SF/4SF

- 3SF/4SF is FG if bid on the 3-level, not FG as such if bid on the 2-level.
- After a 2-level 3SF/4SF bid, opener shows strength and distribution. Minimum bids are not FG, other bids are FG. After any NF response, all rebids other than 2NT are FG.
- 3SF/4SF followed by a minimum rebid in the third/fourth suit shows 5+ cards, FG.
- A jump in the third or fourth suit shows 5-5, INV, NF. However, responder's jump to 4♥ after having started 1m – 1[♠] shows 6+ ♥ and 5+ ♠, NF, and other two-suited M bids usually show ♠ ≥ ♥.
- The „nothing“ bid is a cheap return to the opened suit.

Note 23: Control-asking bids (CABs)Level responses: (1) No 1st / 2nd round control; (2) K or singleton; (3) A or void.

A rebid in the asked suit asks further (new-suit bids are new CABs)

1. Distributional control.

2. High-card control.

If a CAB is doubled or overcalled: DOPI-ROPI.

Note 24: Sliver

- | | | |
|----|-----|----------------------------|
| 1♥ | 3♠ | 4+ ♥, any void |
| | | 3NT asks for void (4♥ = ♠) |
| 1♠ | 3NT | 4+ ♠, any void |
| | | 4♣ asks for void (4♠ = ♣) |

Note 25: Lissabon

4♣/4♦ Lissabon (SI in ♥/♠) applies when

- Bidding has arrived at 3♥, 3♠ or 3NT in an FG situation, and
- Partner has shown Majors, and we may still have fit for both.

Note 26: Quantitative 4NT: Non-forcing Baron

4NT is QUANT (with Super-Baron answers)

- Directly after natural NT bids (unless otherwise noted).
- Directly after every answer to Puppet Stayman and after a normal transfer accept.
- If 4m or some other available bid is already RKCB.

A quantitative 4NT bid is non-forcing

pass MIN for the bidding

5x NF

6x MAX, lowest (unknown) 4-card/5-card suit

Note 27: Key-card asking bids

4NT is RKCB(M) with five keys, never RKCB(m), in any non-competitive sequence when

- It is not QUANT ([NOTE 26](#)), and
- A Major fit has been located. (**If both Majors are bid, for the second-bid Major.**)

4m is RKCB (after which 5m is to play if responder has at most 2 keycards)

- If a fit in a minor is found (except that 1m – 4m is PRE), and partner has bid the minor naturally before or shown 3+ cards in this minor.
- But in no circumstance is 4m RKCB in a competitive sequence (defined as either opponent having bid at his *last* turn, and we are not in a FG sequence).
- After 4m RKCB, we can only play 4NT after 4m+1 (negative) – 4NT and 4NT – pass.

Other bids may ask for key-cards too

- A 4NT opening asks for specific aces (5♣ none, ..., 5NT for ♣, 6♣ with two aces).
- **An unnecessary jump to the 5-level in a suit that can't be trump is EKCB;** also e.g. 1NT – 2♦; 2♥ – 4♠.
- **But a jump to 4M, showing shortness and agreeing an m, is a limited void splinter** (~ a 3 ZP range, e.g. 23-25 ZP) and not EKCB. 4NT is then RKCB.
- **In an uncompetitive auction, when an M fit has been established and 4NT would be RKCB(M), then 5x (x < M) is always EKCB(M) if that player can be void in x.**
- **4♠ is EKCB if the 4♠ bidder has shown a two-suiter with 10+ cards** (excluding ♠).
- 4oM is RKCB(M) and 4NT is QUANT when partner is STR BAL and 4oM cannot be NAT.
- **A shortness bid followed by another bid in the suit by the same player is EKCB.**
- **After LTTC, 5M in the agreed suit is NF Lackwood and denies control in M-1.** 6M shows second-round control while the step responses show first-round control.

The step answers to RKCB(M) are

- 1 or 4 / 0 or 3 / 2 without / 2 with the queen of trumps.
- **An even number with a useful void.**
- **An odd number with a useful void in the bid suit.**
- 6 of trumps shows an odd number with a higher void.
- Void answers only when the number of keycards will not be a disappointment.

The step answers to 4m = RKC(B)(m) (“**serious RKC(B)**”) are

- 1st step: No SI. The 4m bidder can then re-ask with 4m+2.
- Higher: As in RKC(B)(M), but with SI.

Directly after an RKC(B) answer

- 6NT, any bid in the agreed suit, and any plausible small or grand slam are to play.
- **After ambiguous responses (e.g. 0 or 3), responder should bid on over a NF 4-5L bid with at least 3 keycards and should assume that partner knows.**
We can then usually only stop short of slam if the trump queen is missing.
Example: ♠ are trumps and the reply was 5♦ (0 or 3). 5♥ asks for ♥Q opposite 3; 5♠ scans for ♣K (see below) opposite 3 but asks for ♥Q opposite no keycards.
- Other bids are spiral-scan asking bids with the missing cards in a row: Queen of trumps if still unknown, then ♣K to ♠K (excluding the trump king), ♣Q to ♠Q etc.
- **In EKCB scan, the ace/king in the void suit goes after the last side-suit king/queen.**
- The first available asking step starts from the beginning of the chain, etc.
- The 1st step denies the 1st card; the 2nd step shows the first but denies the 2nd card, etc.
- We play “intelligent scan,” so we skip over cards that have already been *unambiguously* shown or denied during the bidding.

Note 28: Competitive 4NT

In order of priority, a competitive 4NT bid (where either opponent bid at his last turn) is

- To play if and only if we already bid 3NT to play.
- **RKC(B)(M) with a control** in opponents’ suit (a voluntary 5M raise = SI *without* a control)
 - When we have confirmed a Major fit, or
 - For our last-bid suit if it is a Major.
- **SI for partner’s or our minor; without a control in opponents’ suit if the control situation is still open.**
- Otherwise T/O for two unbid suits.

(1) If the opponents preempt and only bid one suit, *and*

(2) we have bid at most one suit and not yet confirmed a fit, *and*

(3) the doubler did not already have a chance to double for T/O, then DBL is between T/O and optional. DBL becomes more optional the higher the bid.

Cues show

- A strong three-suiter or a strong one-suiter if partner hasn’t bid or doubled yet, or
- T/O for the Ms if partner has only doubled an m bid, or
- Otherwise control and fit for our logical suit or for the remaining M(s).

Note 29: We open 1x: They overcall directly

<u>1♣ – (1x)</u>		<u>1♦ – (1x)</u>	
1-3NT	Stop in x; 6-9 / 10-12 / 13-15	1-3NT	Stop in x; 6-9 / 10-12 / 13-15
2/3♣	5+ ♣, 5-7 / 8-9 (not inverted)	2/3♦	3+ ♦, 6-9 / 4+ ♦, 3-7 (inverted)
2x	4+ ♣, 10+	2x	(3)4+ ♦, 10+
2y	NAT, NF (if no jump)	2y	NAT, NF (if no jump)
jump*	FJ, F1	jump*	FJ, F1

* But 1m – (1♠) – 3♥ is 6+ ♥, F, then 3♠ STOP ask or adv. cue; 4m NAT (not adv. CUE)

1m – (1M) – pass – (pass)

DBL Either short in M or 15+ with no other bid

1NT (16)17-19 with STOP. Further bidding in **NOTE 50**

1m – (1M) – DBL – (pass)

1NT 15-17 BAL, **does not promise M STOP**

2M 4c oM, INV; or FG with long m and no STOP; or 18-19 BAL with no STOP
min oM NF, 4c oM, no STOP, to play opposite 15-16

2NT F1, 4c oM, M STOP

3m **FG with long minor** (no M fit)

3x 4c oM. Strengths: 3om INV, 3oM MIN, 3M FG.

3NT 18-19 BAL with no fit

3m F1, 4c oM, no M STOP, 8-9

3om FG, NAT, M STOP possible (3M asks)

3M FG, 4c oM, no M STOP or too strong for 3NT

3NT 4c oM, BAL, (double) M STOP, to play (except opposite 18-19 BAL)

1m – (1NT Polish showing 5+om and a 4cM)

No agreement

1M – (2x) – 2NT: 3y (y ≤ M, y ≠ x) is NF

Note 30: We open 1x: They jump-overcall directly

Normal Lebensohl

1♥ – (3♠): If too good for 4♥ directly, double first.

Note 31: We open 1x: They overcall our response

1♣ – (pass) – 1[M] – (1M)

If (1M) is T/O: DBL is SUPP, 1NT is 15-17 with or without STOP, rest NAT.

If (1M) is NAT: DBL is action. System off.

Note 32: We open 1x: They double directly

<u>1♣ – (DBL)</u>	
pass	No fit. Either weak or 10+ with PEN interest
RDBL	5+♦, not suitable for 2♣
1♦	4+♥, not suitable for 2♦
1♥	4+♠, not suitable for 2♥
1♠	9+, any 4-3-3-3 or 5+♣
1NT	5-8, any 4-3-3-3
2♣	9+, 4+♦, 4+♣ (fit transfer jump)
2♦	9+, 4+♥, 4+♣ (fit transfer jump)
2♥	9+, 4+♠, 4+♣ (fit transfer jump)
2♠	Weak jump in ♠
higher	System on

<u>1♥ – (DBL)</u>	
pass	No fit, as above
RDBL	4+♠
1♠	5+♣
1NT	5-8(9), ~ 3=2=4=4
2♣	5+♦
2♦	7+, 3c♥
2♥	3-6, 3c♥
higher	System on

Note 33: We open 1x: They double our response

1M – 2♦ – (DBL), 1♥ – 2♠ – (DBL) fits: Pass with no CTRL, bids system on with CTRL.

1m – 2M short – (DBL): NAT

1m – 2♦ with one Major – (DBL): As after Multi opening

Otherwise: 1x – bid “B” up to 2♠ – (DBL)

bids	System on (and wants to bid on)
RDBL	B < 1NT: 3c SUPP if a suit was shown, otherwise SUPP for partner’s likely suits B = 1NT: Relatively BAL, extras, willing to play 1NT DBL B > 1NT: Willing to play; mostly 5c suit if partner has not shown the suit Then system off, DBL PEN
pass	All other hands
	RDBL System on, as if there was no DBL

They double multi-way Gazilli rebids, e.g. 1♥ – 1♠: 1NT (DBL)

As above. Responder should always raise with 3c support.

If responder and RHO pass, opener bids

pass	To play, i.e. 4c♣ if ♣, 15-17 SBAL if 1NT, or nothing better to bid
bid	NAT. MIN if this is one of the possible Gazilli meanings, otherwise INV

<u>1♦ – (DBL)</u>	
pass	No fit. Either weak or 10+ with PEN interest
1♠	5+♣, not suitable for 2♠
RDBL	4+♥, not suitable for 2♦
1♥	4+♠, not suitable for 2♥
2♣	9+, any 4-3-3-3 or 5+♦
1NT	5-8, any 4-3-3-3
2♦	9+, 4+♥, 4+♦ (fit transfer jump)
2♥	9+, 4+♠, 4+♦ (fit transfer jump)
2♠	9+, 4+♦, 4+♣ (fit transfer jump)
higher	System on

<u>1♠ – (DBL)</u>	
pass	No fit, as above
2♦	5+♥
RDBL	5+♣
1NT	5-8(9), ~ 2=(4-4-3) or 1=4=4=4
2♣	5+♦
2♥	7+, 3c♠
2♠	3-6, 3c♠
higher	System on

RDBL Wants partner to bid for whatever reason, system on

Note 34: We open 1x: They overcall a two-suiter

unbid	NAT, NF (but good if 2NT is available and both opponent’s suits are known)
jump	SPL if clearly one of their suits, otherwise FJ for x
raise	NAT, NF
2NT	Lebensohl (if available) (NOTE 46)
DBL	BAL with 2c x , 9+, does not promise another bid. All DBLs then 3+ c in bid suit
pass	Single x or < 9 HCP . Later DBL is then PEN

After our 1M opening (“near-far”)

- **Cheapest CUE (if both opponent’s suits are known) is FG in unbid (“near”) suit.**
- Other (or only) CUE shows support in partner’s suit (INV+ if under 3M, FG if above 3M).

After our 1m opening, CUEs are T/O or ask for STOP.

4m shows a slam try, and may be RKCB(m) (see rules in NOTE 27).

After we bid two suits and they overcall for the two others, the cheapest CUE is for the cheapest of our two suits.

Note 35: Transfers in low-level competition

(not played at the moment)

Note 36: We open 1NT: They overcall directly

1NT – (2x NAT), i.e. at least 4 cards in x, possibly two-suiter

DBL T/O, promises a 4-card Major (see NOTE 46). INV+ of 2♠, 9+ of 2♥ and lower.

1NT – (2♣ or 2♦ showing Ms), Landy

DBL	PEN in at least one M
2♦	(If poss.) To play
2♥	INV+ with 5-4 or 5+-5+ in ms
2♠	Competitive with 5-4 or 5+-5+ in ms . Then 3m is longer m; 2NT with same length
2NT	Lebensohl (weak in a minor, or FG+ with ♣).

1NT – (2x) conventional, not Landy, may be less than 4 cards in suit bid

DBL	9+, any distribution. Later doubles are then PEN
CUE	T/O, promises other Major(s)
2NT	Lebensohl (NOTE 46). But later 2NT (after pass or DBL) is scrambling

1NT – (pass) – pass – (2x); pass – (pass)

DBL	PEN
2M	T/O with 4-card suit
2NT	Minors after their 2♥; T/O after their 2♠
3m	To play

1NT – (3x)

DBL **Optional with a STOP in x**, no own 5-card suit
 3NT **T/O without a STOP in x**
 suits NAT, FG
 CUE Shortness, SI

Note 37: We open 1NT: They overcall or double our response

Natural. Currently no other agreements.

Note 38: Runout sequences over 1NT and (1NT) doubled

1NT – (DBL), whether conventional or points-showing

RDBL To play. If they run, 2NT in the pass-out seat is Lebensohl from responder, scrambling from opener (consistent with **NOTE 46**)

pass **NF. Any 4-3-3-3 or 4♣=(4-3-2)**

If other opponent passes as well, opener passes with 4-3-3-3 or bids

2♣ To play, ostensibly with some ♣ fit, but can run if doubled → *Runout*
 2x 5-card suit

2♣ Ostensibly NAT, NF, 5+ cards (pass DBL), or run (may still have 4c♣) → *Runout*

2x NAT, NF, 5+ cards. Also with 5=5, especially with some hope that it's our hand

2NT-3♥ "Forcing Timbuktu": weak/STR in suit "n+1" or STR in "n+2" and "n+3"

3♠ is STR with ♦+♠, 3NT is STR with ♣+♥.

Runout: 2♦ shows 4♥=4♦, 2♥ shows 4♠=4♥, RDBL shows 4♠=4♦

1NT – (pass) – pass – (DBL), whether conventional or points-showing

RDBL **No 5-card suit**. Responder may pass or bid

2♣ **NAT, at least 4 cards or any 4-4-3-2 without 4c♣**. If doubled → *Runout*

2x Longest suit, at least 4 cards

pass **A 5-card suit, but NF**. Responder's bids show

2x At least 5 cards, no interest in opener's suit.

@DBL **Asking for opener's 5-card suit**

(1NT if weak) – DBL – (RDBL if PEN, NF): Same as after 1NT – (DBL)

(1NT if weak) – DBL – (pass if forcing to RDBL, can be weak or strong)

2♣ **INV+ with 5+ cM**, 1NT system on

2x NAT, NF, 5+ cards

pass All other hands. Then after (RDBL)

2red NAT, one-suiter from doubler

pass All other hands. Then after (pass)

In principle as after 1NT – (DBL), but only pass if STR.

Assume doubler has 4♣ or 3♣=(4-3-3) if bidding 2♣.

Note 39: They open (1x): We overcall

General principle: 2NT when RHO bids is "good/bad", either FG with STOP or weak.

Currently no other special agreements.

Note 40: They open (1x): We double

Currently no special agreements.

Note 41: They open (1m): Polish NT

(1m NAT/semi-NAT) – 1NT: Polish, 4cM and 5+ om, 8-17; not in fourth hand

2m F1. Any FG, or INV+ with om or a 4cM. Invite with about 10+

2M NF, MIN, NAT. Then

2NT/3om/3M NF

3m FG and STOP ask

2/3oM FG, NAT

2NT MAX (FG), m STOP

3m asks for the 4cM; 3om and 3M are NAT

3M MAX (FG), NAT

2-5om To play

2-4M P/C. Overcaller can bid on with about 15+

2NT INV with good opening hand, great m STOP, no desire for suit play

(1m 11-13 BAL or any 17+): 1NT: Super-Polish (as in **NOTE 43**), DBL = T/O or 15+ BAL

(1m) – 1NT – (DBL) – RDBL asks for partner's M. 2x is to play.

Note 42: They open (1x): Modified Ghestem

(1x) 2NT Two lowest remaining suits

2x Two extreme remaining suits

3♣ Two highest remaining suits

Exception:

(1♦) 3♦ Two highest remaining suits (Majors)

3♣ NAT, weak

We treat 1♣ (Polish) and 1♦ (Polish/Precision) as NAT. A delayed 2m is then NAT.

Ghestem is also on after (1x) – (1NT). After (2♣) Precision, 3♣ shows Ms.

Note 43: They open (1NT)

(1NT) – 2♦ – (pass) – 2NT (INV+, F1)

3♣	Not MIN
3♦	FG, asks for oM, as after 2♦ opening
3♥	P/C opposite MAX weak two
	4[M] Opening strength, transfer
3[M]	Minimum weak two, transfer to M

(1NT if STR) – DBL: Super-Polish, 4 M and 5+ m

2/3♣	P/C m
2♦	Asks for M. After 2M,
	2NT No fit, F, INV+, STOP oM, asks for m
	3m MIN, NAT
	3M MAX, m = M-2 (Super Lissabon)
	3m P/C m
	3M INV
	3oM FG, NAT
2M	NAT
2NT	INV, NAT, BAL

(1NT if STR) – DBL – (RDBL) – pass: **P/C m or P/C M**, 2x: NAT.(1NT if STR) – DBL – (RDBL) – pass; (pass) – 2m – (pass/DBL) – 2♥: **P/C M**.See **NOTE 39** for runout sequences after our points-showing double of a weak 1NT.**Note 44: They open (2x) preemptively**Generally (except if specified otherwise below)

pass	If followed later by DBL, T/O
	If followed later by 2NT, two lowest unbid suits
MIN suit	5+ cards, 12-16 (except against MULTI, see below)
2NT	16-19 with STOP in opponent's known suit(s) (2NT system on)
3 jump	INT, NF, 6+ suit
3 (jump) CUE	STR; STOP ask (if not otherwise defined)
3NT	Distributional if jump
4x	If an M is known, like (3M) – 4x (NLM, NOTE 45)
4x	If an m but no M is known, like (3m) – 4x (NLM, NOTE 45)

If the opening promises x (and maybe another unknown suit) (e.g. weak two, or 2M = M+y)

DBL	T/O (Lebensohl applies) (NOTE 46)
3x CUE	Strong STOP ask (or possibly strong T/O)

If the opening promises one other known suit, y (and maybe a second unknown suit)

DBL	16+, flawed for T/O (one-suiter, two-suiter, or BAL without STOP)
MIN y CUE	T/O

Against MULTI (incl. unusual MULTI options such as 13-15 with one or both ms)

DBL	5+ of a Major or 20+ . If RHO passes the double,
pass	Long ♦ suit
2M	P/C
2NT	Lebensohl (NOTE 46), if FG then at least one M STOP. After 3♣,
3♦	FG, asks for partner's Major; may stop both Ms
	After 3♥, 3♠ is STOP ask and 3NT is to play
3M	FG, NAT
3NT	To play (logically with ♣ suit). ♠ STOP, no ♥ STOP
3♣/3M	INV, NAT (STOP situation open)
3♦	INV+ in partner's M (no M STOP if FG)
3NT	To play (with ♣ suit), no STOP in either M. (May have one 3+c M)
2♥	15-18 BAL, NF
2♠	a) Both ms weak, b) ♦ weak, c) 4c M FG, d) INV to 3NT, e) SI in m
2NT	MIN
3m	MAX, longer m. In both cases:
	3♣ (If possible) hand a), both ms weak
	3♦ (If possible otherwise pass) hand b), ♦ weak
	3M Hand c), 4c oM FG reversed
	3NT (over 3m) hand d)
	4m Hand (e), conditional RKCB in m
2/3NT	To play
3♣	To play
3♦	Transfer to ♥, INV+ (as 2♥ NF)
3♥	Transfer to ♠, may be weak
3♠	Both ms, SI
2♠	5+ ♠, 14+
2NT	ART INV
2NT	5+ ♦, 14+
3♣	ART INV
3♣/♦	6+ ♣/♦, 10-13

(2♦) – DBL

(pass)	If this shows ♦, then pass is PEN , and 2♥ is a relay for partner's M
(2M)	If this is a relay, then DBL is responsive with 3+ oM and 6+ points
If (2M) comes back to doubler,	then DBL is PEN

If the opening promises two known other suits (e.g. 2♠/2NT for ms or 2♦/NT for Ms)

pass	If followed by 3 of one of their suits, NAT, NF
DBL	16+, <i>not</i> 16-19 BAL or two-suiter, but incl. e.g. a one-suiter. Lebensohl applies (NOTE 46); responsive CUEs as "CUE" below. (If opp. responder bids 2L preference): DBL PEN, suits NAT, pass waiting
CUE	T/O for the remaining suits Lowest CUE shows at least same length in lowest-ranking unbid suit Highest CUE shows greater length in highest-ranking unbid suit

In fourth hand, e.g. (2♦ for Majors) – pass – (2M), similar to a weak two, except

DBL	T/O for unbid suits ("OBAR" strength) or 16+ UNBAL (LEB applies)
MIN suit	Nominally 5+ M / 6+ m, 12-16, more emphasis on suit quality, less on points

In "sixth" hand, e.g. (2♦ for Majors) – pass – (2M) – pass; (pass)

DBL	T/O, 9-15 BAL (12-15 on 3L), often short in M with 4c oM
MIN suit	NAT, often 6 cards
2NT	Unbid suits

If the opening promises x and one other known suit (e.g. 2♣ for the ms)

DBL	PEN of x , 16+. Often SBAL without STOP in other suit
2 CUE (if poss.)	Limited T/O
3 CUE	16+, T/O for the remaining two suits Lowest CUE shows at least same length in lowest-ranking suit Highest CUE shows greater length in highest-ranking suit

If the opening, 2x, promises one other unknown suit (e.g. 2♠ for one m)

DBL	3+ in x, and either PEN of at least one option or 16+ (LEB applies)
3y (non-jump)	6 m (y = m) / 5 M (y = M), 12-16 Note: (2♠ (one m)) – 3♦ is T/O for Ms

If the opening, 2x, promises two unknown suits (e.g. 2♥ for one M and one m)

pass	No other suitable bid. If followed by DBL, 16-19 BAL
DBL	PEN of x, 5+, 12-16
2M (if poss.)	5+, 12-16
2NT	16+, two-suiter, at least 5-5. 3♣ P/C, 3♦ asks for Ms (3M = M+m, 3NT = ms, 4♣ = Ms)
3y	16-19, one-suiter

In fourth hand, similar to a weak-two.

If opener's partner passes (gambling), bidding in fourth hand shows

DBL	PEN
suit	5+ cards, 8+ (including 2M against 2♦ for Majors!)
2NT	16-19, ideally with STOP in all opponents' suits (2NT system on)
3x CUE	T/O of x and of opener's suit if it is a single, known suit
other CUE	If opener showed two known other suits, same as in 2 nd hand

Note 45: They open (3x) preemptively(3x) – common defense

game	To play. 5m includes a stretched „NAT 4m“ bid or SI without control in x
DBL	(a) A classical double, ~ 4-4-4-1x or 5-4-3-1x, may be very strong, or (b) Exactly 4c oM, 6+ of an m (strong enough for 5♣ over 4♦ if 6+ ♣), or (c) STR M one-suiter.

- With a 5-card M we tend to bid it rather than DBL.
- With a weak hand, responder bids longest suit over DBL; 5c m before 4c M.
- After our overcall or DBL
 - Any bid of (exactly) game (other than in x) is NAT and to play unless noted below.
 - Game bids in suits not promised by partner show an own 6+ card suit.
 - DBL + 4NT is NAT.
- If partner has shown one known M, and 4M, 4NT and 5M are all available, then
 - **4NT is RKCB(M) with control in x.**
 - **5M is SI(M) without control in x.**

(3m)

DBL	As defined above
min om	NAT 4NT/4m SI(om) without / with m control 4M STR M one-suiter
4♦	(Over 3♣) NAT, FG
4m	FG+ with both Majors 4♦ (If poss.) Asks for longer Major 4M To play 4NT Blackwood (4 aces) with m control (NOTE 27) 5m' Super Lissabon with m control (NOTE 25)
4M	NAT 5om 4c oM, 6+ om
4♣	At least 5-5 in om and one Major, or SI(om) with m control
4♦	Asks for Major; may include weak raise of om 4M The Major 5om To play other CUE(M)
	5om NAT one-suiter with m control, SI SI(om) without / with m control
4♦	At least 5-5 in Majors. Further bidding as after (3m) – DBL – (pass) – 4m
4NT	NAT

(3M)

DBL	As defined above	
	4m	NAT
		4♦ (Over 4♣) NAT, NF, minELC
		4NT/4M SI(m) without / with M control
	4oM	STR oM one-suiter
		5♣ (Over 4♦) 4♠, 6+♣
	4M	FG+, either a 5c m or 4-4 ms (so an m fit guaranteed)
		Then 4NT with no clear preference, 5m with own 6+ suit
4m	At least 5-5 in oM and m (Non-Leaping Michaels)	
	min om/4M	SI(m) without / with M control
4M	STR m one-suiter with M control	
	4NT	Light SI in both ms
	5m	P/C
4NT	Minors	

Note 46: 2NT Lebensohl and scrambling

If the bidding is at their 2L bid undoubled (“not forced to bid”), then

- **If partner hasn’t bid anything other than pass, then 2NT is scrambling.**
- **Otherwise 2NT is always Lebensohl (though not from a NT opener).**

If the bidding is at 2L doubled by partner (“forced to bid”), then

- **If it is a first-round double, then 2NT is Lebensohl.**
- **Otherwise, 2NT is always scrambling.**

	Common	STOP	(2x) – D – (p)	1NT – (2x)
DBL	–	–	N/A	T/O, a 4cM (or both) → <i>DBL responses</i>
2NT	Lebensohl	–	3♣ not nec.	3♣ required
2Y	Not constr.	–	4+ suit	5+ suit
2NT – 3♣; p/3y		–		
3y	Constructive	–		
3Y		no		
2NT – 3♣; 3Y		yes		
3NT	Points, no int. in M(s)	no	–	
2NT – 3♣; 3NT		yes		
3x CUE (x = ♣)	FG	open	(x = m) Ms or STR (x = oM) 4+ M	5+ M (x = m) may have 4(5) oM → <i>Cue responses</i>
3x CUE (x ≠ ♣)		no		
2NT – 3♣; 3x		yes		

y/Y: A suit lower/higher than x.

<i>DBL responses</i>	(x = M)	(x = m)
min suit	NAT, MIN	NAT, MIN or MAX
jump	NAT, MAX	NAT, MAX, 5c suit
2NT	MAX, no oM fit	NAT, MIN or MAX, probably 4-5cm
cue	MAX, no STOP	MAX, 4=4 Ms

Cue responses

3♦	(If poss., so m = ♣) 3=2 Ms without ♣ STOP
3♥	2=3+ Ms
	3♠ 5=4 Ms
	3NT 5c♠, at most 3c♥
	4♥ 5c♥
3♠	4+=2 Ms
3NT	3=2 Ms (with ♣ STOP if m = ♣)
4♣	3+=3+ Ms. Responder transfers to his 5+ cM

2NT Lebensohl

- Requires a 3♣ reply (responder may break in certain circumstances).
- Generally, if responder makes a “low” bid after 2NT, it is weak.
- “Slow” constructive bids (via 2NT) show a STOP.
- Direct 3x bids are constructive but NF – without STOP if 2x was available.

2NT scrambling

- For secondary suits, often the minors.
- May also include a constructive hand with 4-card M support.

Note 47: Doubles

Specific rules in a detailed note always win over general rules in this note.

Take-out

- If DBL is not otherwise defined by a more specific rule than this generic one.
- When opponents have found a 2-level fit. (However, according to the logic of the situation it may suggest a couple of cards in the opponents' suit as well.)
- Up to the 3-level, if partner has only passed or bid 2NT LEB / scrambling *without* showing his suit(s).
- After (1/2x) – DBL – (2/3y) – DBL, but more action-like the higher the bid.

Responsive

- The *only* RESP situations are (1/2x) – DBL/1NT NAT/min y – (2/3x) – DBL.
- **Typically shows 4-4 or 5-4 in the two logical unbid suits.**
- At the 3L (x = M) action-like, so not short in x (but doesn't promise 3c x).

Reopening

- Defined as T/O in pass-seat, short in opponents' suit.

Support

- The main SUPP DBL/RDBL situation is 1x – (sth.) – 1y (when both 4c and 5+ c possible) – (sth. < 2y, not 1NT NAT); DBL/RDBL.
- Also (1m) – 1♥ – (pass) – 1♠; (2m/om) – DBL / (1m) – 1♥ – (pass) – 1♠; (2m) – DBL.
- 1x – (sth.) – 1y (when both 4c and 5+ c possible) – (1NT NAT); DBL = PEN
- **If DBL is SUPP, then 1NT instead does not deny 3c support, but other bids do.**
- A support double is "forcing in principle."

Action

- When DBL is not already otherwise defined, *and*
- **Both partners have been in the bidding before**, *and*
- **At least one of us has bid/shown a NAT suit** (so not only e.g. scrambling or LEB), *and*
- The doubled bid is natural.

At 2-3L

- In their suit: 2-3c on 2L, 3c on 3L (or very strong with 2c).
- Extra strength for the bidding so far (often 15-17 BAL from an opener).
- Almost enough fit to raise partner if he has bid a NAT suit.
- Can stand a return to our trump suit (after partner's SUPP DBL).

At 4+L (when pass is not forcing)

- **Like a forcing pass: Would like to bid on; extra strength / distribution, but not both.**

Special doubles

- 1M – (2M-1/DBL/pass) – 2M – (3M-1); DBL or pass – (pass) – DBL is a maximal game-try.
- **(1x) – 1y – (1/2z); DBL is the *only* Snapdragon situation (not of (1♥)): 5+ cards in the unbid fourth suit and some support (Hx) in partner's suit.**
- **If a NT opener doubles a partscore after e.g. a transfer, it shows MAX and 3c fit.**

Penalty

- Never if the DBL is already otherwise defined or the doubled bid is not natural.
- Never if both sides have found a certain fit (action DBL).
- Directly after partner's double, except RESP DBL and (1/2x) – DBL – (2/3 x/y) – DBL.
- If we have already bid in response to partner's T/O DBL.
- After partner's action DBL.
- If they reopen the bidding over our NT contract.
- If one of us has bid NT NAT (1♠ – 1NT or 1♥ – 1♠ is not considered NAT).
- After our RDBL showing points.

After our preempt

- **DBL by preemptor (not in pass-out seat): Very strong desire to bid on.**
 - Applies *only* after (1) 2x or (1y) – 2x jump when partner has already shown a fit; (2) 3x or (1y) – 3x NAT; or (3) 4M NAT.
- DBL by partner: PEN (except if used conventionally, e.g. L/D – see below).

Forcing pass situations (take precedence over "Doubles after our preempt", see [NOTE 49](#))

- DBL denies interest in bidding on (e.g. MIN or not short in their suit).
- Pass shows the other hands (e.g. MAX or short in their suit or two places to play).

NT bids in response to partner's double

- Normal Lebensohl / scrambling rules apply (consistent with [NOTE 46](#)).
- 1NT, 3NT and a 2NT jump are always NAT.
- 3NT from a forced and limited partner is scrambling: (1M) – DBL – (3M) – pass; (pass) – DBL – (pass) – 3NT.

Lead-directing

- An L/D double does not cancel any prior L/D double.
- If they bid a suit slam to make, the priority is
 - For a ruff.
 - They're always going down.
- If they bid 3NT/6NT, the priority is
 - **If we have bid one suit each, opening leader's suit.**
 - **If one of us has bid two suits, the less obvious suit.**
 - **If there is an obvious lead (e.g. our fit suit), another logical suit instead.**
 - **Dummy's first-bid suit, even if it has been rebid.**
 - The highest-ranking logical suit if in doubt.

- If we double an ART bid, the priority is
 - **If nonvul. vs. vul and they have confirmed FG & fit: suggests sac in suit.**
 - **If a SPL: L/D for the lowest unbid suit.**
 - If a CUE of our suit: Anti L/D. Only if we have shown the suit (4+ c; not 1 ♣).
 - If they have a confirmed a fit: T/O.
 - If the bid is on the 2-level and we might be allowed to play on 3-level: interest in competing in that suit.
- Otherwise, L/D of the suit doubled.

Note 48: Redoubles

	RDBL	pass	other
1m – (D)	transfer	no other bid	= (NOTE 3 , NOTE 32)
1M – (D)			
1NT – (D)	points	no other bid	NAT, weak, 5 cards
2♣ – (D)	Same M length	to play	NAT, weak
2♦ – (D)	“bid your M”	can stand pass	(NOTE 17)
2M – (D)	to play	to play	(NOTE 18)
1m – (p) – 1[M] – (D)	3-card M SUPP	no other bid	= (NOTE 2, NOTE 29)
STOP ask / 4SF	ace	no control	NT: STOP (not A), other: dist. ctrl
STOP show	ace (“bid 3NT”)	no ace	open suit: half stop, 3NT: = (but not ace)
pd trapped	SOS	stay put	suggest to play
...3NT – (D)	doubt	probably OK	run-out
RKCB ask / resp.	ROPI / next ask		
CAB – (D)	ROPI		
1NT – xfer – (D)	can stand pass	No SA/2M bid (see other)	SA (only nonvul.) 2M = 3/3-4c (w/r), ctrl
Fit suit – (D T/O)	MAX, PEN of sth.	no other bid	=
Fit suit – (D PEN)	PEN		
Fit other – (D)	1 st round ctrl	no ctrl. Partner's RDBL shows ctrl	= with 2 nd round ctrl
ALL other cases	can stand pass	→ system on	= with ctrl

Note 49: Forcing pass

When they interfere, we are forced

- Through a certain level [„through x” or “→ x” means „up to and including x”]
 - When we were forced to that level if the opponent hadn't bid.
 - When we redouble showing extras (→ the next level of our doubled bid).
 - When opener reverses competitively (→ 3 of the opening suit).
 - When we double their 1NT bid / O/C or after 1NT – (DBL) – RDBL (→ 2♦).

But once we have bid (not doubled) again, the FP is cancelled.
- At any level
 - When we have established a game-force below game. *Only exception:*
 - Direct high-level transfers like 1NT – 4♦, 2♦ – 4m or Namyats.
 - When we have cuebid an opponent's Major at the 3-level, even if it was not FG.
 - When we have bid a game *and*
 - The game was 3NT (other than a gambling 3NT opening), *or*
 - *After* establishing a fit, we bid outside of the fit suit (or doubled), *or*
 - We have cuebid the opponents' suit.
 - On the „sound of the bidding”, which includes exactly
 - They bid game, but can't have the strength, *and*
 - at least one of us is unlimited.
 - They stopped at a lower level, but bid on when we bid game.
 - But not when an opponent is obviously „walking the hand.”

When we are forced

- **DBL is PEN and may include MIN or two losers in opponents' suit at high levels.**
- A return to the trump suit is weaker than pass.
- Pass & pull is stronger than a direct bid (“slow show”).
- **At the 3-level: Rebid is F, new suit is F, raise is NF.**

Note 50: Other rulesGeneral

- If we make a weird bid that can be sensibly be interpreted as NAT, it is NAT.
- Choice of games takes priority over slam try unless otherwise explicitly agreed.
- (Undefined) non-competitive suit jumps are SPL if the non-jump would be NAT and F.
- Don't reopen light when short in an unbid Major.

Slam

- Cuebids
 - Mixed cuebids below game.
 - Above game, cuebids show first-round control (only EKCB if a specific rule).
 - We generally only start cuebidding if we have a first-round control somewhere.
 - It is permissible to refuse to cuebid if partner's splinter bid devalues the hand. Don't splinter if you want partner to cuebid no matter what.
 - 4M of a previously bid M is only ever CUE (and shows A/K, not shortness) if we have bid and supported another suit *and* have already cuebid something else.
- Frivolous 3NT
 - Only applies when an 8-card M fit is unambiguously known.
 - LTTC only applies when 3NT was available as Frivolous NT.
- No splinters in partner's primary suit.
- A non-jump 5NT with multiple possible slams (when not spiral-scan) is pick-a-slam.
- After a super-accept, a direct 4NT is RKCB.
- If we are in 4M and the system doesn't guarantee an 8c fit, then a new suit is NAT (4+) and NF but with SI, and a jump is also NAT.

Conditions for 1M – 2M short-suit trial bids

- FG(+): 38+ ZP (or 37 ZP UNBAL, no singleton H), great distribution (35-37 ZP) or good 5+ card side suit (36 ZP).
- Decline with at most 35 ZP.
- 2NT is a SBAL game try; accept with maximum.
- Short-suit trial bids (no singleton H); accept with 15-16 ZP or no wasted values.
- But 1m – 1[M]; 2M – 2NT (F, often 4cM) (NOTE).

After our 1NT overcall or competitive rebid

- 1♣ – (1♦/♥) – 1♥/♠ showing 5c – (pass); 1NT and 1m – (1x) – DBL – (pass); 1NT: Further bidding NAT. 2M to play, 2NT/3M INV, CUE is UNBAL FG and a puppet to 2NT. Responder then shows a minor or rebids his Major with extra length.
- 1♣ – (1x or pass) – pass – (pass or 1x); 1NT: Stayman, normal transfers; 2x-1 INV.
- 1♦ – (1x or pass) – pass – (pass or 1x); 1NT: 4-suit transfers (2♣ for ♦); 2x-1 INV.
- 1♣ – (pass) – 1♦ – (1♠); 1NT: System on (NOTE 4), and 2♥ INV with 4c♥.
- (1M) – 1NT and (1M) – pass – (pass) – 1NT: System on (NOTE 4), and
 - (M = ♠): 2♥ INV without 4c♥, 2♦ – 2♥ – 2♠ INV with 4c♥.
 - (M = ♥): 2♦ INV with or without 4c♠.
 Overcaller bids 2♥/2♠ with 4c♠ (MAX/MIN), otherwise 2/3NT.

Competitive

- **After (1m) we tend to overcall rather than DBL with 5-4 in the Ms.**
- Competitive 2/1 *w.r.t. our bid* is NF, 2/2 is F if RHO passed.
 - (1♥) – 1♠ – (pass or 2♣) – 2♦ is NF;
 - (1♥) – 2♣ – (pass) – 2♠ is F;
 - (1x) – 2y – (2x/2z) – 2M is nonforcing, but constructive (obeys Lebensohl rules).
- Raises of a response to a T/O double
 - (1x) – DBL – (pass) – 1M; (pass) – 2M shows extras, 31-34 ZP.
 - (1x) – DBL – (pass) – 1M; (2x) – 2M is purely competitive.
 - (1x) – DBL – (RDBL) – 1M; (pass/2x) – 2M is purely competitive.
- **With two SUPP CUEs available, we use short-suit trial bids.**
 - (1♣) – 1♠ – (2♦) – 3♣/3♦ both show support for ♠.
- Competitive fit jumps and splinters
 - We consider overcall sequences defined as exactly one suit bid from partner, exactly one suit bid from the opponents, and maybe a DBL from RHO, but no other bids.
 - In an overcall sequence, new-suit bids are, from lower to higher bids
 - NAT (NF or not depending on the standard rule).
 - **FJ for partner's suit, except SPL if opponents' suit.**
 - **SPL for partner's suit if below game, NAT if game.**
 - Exception: **1m – (1♠) – 3♥ remains 6+ ♥, F.**
- New suits by a negative doubler are F1 below game.
- A jump response of 2x to a T/O DBL only promises 4 cards, but extras.
- **When we open, 2NT competitive is always “bad.”**
 - When they open, it is “good/bad.”**
 - Only applies when RHO has bid and bidding is at the 2L.**
 - The only NAT 2NT non-jump bids are (2x) – 2NT, (1x) – 2y – (p) – 2NT, 1x – (2y) – 2NT.
- 3NT competitive is never Lebensohl but may be scrambling.
- We play minimum equal-level conversion (minELC) of doubles from ♣ to ♦ (5+ ♦).
- When we have not yet bid a NAT suit, a CUE asks for half STOP, e.g. (1NT) – DBL – (2♥) – 3♥. Exception: (1M) – 3M asks for full STOP.
- **After (1NT) – pass – (2♦ transfer), DBL is Renno: 5♠, too weak for 2♠.**
- Ghestem and WJOs with passed partner: Very variable if they don't force us to 3L, but having regard for vulnerability if we are forced to 3L.

Preempts

- Opening 2♠ requires 5-4-2-2 (w/w or w/r), 5-4-3-1 (r/r) or 5-5 (r/w).
- If they overcall our preempt, new non-jump suits from responder are NF.

Defensive

- **Against a strong 2♣ we play the Precision defense.**
- Against strong 2NT openings (and equivalent rebids) we play the (strong) 1NT defense.
- After a direct 3NT overcall, we play nothing special.
- Against gambling 3NT: 4♣ = T/O (♥ ≥ ♠), 4♦ = T/O (♥ < ♠), DBL = points, rest NAT.

Note 51: Zar Points

Zar Points (ZP) are defined as the sum of

- The lengths of the two longest suits + the difference of longest and shortest suits.
- +1 for 4-3-3-3 distribution.
- HCP and 2-1 controls, i.e. 6-4-2-1 points.
- +1 for good trump suit (at least two of AKQJT).

For *responder*, in case of extra trumps above an 8-card fit, per extra trump

- +3 if a void.
- +2 if a singleton.
- +1 otherwise.

Zar Points only apply in case of a fit.

Short honors are adjusted down, long honors are adjusted up.

We need 53 ZP for 10 tricks and 5 ZP/trick for other levels (63 ZP for small slam).

A one-level suit opening consists of both

- 27+ ZP and
- 10+ HCP.

With probabilities in the 80-90% range, ZP ranges correspond roughly to HCP ranges as follows. This is only a guideline. The largest deviations occur with substantial distribution.

		3-card fit	4-card fit	5+ card fit	Average
14-16 ZP	weak	3-6	3-5	2-4	3-6
17-19 ZP	weak INT	5-8	5-7	3-6	4-8
20-22 ZP	good INT	6-10	6-9	5-8	6-9
23-25 ZP	INV1	8-12	8-11	7-10	8-11

POINT RANGES ARE ONLY INDICATIONS. WE FREQUENTLY UPGRADE OR DOWNGRADE.

Note 52: Signals

We give count (remaining count if applicable)

- On partner's lead of an ace (even/odd against suit, **4+/fewer against NT**). But,
 - This does not apply when the leader knows that partner has 3+ cards in the suit.
 - It is permissible to "lie."
 - From QJx(x) we play the queen if we are convinced that partner has ace-king and the entry seems important.
- When helping partner to hold up an ace or a king.
- When cashing out and the high cards are known.
- When ruffing (in the trump suit).

On the opening lead (except on an ace as above) we play attitude / obvious shift, even if dummy has a singleton in a suit contract.

An unusually high card ($\geq T$) asks for the non-obvious shift, esp. when partner leads our suit.

The obvious shift is *not*

- The suit led.
- Trumps.
- A suit in dummy headed by AKQ or four of the five tops.
- Against a suit contract, dummy's singleton or void.
- A natural suit bid by declarer.

If the negative rules don't establish a single suit, then the obvious switch *is*, in order of priority

Against a suit contract	Against NT
Opening leader's bid suit.	
The non-leader's bid suit.	
A three-card suit in dummy with at most one honor.	Dummy's shortest suit (even if strong, e.g. AK blank).
A doubleton suit in dummy.	
If there are still two suits, the one with fewer honors (AKQJT).	
If they have the same number of honors, the lower-ranking suit.	

Against NT, on the first chance after the opening lead: Suit preference excluding one suit based only on dummy's holding and the above rules.

Suit preference on all tricks following the opening lead, including in trumps.

An emphatic signal has the maximum distance between first and second card (963).

If partner leads through declarer and declarer wins, attitude in the suit.

When we signal attitude to partner's lead after the first trick, an unusually high card follows the obvious-shift principle.

If there is a difference, we signal "what we want" rather than "what we have."

We split with the lowest of touching honors.

We lead attitude (or the technically correct card) through declarer.

We lead as on opening lead (or the technically correct card) through dummy.

If we discard on partner's side-suit winner in a suit contract, Lavinthal (excl. trumps).