

System for T. Charlsen - T.E. Hoftaniska

Opening bids

1 ♣	2+, 9-22 HP, (11)12+ if balanced. 4c M if 9-11. All 4-3-3-3 combinations
1 ♦	4+, 9-22 HP, either 5+ d or 4 card M next to a 4 cards suit opener
1 ♥	5+ 9-22 HP,
1 ♠	5+, 9-22 HP,
1NT	(14)15-17 HP, may have 5 card M, 6 card minor, stiff honor and some off-shape distributions.
2♣	Forcing. Either 22+ NT or strong played hand in either suit
2♦	Multi. 26-27/ 28-29 NT, weak 6 card M, solid minor
2♥	6+, 9-12
2♠	6+, 9-12
2NT	(19)20-21 HP, may have same shape as if 1 NT opening
3♣	Preemptive 7 cards vul. , 9-12 HP with 6+ cards white vul.
3♦	Preemptive 7 cards red vul. , 9-12 HP with 6+ cards white vul.
3♥	Preemptive 6+ cards, may be very light
3♠	Preemptive 6+ cards, may be very light
3NT	Solid major
4♣	Preemptive, 6+ cards
4♦	Preemptive, 6+ cards
4♥	To play, normally not opening hand in 1st and 2nd seat
4♠	To play, normally not opening hand in 1st and 2nd seat
4NT	Asks for specific aces
5♣	To play
5♦	To play
5♥	To play
5♠	To play

Answers to opening 1 ♣

1♦	3+ with 4 (5) clubs and not GF it might be a relay bid. XY NT is still on
1♥	4+ cards, 5+ HP
1♠	4+ cards, 5+ HP
1NT	6-11 HP
2♣	5+ , Game forcing bid
2♦	4-7 HP 5♠ and 5♥ in white vs. red. Minisplinter in red (non GF)
2♥	4-7 HP 5♠ and 4♥ in white vs. red. Minisplinter in red (non GF)
2♠	4-7 HP 5+♠. Minisplinter if not white vs. red
2NT	Invitational
3♣	Preemptive
3♦	White vs. red: Void in either major. 3♥ asks: 3♠ shows void♥ 3NT shows void♠. Others: Void
3♥	Preemptive in white vs. red, others void
3♠	Preemptive in white vs. red, others void
3NT	13-15 HP balanced without 5 card suit
4♣	Preemptive
4♦	Preemptive
4♥	To play
4♠	To play
4NT	RKCB
5x	To play

Notice:

1♣- 1♦

1NT: Any balanced hand with clubs
Any 4-3-3-3 hand

1♣- 1♦

1NT- 2♣ XY NT., 2♣ asks for 2♦ if bid again any invitational hand.
2♦ works as Stayman GF
3♣ To play
3♦ Invite with diamonds
3♥♠ Splinter with diamonds

Inverted minor raises

1 ♣-2 ♣

2♦♥♠: Singleton, may have minimum. Further action cue bids

2NT: Balanced 12-14 or 18-19 NT

3 ♣: Promises 5+ ♣ and not hand to bid 3 NT

3♦♥♠: void, may have minimum

3NT: Minimum balanced, normally 2-3♣

4♣: RKCB

4♦♥♠: Exclusion Blackwood

1 ♣-2 ♣

2NT-3♣: Uncertain of best game. Partner bids stoppers

3♦♥♠: Singleton

1 ♣-2 ♣

3♣-3♦: Uncertain of best game. Partner bids stoppers. May be an advanced cue bid

3♥♠: Singleton

1♦-2♦

2♥♠3♣: Singleton, may have minimum. Further action cue bid

2NT: 12-14 NT or 18-19 NT

3♦: Promises 5+ ♦

3♥♠4♣: Void showing, may have minimum.

3NT: Minimum uninteresting hand for slam

1♦-2♦

3♣- 3♥♠: Showing stopper in suit, denies stopper other major or advanced cue bid

Jump to 4 level in opening minor suit is always RKCB

Inverted minor raise establish forcing pass

Interference over 1m - 2m:.

Pass	-	Minimum or would like to go for a penalty double
Bid	-	As if no interference
Double	-	Singleton, no extras needed

Answers to opening 1♦

Same as opening 1♣ but with some changes:

1♦- 2♥: 4+♥+5♠ 4-7 HP in white vs. red, Minisplinter in others (non GF)

1♦- 2♣: 5+♣ 4-7 HP in white vs. red, Minisplinter in others (non GF)

1♦- 3♣: GF in ♦ with a void major in white vs. red, void ♣ in others

1♦- 3♣ (white vs. red)

3♦ Asks for void

3♥: void ♥

3♠: void ♠

REPLY TO OPENING 1 ♥♠

1♠	4+ cards, 5+ HP
1NT	6-12 HP, not 4 ♠
2♣	Toronto
2♦	GF with ♦ except with direct rebid of suit at 3 level
2♥	3+ cards, 4-8 HP after ♥, GF with ♥ except with direct rebid of suit at 3 level after ♠
2♠	Splinter after ♥, 3+ cards, 4-8 HP after ♠
2NT	Shows ♣, at least invitational
3♣	Mini splinter with 4 card support, invitational +
3♦	Mini splinter with 4 card support, invitational +
3♥	4-4-4-1 hand with singleton ♥ 14-16 HP after ♥ opening. Mini splinter with 4 card support, invitational + after ♠
3♠	4-4-4-1 hand with singleton ♠ 14-16 HP after ♠ opening. Void ♠ with ♥ support after ♥ opening
3NT	To play with normally with 2 card major support
4♣	Void with support
4♦	Void with support
4♥	To play over ♥ opening. Void after ♠ opening
4♠	To play
4NT	RKCB

Toronto:

1 M- 2♣

2♦

2♥

2♠

2 NT

3♣♦

Any other hand

To play after ♥ opening/ 5+♥ after ♠ opening- forcing bid

To play after ♠ opening/ sing. with 3 card support after ♥ inv + GF without a short suit

Singleton with 3 card support, inv +

	3♥	Invitational after ♥ opening. Singleton after ♠ opening
2♥		4+♥ after ♠ opening. Forcing. 3♥ shows support
		6+♥ and no singletons after ♥ opening
2♠		Singleton after ♥ opening
		6+♠ and no singletons after ♠ opening
2 NT		I take command of the hand, GF
3♣♦		Singleton
3♥		Strong 6+ ♥ no singletons after ♥ opening
		Singleton after ♠ opening
3♠		6+♠ and no singletons after ♠ opening
		Void with extras to play at 4 level after ♥ opening
3 NT		RKCB with major

Toronto does not establish forcing pass until GF has been established

2 NT from both hands establishes GF

After overcall, double shows singleton, other bids as if no interference

After overcall above 2 ♠ : 2NT shows GF with support (establishes forcing pass)

Direct overcall after overcall above 2 ♠ shows exactly an invitational hand with support (does not establish forcing pass)

Toronto is on after dbl and overcall which makes the 2 ♠ bid available

Game try after 1 major opening

1♥- 2♥

2♠3♣♦ Singleton game try

2 NT Asking for what kind of raise, forcing to 3♥

3♠ Void slam try

3NT To play

4♣♦ Void slam try

NOTICE THE MAJOR ACTIONS:

1♥-(1♠) 3♥ Preemptive

1♥-(1♠) 2♠ Toronto

1♥-(1♠) 2NT Clubs

1♥-(1♠) 2♠ Singleton, game try +

1♥-(1♠) 2♥-(P)

2♠/3♣♦ Short suit invitational

1♥-(1♠) 2♥-(2♠)

2NT Balanced game try

3♣♦ Short suit game try. Do not establish forcing pass

3♥ Weak fight for contract

4♣♦ Natural do not establish forcing pass

1♥-(1♠) 2♥-(3♠)

4♣♦ Natural with distribution. Do not establish forcing pass

Notice:

1♥- 1NT

2♥ 2♠ Both minors

3♣♦ Natural NF

1♥ -	(2♦) -	2♥ -	(3♦)	
3♥				Competitive
D				Game try any hand
1♠ -	(2♦) -	2♠ -	(3♦)	
D				Penalty
3♥				Game try any hand

2NT CLUB SHOWING BID

1♥/♠-	2NT	Regular with a standard opening
3♣	3♦	Shows strong hand with clubs. New bid is cue bid
	3♥	Shows ♣ + ♦
	3♠	Shows ♣ + ♥
	3 NT	Shows balanced with clubs
	4♣	RKCB ♣
	4♦♥♠	Singleton slam try with clubs
	4 NT	Quantitative with clubs only

2 OVER 1 NATURAL BID

1♠	2♦/♥	
2♠	2NT	GF asking for more info
	3♣	May be 3 card suit if no ♦/♥ stopper
	3♦	NF
	3♥	Natural GF
	3♠	Singleton ♠ diamond hand
	4♣♥	Singleton diamond hand
	4♦	RKCB
1♠	2♦	
2♥	3♠	Void ♠ with ♥ support
	4♣♥	Void with diamonds
	4♦	RKCB
	2♠	Singleton ♠, may have heart support. 2NT asks for suit
1♠	2♦	
2♠	2NT	
3♣		5+♠ and 4+♣
3♦		4 card support and minimum
3♥		3 card support and not bare minimum
3♠		Spadish hand
3NT		6 card spades, not spadish hand
4♣♥♦		Splinters with 6 spades and 3 diamonds (not 4♦)

XY-NT (Also after 1♣-1♦)

1♣	1♥	
1NT		
	2♣	Transfer to 2♦ - either to play or an invitational hand
	2♦	Game forcing. Partner describes hand
	2♥	To play
	2♠	To play after 1♠
	2NT	Invite, balanced
	3♣	NB!!! To play- always!
	3♥	GF with a good suit (max 1 loser vs. xx)
	3♦	GF 5-5
1m	1M	
1NT	2♣	Transfer to 2♦
2♦		standard
	2♥	4♥
	2♠	5+ ♠
	2NT	4+m in opening suit
	3♦	5-5
	3♥	5-5
	3♠	6+kort
1x	1M	
1NT	2♦	
2NT		
	3z	5-4
	3M	More NT oriented or a weaker suit than direct 3 M

XY NT is on after opponents overcall or double.

FORCING SEQUENCES
4th suit game forcing

After 2 over 1: 2NT is used as GF with a stopper in 4th suit. If 4th suit has been raised it shows 2-3 small cards in that suit and no extra to be described.

If 4th suit has been doubled RD shows first control in suit. NT shows real stopper and wants to play contract at this hand. Pass and partner RD asks for half- stopper.

3rd suit forcing at 2 level from responder

Example:

1♣	1♠	
2♣	2♦	Check back- only forcing bid
1♦	1♠	
2♦	2♥	Natural, forcing to 2♠. Invitational+
1♦	1♠	
2♦	3♣	GF says nothing about ♣

Exceptions:

1♣	1♠	
2♣	2♥	Not forcing

STRONG REBIDS

Reverse

Reverse bids are forcing 1. A reverse promises at least 5 card opening suit. There are only two ways for responder to make a not forcing bid: 1) Support opener in either minor 2) Rebid major at 2 level. After 1x- 1NT- 2 reverse: 2NT is Lebensohl while all other bids are game forcing. A reversing jump call establishes GF

Notice:

1♣- 1♠
 2♦- 2♥ 4th suit GF probably without stopper in 4th suit
 2♠ Not forcing
 2NT GF with stopper in 4th suit
 3♣♦ Not forcing
 3♥ Splinter with ♦
 4♣♦ Invitational

1♣ 1NT
 2♦♥♠ 2NT Lebensohl
 x GF natural
 x jump Splinter bid.

1♣ 1♥
 2♦ 2NT
 3♠ 3-1-4-5 /2-2-4-5, max
 3NT 3-1-4-5 /2-2-4-5, min

Notice:

1♣- 1♥
 1♠ May be cards other pairs naturally would reverse
 2♠ Shows no extras

Jump to new suit at 3 level

Natural reverse with at least 5-5. With 4 card side suit and GF 2NT is a conventional bid asking for responders shape

2NT CONVENTIONAL BID

1♠ 1NT
 2NT 3♣ One minor, ok suit (at least H10xxx) or 6+ card
 3♦ 5+ ♥
 3♥ 4♥
 3♠ Balanced with no hand above, normally 2♠
 3NT 5-4+ in minors. If only 5-4 there are extras in hand
 4♣♦♥ Good 6 card suit. At least HH10xxx
 4♠ To play

1♥ 1NT
 2NT 3♣5+♣
 3♦5+♦
 3♥3-2-4-4 bad
 3♠3-2-4-4 ok
 3NT 5-4+ minors. If only 5-4 there are extras in hand
 4♣♦ Good 6 card suit. At least HH10xxx
 4♥ To play

JUMP 2NT AFTER 1 OVER 1

1♣- 1♥
 2NT 3♣ Asks for 3♦
 3♦ pass For play in ♦
 3♥ For play in ♥
 3♠ For play in ♠
 3NT Slam try ♣
 4♣ Good slam try, balanced, ♣
 4♦♠ Singleton with ♣ and 4 card support. 4NT from opener is to play.
 New suit at 4 level is cue bid which sets up RKCB.
 New suit at 5 level is answer to RKCB
 4♥ Slammish with good suit, max 1 loser against xx

 1♣ 1♥ 3♥
 2NT 3♦ 5+ ♥ GF
 3♥ 4♠ GF
 3♠ slam try with 4+♦ (after ♦ opening it shows ♣)
 4♣ Slammish 5+♦
 4♦♠ Splinter with ♣ and 5 card support. Same principals as if bid 3♣ first

 4♥ To play

Principals:

3♠ shows other minor and slammish

Direct bid is transfer

3♣ might be to play in all suits except ♣

Jump to new suit at 4 level is splinter if suit may be shown naturally otherwise

Bidding 3♠ and rebidding 4 M is a good suit- max 1 loser, and slammish

After transfers which fit (transfer accepted) new suit is splinter, while 3 NT is balanced slammish (forcing)

ANSWERS OPENING 1 NT

2♣	Stayman
2♦♥	Transfer
2♠	One or both minors, weak or strong
2NT	Invite
3♣♦	11+ Splinter
3♥♠	11+ Single , only rare with 4 card other major
3NT	To play
4♣/♦	Transfer
4♥♠	To play
4NT	Invite

Stayman

1NT	2♣	
2♦	3♣	Relay
		5 card ♣ or ♦, 3♥ relay -> 3♠ = ♣, 3 NT = ♦
3♦		
3♥		2-3-4-4
3♠		3-2-4-4
3NT		3-3-(3-4)
1NT	2♣	
2♥	3♣	Relay
		4 ♣ or ♦, 3♥ ask -> 3♠ = ♣, 3 NT = ♦
3♦		
3♥		5 ♥
3♠		4 ♠
3NT		3-4-3-3
1NT	2♣	
2♠	3♣	Relay
		4 ♣ or ♦, 3♥ asks -> 3♠ = ♣, 3 NT = ♦
3♦		
		4-3-(2-4) 3♠ asks -> 3NT= no extras, 4♣♦ natural with extras
3♥		
3♠		5 ♠
3NT		4-3-3-3

1NT	2♣	
2♦	2♥	Pick a major
	2♠	4♠ and a longer minor 5+ not invitational
	2NT	Invitational
	3♣	Relay
	3♦	Slam invite with ♣ or ♦
	3♥	Smolen 5♠ and 4♥
	3♠	Smolen 5♥ and 4♠
	3 NT	Does not show any major, even after response 2♥♠ over Stayman
1NT	2♣	
2♦	2♠	4♠ and 5+ ♣ or ♦
2NT		MAX.
3♣		MIN
1NT	2♣	
2x	4NT	Quantitative
1NT	2♣	
2♦♥♠	3♦	♣ or ♦ slam invite
3♥		Accept of ♣, cue shows ♣ suit otherwise bid 4♦
3♠		Accept of ♦, cue shows ♦ suit otherwise bid 4♣
3NT		no interest
4♣		Accept both suits -> bid 4♦ with ♦ other cue with ♣
4NT		MAX no fit
1NT	3X	Single (void)
3NT		Solid stoppers
		Nat After 3 y responder has to bid 3 NT without support. New suit at 3 level is natural. New suit 4 level is cue bid
3/4y		
4 X		I cant bid 3 NT
4 M		5 card
4NT		Max both ♣ and ♦
1NT	2♣	
2♥♠	3♠♥	Slamish with support in 1NT

		opener's suit. OBS: No splinter bid. If passed first its a splinter
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Transfers

1NT	2♦	
2♥		
	2♠	Invitational, may be passed
	2NT	Invitational balanced hand
	3♣	GF natural
	3♦	GF natural
	3♥	Slam invite if not passed first
	3♠	Splinter 1- void if passed first
	4♣	Splinter 1- void if passed first
	4♦	Splinter 1- void if passed first
	4♥	To play
	4♠	Exclusion-RKCB

1NT	2♦	
2♥	3♥	Game try
	4NT	Quantitative
1NT	2♣	
2♦♥♠	4 NT	Quantitative
1NT	4♣	To play 4♥ or slam invite with ♥
4♦		OK hand for ♥

1NT	2♦	
2♥	3♦	GF nat
3♥		Support not min.
4♣		Cue-bid with ♦ shows 2♥
4♦		Support in both suits (3♥)

1NT	2♦	
2NT		Maximum hand balanced 3+♥

Special convention:

1NT	2♦	
2♠		not min with 4(3) card support and doubleton in ♠
3♦		not min with 4(3) card support and doubleton in ♠
3♥		Minimum with 4 card support (not sub min)
1NT	2♦	
3♣		
	3♦	Transfer to 3♥
	3♥	Slam invite, no singleton
	3♠	Splinter 1-♠
	4♣♦	Splinter 1-

If relay is 3 in major suit, 3NT becomes slam invite without a singleton. If opponents double 3 m, rd is transfer to major. New bids are splinters.

1NT	2♦	
3♣	3NT	Slam invite balanced

Minor Stayman

1NT	2♠	Minor Stayman
2NT		No 4 card minor
3♣♦		4+
1NT	2♠	
2NT		
	3♣	To play
	3♦	To play
	3♥	Splinter (5-5 in minor)

	3♠	Splinter (5-5 in minor)
	3NT	Pick a game (2-2-(4-5))

System after we overcall 1NT

2♣	Stayman
2♦	To play
2♥♠	To play
2 NT	Invite+ with ♣
3♣	Invite+ with ♦
3♦	Invite+ with 5♥
3♥	Invite+ with 5♠
3♠	GF with 5-4+ minors

After opponents dbl our overcall 1 NT

Pass	To play
RD	For business
2♣	Either ♣ or 2 suited
RD	♦+ ♠
2♦	♦+♥
2♥	♥+ ♠

After overcalls we use negative doubles which might be light

Answers to opening 2 ♣

2♦	Not 3 controls with balanced hand
2♥	5+ suit at least HH10xx
2♠	5+ suit at least HH10xx

2NT	3 controls balanced hand
3	6+ suit at least HH10xx
3♦	6+ suit at least HH10xx
3♥	5-5 in ♥+♠ 7-11 HP
3♠	5-5 in ♠+♦ 7-11 HP
3NT	Solid suit we no other values

Positions

2♣	2♦	
2 M	2♠	5+♠
	3	«Second negative» 0-4 hp no kings
	2NT	No other bid
	3M	Support and good hand with control
	3NT	Support and about 3-8 with control
	4m	Splinter
	4M	No controls with support, better than bidding 4♥ after sec neg
2/3 NT		22-23, 24-25
2♣	2♦	
3♣	3♦	Partner bid 3♥♠NT, every hand with 3+ controls
	3♥♠	Natural 5+ cards
	4♣	Support with max 3 controls
	4♦♥♠	Splinter
2♣	2NT	
3♣♦♥♠		Natural
	3♦♥♠	Natural
	4♦♥♠	Cue bid with 4 card support
2♣	2♦	
4♥♠		Shows 8 tricks and suit only. Acceptable with a side suit to bid 2♥♠ only if side

		suit may be trump suit later on
2♣	2♦	
2NT	3♣	Stayman
3♦		5 card ♣ or ♦ if not 4-4 in ♣+♦, => 3♥= 5♠+ 4♥, 3♠=4♠+5♥
3♥♠		4+♥♠
3NT		4-3-3-3 with 4♣or♦
2♣	2♦	
2NT	3♣	
3♦	4♣	relay
4♦		5♣or ♦ =>4♥ relay=>4♠=♣, 4NT=♦
4♥		2-3-4-4=> 4♠=> RKCB ♣, 4NT=mild slam, 5x= RKCB ♦
4♠		3-2-4-4=>4NT= mild slam, 5♣= RKCB ♣, 5♦= RKCB ♦
2♣	2♦	
2NT	3♣	
3♥	4♣	relay
4♦		4♣ or ♦=> 4♥ relay: 4♠=♣, 4NT=♦ After answer bid at 5 level is RKCB with minor suit
4♥		5♥
4♠		4♠
4NT		3-4-3-3
2♣	2♦	
2NT	3♣	
3♠	4♣	relay
4♦		4♣ or ♦ and 2♥=> 4♥ relay: 4♠= ♣, 4NT=♦. After 4♠ 4NT is mild slam inv and bid at 5 level RKCB ♣. After 4NT RKCB ♦
4♥		4-3-(4-2)=> 4♠ relay: 4NT=4♠, 5x=RKCB ♦
4♠		5♠

2♣	2♦	
2NT	3♦♥	Transfers
	3♣	Minor search=> Accept only if hand ok for slam
	4♣	Slam try for ♥=> 4♦=ok
	4♦	Slam try for ♠=> 4♥=ok
	4♥	Slam try for ♣=> 4♠=ok
	4♠	Slam try for ♦=> 4NT resign, 5 level answer to RKCB ♦
2♣	2♦	
2NT	3♦♥	
3♥♠	3♣	Unspecified singleton, 3NT asks
	4♣♦	Natural slam inv=> cue set minor as trump, 4NT= RKCB ♥♠
4M		To play

2♣	2♦	
3♥♠/4♣♦		Sets trump ask for cue

After opponents double of 2♣

Pass	-	0-5 HP
Redoubling	-	To play
2♦	-	6+ hp and not possible bid

		after system
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After opponents over calls of 2 ♣

Pass	-	0-5 HP or penalty double
Double	-	6+ HP without a good bid

Notice:

2 -(P) – 2♦ -(x)	
Double	Take out

Answers after opening 2♦

2♥	Pass or correct.
2♠	Pass or correct
2NT	Forcing
3♣	Natural not forcing
3♦	Natural not forcing
3♥	Pass or correct.
3♠	Pass or correct
4 ♣♦	Double transfer to major. Sets forcing pass
4 ♥♠	To play

2♦	2NT	Asking bid	
3♣		Max with 6♥ or ♠	3♦ relay=> 3♥=♠, 3♠=♥, 4x=♥ and splinter
3♦		Min with ♥	cue bids
3♥		Min with ♠	cue bids
3♠		Solid minor	4♣= asks for short suit
3NT		26-27 HP	system

After opponents double of 2♦

Pass	-	Neutral
2♥♠	-	My own suit.

RD	-	Ok hand to fight at 3 level
Any thing else	-	As if no interference

After opponent overcall of 2♦ double is penalty
 New suit is not forcing. Any major bid is for preference

Answers to opening 2♥♠

2♠	Non forcing
2NT	Forcing ask
3 X	Forcing bid vulnerable, not forcing un vulnerable
3 M	Preemptive
3NT	To play
4m	Splinter

2♥♠	2NT	
3 X		Single
3♥♠		Min without single
3NT		Maximum without single
4 X		Void

Any new suit after 2NT is cue bid with ♥♠. 4NT is RKCB

If opponents over call after opening=> double for penalty

If opponents double 2♥♠=> RD is for business and set forcing pass to 3♥♠

Answers opening 2 NT Same as if 2♣-2♦-2NT

Answers opening 3♣♦

3x	-	Forcing in red, non forcing white.
3NT	-	To play
4♣♦	-	Preemptive
4 opposite minor	-	Forcing bid with support. Opener bids short suit, 4 NT no short suit but ok hand, 5 m bad hand
4♥♠	-	To play
4NT	-	RKCB

REPLY TO OPENING 3♥♠

3♠	Forcing in red, non forcing white
3NT	To play
4♣♦	Cue-bid
4♥	Spill
4♠	Spill
4NT	RKCB

Answers opening 3 NT

4♣	Ask for short suit
4♦	Asks for extra trick (extra trump or K)
4♥♠	To play

Answers opening 3 NT

3NT	4♣	
4♦ 4M		No shortness
4NT		Short other major
5♣		Short ♣
5♦		void ♦

Answers opening 4 NT

5♣	no ace
5♦	♦ ace
5♥	♥ ace
5♠	♠ ace
5NT	2 aces
6	♣ ace

Slam conventions

4NT is RKCB except following bidding:

1NT- 2♦♥- 2♥♠- 4 NT= Quant.

2NT-3♦♥-3♥♠- 4 NT= Quant.

1NT-4NT

1NT-2♣-2♦♥♠-4NT=Quant.

Natural slam try at 4 level turned down

If no trump suit agreed, latest bid suit RKCB (even if it's not a true color)

Answers to RKCB:

5♣	-	0 -3
5♦	-	1- 4
5♥♠	-	2 without tr Q/2 with tr Q
5NT	-	1 or 3 aces and a void. No need for tr Q
6♣♦♥	-	0 or 2 or 4 aces and a void. No need for tr Q

After answers 5♣ and 5♦ trump Q may be asked for by relay bid. Answers to such relay are:

Trump at lowest level denies tr Q

New suit shows tr Q and K in bidden suit

5 NT shows tr Q but denies a 2 control, but guarantees a 3 control.

If RKCB bidder bids 6 in other suit than trump, this is demanding a grand slam bid with a 3 control in suit.

4NT followed by 5NT promises all key cards, searching for a grand slam. Partner bids kings from bottom up as a try for a grand. If suit had been cue bid earlier you show extra control in suit from promised.

Opponents overcall after RKCB

Dopi, Ropi and Depo

DOPI	-	Double = 0, Pass = 1/3, with
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		2 bid step ways
ROPI	-	after doubling, other as in DOPI
DEPO	-	Double = Equal (0/2), Pass = Odd (1/3) – Only at 6 level

Cue-bids

1. og 2. mixed cue bidding. If a cue bid has been doubled RD shows 1 control, bid 2 control

In any position where natural support in major has been shown 3NT would show some interest for a slam.

Direct cue bid is a strong cue bid going for slam if control in every suit.

Pick a slam 5NT

Any bid with a jump to 5 NT is pick a slam.

If trump suit is 100 % (1♥-4♥) asking for trump honors.

Bidding after take out doubles from opponents

1 level bidding is forcing. Jumps are all splinters. Bidding at 2 level is not forcing
1NT is 8-10 HP.

Double jump in new suit is void

Jump in opening suit is preemptive

2NT is invite + with minor support. After major opening it's a better preempt to major

RD shows 9+ and set forcing pass to 2 NT. If opener passes and take out a double from partner it shows extras, while a direct bid shows a weaker hand.

After opponents overcall:

Negative doubles to 7♠. If partner after a double bids a minor passing his own opening suit this shows a reverse hand. The bidding gets equal as if partner had bid the over call instead of opponents.

All bids (not NT) are forcing for one round (3 level GF)

After 2 over 1 opener should not expect another call from 2 over 1 bidder and need to take responsibility

After reopening at 2 level overcall 2NT is Scramble (two suits)

After overcall higher than a Toronto bid:

Overcall = invite

2NT= GF (sets forcing pass)

If opponents bid artificial bids double shows interest for penalty or values to game force

Marmic-over call:

1♥ -	(2NT)	- 3♣	Game try + with ♥
		3♦	Invite with 5+♠
		3♥	not invitational
		3♠	Forcing with 5+♠
1♠ -	(2NT)	- 3♣	Invite med 5+ ♥
		3♦	Game try + with ♠ support
		3♥	Forcing with 5+♥
		3♠	not invitational

Michaels-over call:

1♦ -	(2♦)		♠ + side suit
			2♠ Inverted minor raise
			2NT Natural
			3♦ Weak support (7-9)
1♦ -	(2♦)		Both majors
			good raise with a ♥
			2♥ stopper
			good raise with a ♠
			2♠ stopper
			2NT Natural

Support doubles

Ex: : 1♣ - (Pass) – 1♦ - (1♠) - D

Ex; 1♣ - (Pass) – 1♠ - (2x) - D 3♠

If opponents double, RD will show 3 card support

If opponents over call with 1 NT double shows 3 card support with about a king + values

Over calls

Double

Shows at least 4-3 in majors over 1 minor opening. Normally 4 card major if double 1 major opening. Exceptions are hands too good to make a simple over call.

If bidding \diamond over partners \clubsuit response of double this shows no extras

Scramble 2NT at 2 level.

$3\clubsuit$ bid could be weak and strong, while a direct $3\spadesuit$ bid shows values. Weak with \spadesuit bid 2 NT and bid suit afterwards.

Take out doubles might be light accordingly to shape and vulnerability

Over calls

1 level over calls might be light at lead directing. Basically over calls are constructive. Jump overcalls shows 14-16 and a good suit.

Double jump overcalls are weak and might be very light

Special agreements:

Pass - ($1\spadesuit$) - Pass Pass

1NT: Balanced to play

$2\heartsuit$ 4 card hearts and 5 card minor

$3\clubsuit$ 6 card suit with $4\heartsuit$

Same principals if opening is $2\spadesuit$

If opponents open 2 or $3\heartsuit$ a 4 minor over call would show 5 card minor and 5 in other major

1NT in 4th position is 15-18 HP, balanced. Answers as if overcall has been made in 2 hand.

Jump bid 2NT shows two lowest unbid suits 5+-5+. A bid is regarded natural if opening promise 3 card suit.

Direct over call 2NT is 15-18 HP balanced. Same system as opening 2 NT

Direct cue bid shows 2 highest suits 5+- 5+ Cards should be either strong or weak

Notice:

$(1\spadesuit)$ -	$2\spadesuit$ -	(P) -	2NT	Forcing. Shows some cards
			$3\clubsuit$	Minor preference
			$3\spadesuit$	Game forcing bid

Double Jump cue bid asks for stopper ($1\heartsuit$ - $3\heartsuit$)

After a "good raise" cue bid from partner and double from opponents a direct retreat to over called suit is the weaker one.

If our over call is being negative doubled a RD shows about 10+ hand with no direct support

Balancing

4th hand doubling might be off shape showing 13+
Other bids denies 13 +

Defensive bidding

Vs strong ♣

NT shows ♣+♥ or ♦+♠

After (1♣) – P – (1♦) X both majors, NT minors

Against 1 NT-opening

D	-	As strong as opener +
2♣	-	Majors => 2♦ response deny 4♥♠
2♦	-	♥ or ♠
2♥	-	4♥ with longer minor
2♠	-	4♠ with longer minor
2NT	-	Both minors or any GF hand
3x	-	Preemptive

If opponents double 2♣ or 2♦, pass is natural and can be played as trump against a doubleton.
RD is for take out, while a new suit is a natural bid.

Vs strong 2♣

2NT shows ♠/♦ or ♣/♥

Double shows ♣

Vs Precision 2♣

After (2♣) – P – (2♦): D is for take out, except after passing (showing ♦)

If we have a take out double answer 2♦ only shows a bad hand.

Vs Multi

D	-	Take out
(2♦)-D-(x)-2NT		Game forcing bid
2NT	-	15-18 HP

		3♦	6 cards with HHxxxx 8-10
1♦	D	1♥♠	Natural 3+ cards major
		1 NT	8-10 NT
		2♣	Natural 8-10 5 ♣
		2♦	both majors 8+ or any hand 12+
		3♦	Splinter with both majors

1♥	D	1♠	♣
		1 NT	8-10
		2♣	♦
		2♦	♠ strong or weak 4♠
		2♥	12+ without spades
		2♠	weak with 5♠
		2NT	Natural invite
		3♣♦	6 card invitational
		3♥	Splinter bid with ♠
		3♠	6 card invitational

Defense play

Leads

Top of seq. and inner seq. to H109. Only exceptions from this is J 9 8 (x), E K (vs. suit), E K D (x) and K D J (vs. NT) Lead of K vs. NT asks partner to unblock queen. Lead of kings asks for distribution at 6 level and above.

Leads are 3/5th all over

Play

If partner leads an honor we encourage with a small card. If its clear you cant be encouraging we play distribution, 3/5

If we would like a ruff when partner leads an ace vs. suit we play lowest card from 2. However, if dummy holds Qxx+ we play distribution.

When discarding: 1st discard is for encouraging/discouraging. Rest of discards shows distribution. Its not possible to show strength in 2 suits.

If it doesn't cost we play second highest from 4 cards.

During play we have to consider if its more important to tell E/D or distributions. This is up to each player to clear.

If putting in an honor second hand we always play highest card

If possible lavinthal

An unmotivated high card is used for wake up call (or to confuse declarer :))

When discarding throw suit your leaving out as soon as possible

Other agreements

After opponents bid 1 NT natural

1x -	(1NT)	- D	Penalty
1x -	(1NT)	- 2♣	Both majors
1x -	(1NT)	- 2♦	One major
1x -	(1NT)	- 2♥♠	4♥♠ and a longer minor
1x -	(1NT)	- 2NT	Both minors or GF unbalanced

After (3x) – 3NT

As if 2♣- 2♦- 3NT with system on.

Stopper

If opponents bids to different suits, and we can bid both suits, bidding one shows a stopper in bidden suit. If only bidden one suit, or if only one "free" suit we ask for stopper in that suit

All bids below 3 NT should be considered to find best game.

Opponents redoubles partners take out double

Pass is neutral if sitting before a true color

If sitting behind a true color you have to bid for partner not to pass

2 over 1 after opponents over calls

All jumps are splinters

All new suits are forcing. Rebidding opening suit, simple raise or bidding NT is not forcing.

Only non forcing bid from 2 over 1 bidder is direct rebid of 2 over 1 suit at 3 level.

Splinters

If possible to show a splinter at a lower level, going one more level promises a void.
Bidding a splinter might also be a void but then not strong enough for going one more level.

Splinter jumps above game level is exclusion Blackwood

The more pressure you put on bidding, more values need

All jumps in new suits (except natural reverse bids) are splinters.