

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
1-level=5-cards. Jump RAISE=PRE.
1M-(2x)-2NT=4-cards FIT, INV+; 3x=3-cards FIT, INV+;
1m-(1M)-we play MISER(Minor Suit Encrypted Raises) (Note 11)
(1m)-p-(1NT)- 2♣=both M (then 2♦ asks show best M), 2♦=M, 2♥/♠=5+♥/♠ - 4+m
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18+HCP. (1M)-1NT-(PASS)-2♣=TRF ♦, 2(M-1)=Stay, Other as w/o opening opp's
(1M)-Pass-(Pass)-1NT...the same as above
Reopen: 10-14 HCP
JUMP OVERCALLS (Style; Responses; Reopen)
1 suit: PRE
2 suit: (1M)-2NT=♣+♦, 1♣(nat)-2NT=♦+♥. (2M)-3M=Ask STOP
(2M)-4♣=♣+OM, 4♦=♦+OM
Reopen:
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
(1♥)-2♥:black (55+), (1♠)-2♠:red(55+)
(1m)-2m:♥+♠ (55+)
Jump cue-bid asks stop
VS Weak NT (average less or equal 14 HCP)
Dbl=13+ HCP, 2♣=both M, 2♦=M, 2♥/♠=5+♥/♠ - 4+m (1NT)-2♣-(P)-2♦=to M. (1NT)-2♣-(Dbl)-P=♣; 2♦=♦; RDBL=to M.
VS Strong NT (average more 14 HCP)
Vs strong NT(15-18) "DON'T":Dbl=1-suiter, 2♣:♣+any, 2♦:♦+M, 2♥:♥+♠, 2♠=♠. (Note 12).
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
T/O DBL THRU 4♥
After 3m, 3♥,3♠ (Note 13).
VS ARTIFICIAL STRONG OPENINGS
Vs 1♣: Double=red or black suits, 1♦=major's or minor's, 1♥/♠=NAT, 1NT=♣+♥ or ♦+♠, 2x=NAT
VS OPPONENTS' TAKEOUT DOUBLE
1M-(Dbl)-Transfers (Note 7)
1M-(Dbl)-3NT= GF 4M=weak
2NT=FG, Jacoby (Note 14)
RDBL= 11+ HCP, as rule NO fit.

LEADS AND SIGNALS (Note 33)		
OPENING LEADS STYLE		
	Lead	In Partner's suit
Suit	3d(from even)/5 th (from odd)	3d(from even)/5 th (from odd)
NT	4th	4th
Subseq		
OTHERS: vs NT Q asks unblock with J, K asks unblock with Q		
Trump lead: norm xS, xSx		
LEADS		
Lead	Vs. Suit	Vs. NT
Ace	A, Ax(+), AK	Ax, AKx(+), AK
King	AKx(+), Kx, KQx(+), KQJ(+)	Kx, KQx(+), KQJ(+), AKJ10(+)
Queen	Qx, QJ, QJx(+)	Qx, KQ10x(+), QJx(+), AQJx(+)
Jack	Jx, J10, J10x(+)	Jx, J10, J10x(+)
10	109, 10x, HJ10x(+), 109x(+)	10x, HJ10x(+), 109x(+), H109x(+)
9	9x, H109x(+)	9x, H98(+)
x	Sx, xSx(MUD), xSxx(+), HxS, HxSx, HxxxS (+)	
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declare's Lead
Suit	ATT: Lo=ENCR	Count: Hi/Lo=O
	Count: Hi/Lo=O	S/P: Lavintal
	S/P	
NT	Count: Hi/Lo=O	Hi=Smith's (encr our suit)
	Lo=ENCR	Hi/Lo=O
	S/P	S/P
Disc	S/P	S/P
Signals:SMITH Signal vs NT high is ENCOUR. UDCA.		
S/P=High/low card to high/low suit from taken down. (Note 33)		
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
Opening Values. May be light (on 3d hand) with classic shape. (1/2x)-DBL-(P)-Note 9.		
Reopen: 8+ HCP.		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES		
NEG DBL THRU 4♥. NEG DBL, then new suit=F1.		
1m-(1♥)-DBL, 4+♠. 1m-(1♠)-DBL suggests 4♥.		
1♣-(1♦)-Dbl, 4+♥. SUPP DBL.		
COMPETITIVE DOUBLES (Note 10).		

WBFC CONVENTION CARD	
v. 11.09.2008	
CATEGORY: GREEN	
NCBO: RUSSIA	
EVENT: ALL EVENTS.	
PLAYERS: KIRILENKO Sergey – ZHMAK Maxim.	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE	
NATURAL	
5-card M	
Semi-forcing INT over 1♥/♠	
Frequent ART COMP 2NT bids	
Weak 2♥/♠	
INT Openings: 15-17(18) HCP, may be 5-card suit	
2 OVER 1 Responses FG	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
After 1♣ opening transfer responses on 1st level. (Note 1)	
Over our 1♦ overcall and DBL OPP → Transfers (Note 1)	
COMPETITIVE 2NT (after 1M opening) = LIMIT RAISE	
GAMBLING 3NT (solid minor, w/o side controls on 1st, 2nd)	
BERGEN FOUR-CARD RAISES OF 1M (Note 2)	
CHECK-BACK (Note 3)	
SCRAMBLING 2NT (Note 4)	
LEBENZOHL (Note5)	
BAD-GOOD (Note 6)	
Over our 1♥/♠ opening and DBL OPP → Transfers (Note 7)	
2♣ opening is GF or weak ♦.	
SPECIAL FORCING PASS SEQUENCES	
PASS= F when: we are in forsing game position (Note 8).	
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE	
PSYCHICS:	
Rare. Pass-Pass-1M may be 4 cards	

OP.	TICK IF ART	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣		3	4♥	11-22	1♦=4+♥, F1. 1♥=4+♠, F1. 1♠=4+♣, F1. INT=NAT. 2♣=INV MINOR RAISE (Note 15). 2♦/♥/♠= 6+♦/♥/♠, FG. 2NT=0-6 hcp, 5+♣. 3♣=6-9HCP, 5+♣, UNBAL. 3x=SPL. 3NT=NAT (3343).	1♣-1♦/♥-1♥/♠=3+♥/♠, F1. 1♣-1♦/♥-3♣=6+♣, 14-17HCP. 1♣-2♣-2x=stop, 3x=SPL. 1♣-1♥-3♥=SPL. 1♣-1♦-2♠=SPL. 1♣-1♦/♥-3♦=SPL. 1♣-1♦/♥-2NT=FG, 6+♣, 18+HCP, (Note 15). 1♣-1♥-1♠-2♥=NF.	1♣-1M-1NT- 2♦=NAT, NF 1♣-1M-1N-2♣ Check-back
1♦		3	4♥	11-22	1♥/♠=NAT, F1. INT=NAT. 2♣=FG(Note 17). 2♥/♠=6+♥/♠, FG. 2NT=0-6HCP, 4+♦. 3♦=6-9 HCP, 5+♦. 3M=SPL. 3♣=6+♣, INV. 3NT=NAT (3334). 2♦=INV MINOR RAISE (Note 15).	1♦-1♥/♠-2NT=6+♦, FG; 3♦=6+♦, 14-17. 1♦-1♥-2♠=SPL 1♦-1M-3♣= 14-17HCP, 5-5. 1♦-1M-1NT-2♣=check-back(Note 3). 1♦-1♥/♠-2NT-3♣=(Note 15). 1♦-1♠-2♦-2♥=F1(Note 16).	
1♥		5	4♥	11-22	1♠=F1. INT=F1. 2♣/♦=5+♣/♦, FG. 2♠=6+♠, FG. 2NT=FG (Note 14). 3♣=6-9HCP, 4♥, 8.5-9 losers. 3♦=6-10 HCP, 4♥, 7.5-8 losers. 3/4♥=PRE. 3NT=(4333, 7-8L, 12-14hcp). 3♠= any miniSPL, 8-11HCP.	1♥-1NT-2♣=(Note 18). 1♥-2♥-2NT = 4♠, INV. 1♥-2♥-2♠= short suit game try. 1♥-2♥-3m=INV(HHxx, Hxx, xxx+) 1♥-1NT (Note 18). 1♥-1♠ (Note 18). 1♥-2m-3♥=6+♥, 14+HCP; 1♥-2m-2♥=min, 5+♥	1NT=NF. 2♣=3 FIT, Max 2♦=4 FIT, Max 2NT=4 FIT, unbal (Note 19)
1♠		5	4♥	11-22	like after 1♥, except: 1♠ - 3♥= any miniSPL.	1♠-2♠-2NT = short suit game try. 1♠-1NT-2♣ (Note 18). 1♠-2x-2♠=min, 5+♠	
1NT				15-17 (18)HCP, bal, May be any suit	2♠=STAY (Note 20). 2♦/♥= TRF ♥/♠ (Note 21). 2♠=1.minor's, 2.INV to 3NT, 3.weak♦. 2NT=6+♣/♦, INV. 3♣=nat, to play . 3♦=4441, SINGL ♣/♦. 3♥/♠= 4441, SINGL ♥/♠. 3NT=to play. 4♣=Gerber. 4♦=5♥-5♠, choice of major's game.	INT-2♣-2♦-2♥=weak(4+ - 4+ M). 1NT-2♣-2♦-2NT=INV. INT-2♦/♥-2♥/♠-2♠/3♥= 4+ ♠/♥, INV. 1NT-2♣-2♦-3M=4M5OM. 1NT-2♠-3♣=MAX, 2NT=MIN.	
2♣	Y			FG or 6+♦, weak	2/3♦=to suit	2♣-2♦-2NT=23-24HCP,Bal.. 2♣-2♦-2♥=FG, ♥ or 25-26,Bal. 2♣-2♦-2♥-2♠=relay; 2♣-2♦-2♥-2♠-2NT=25-26hcp	
2♦	Y			19-20(18) HCP or (4441) 21-23 HCP	2♥=TRF ♠ or ♣ sign-off; 2♠=asks bid 2NT. 3♣=5+♣, INV. 2NT = 1. minor's, 2.♦, INV. 3♦=4441,SINGL ♣/♦. 3♥/♠= 4441, SINGL ♥/♠. 3NT=to play.	2♦-2♣ -2NT: 3♣=PUP STAY, 3♦/♥=TRF ♥/♠, 3♠= minor's, 3NT=5♠4♥	
2♥/♠		6		5-10 HCP, 6+♥/♠.	2NT="Ogust" (Note 22). 3♣/♦/♥(2♠)=NAT, F1, ASK 3♥/♠=FIT, sign-off.	2♥/♠ -3x: 1st step=bad suit, no fit. 2nd =good suit, no fit. 3d=fit, no SINGL. 4th=FIT, singl in M. 5th=FIT, singl m	
2nt				21-22 HCP, BAL	3♣=PUP STAY, 3♦/♥=TRF ♥/♠, 3♠= minor's, 3NT=5♠4♥ (Note 23).	2NT-3♣-3♦=4M, no 5M; 3♥/♠=5♥/♠, 3NT=no M. 2NT-3♣-3♦:3♥=4♠; 3♠=4♥; 3NT=no M; 4♣=MSA(Note 23); 4♦= 4+- 4+ M.	
3♣/♦/ ♥/♠		7(6)		random, 7+X or 6X-4any	New suit = NAT, ASK . 3NT=NAT.	3x-NEW SUIT: 1st step=bad suit, no fit. 2nd =good suit, no fit. 3d=fit, no SINGL. 4th=FIT, singl in M. 5th=FIT, singl m.	
3nt	Y			solid m	4♣ = P/C. 4♦ = ASKS SINGL.	3NT-4♦-4♥/♠=SINGL ♥/♠; 4NT=NO SINGL; 5♣=SINGL ♦.	
4x				PRE, usually 8+cards			
4NT	Y			MINORS			

HIGH LEVEL BIDDING

CUE=1st + 2nd round equally. DOPI-ROPI. If opponent Dbl our cue-bid, Pass = no control in that suit, Rdbl = 1st round control in that suit, Next cue-bid = 2nd round control.

RKCB-1430. Answers: 1. 1 or 4 aces, 2. 0 or 3 aces, 3. 2aces w/o trump queen, 4. 2 aces w trump queen, 5. 2aces w/o trump queen+void, 6. 6x=2aces+trump queen+void(x).

NEXT step after RKCB = ASKS TRUMP QUEEN: 1. NO, 2. Q and 0 or 3 kings, 3. Q +low king or other two, 4. Q +middle king or other two, 5.Q+The high king or other two.

NEXT step+1 after RKCB = ASKS KING: 1st = 0 or 3, 2nd = low king or other two, 3d=middle king or other two, 4th=The high king or other two.

3NT as a cue-bid : If auction shows agreeing of major and FG we play 3NT as a cue-bid in the highest-ranking suit (Note 24).

Note...1: **After 1♣**: 1♣-(1♦)-Dbl=4+♥, 1♥=4+♠, 1♠=6-9, NO STOPPER in ♦, 3+♣. 1NT=7-9, STOPPER in ♦, 2♣=10+ w/o stopper ♦, 2♦=10+ w stopper ♦, 2NT=0-6, 5+♣. 2♥/♠=PRE, 6♥/♠

1♣-(Dbl):- 1♦=4+♥; 1♥=4+♠; 1♠=4+♦; 1NT=7-9; 2♣=10+hcp, 4+♣; 2♦/♥/♠=PRE, 6+ ♦/♥/♠. RDBL=10-12hcp

After 1♦: 1♦-(DBL)-RDBL=4+♥; 1♥=4+♠; 1♠=4+♣; 1NT=NAT; 2♣=good raise, 10+; 2♦=weak raise, 6-9; 2♥/♠=weak; 2NT, 3♦=as w/o DBL. 3♣=6+♣, NF.

1♦-(1♥)-Dbl=4♠; 1♠=4+♣; 1NT=NAT; 2♣=4♦, 6-9

Note...2: BERGEN Raises

3♣=8,5-9 losers, 4-cards FIT

3♦=8(7,5) losers, 4-cards FIT

3M=PRE.

Note 3: CHECK-BACK.

OPENER (1♣) HAS DENIED 3-CARD HEART SUPPORT

3-1. 1♣-1♦(hearts)

1NT-2♣(check-back)

?

2♦ = art, min, NO ♥Hx

2♥ = nat, min, ♥Hx, NF

2♠ = nat, max, 3♠2♥4♦4♣, FG

2NT = nat, max, 3♠xx♥3♦5♣, FG

3♣ = nat, max, 3♠2♥3♦5♣, FG

3♦ = nat, max, 2♠2♥4♦5♣, FG

3-2. 1♣-1♦(hearts)

1NT-2NT(puppet)

3♣ - ?

pass=weak, clubs

3♦ = nat, 5♦,5♥, INV

3♥ = nat, 5♥, 4/5♣, INV

3-3. $1\clubsuit-1\diamond; 1NT-3\clubsuit = 5+\clubsuit, 4\heartsuit, INV$

3-4. $1\clubsuit-1\heartsuit$ (spades)

1NT-2♣(check-back)

?

$2\diamond = \text{art, min, NO } 4\heartsuit, \text{ NO } \spadesuit Hx$

$2\heartsuit = \text{nat, min or max, } 4\heartsuit.$

$2\spadesuit = \text{nat, min, } \spadesuit Hx$

$2NT = \text{nat, max, } 2\spadesuit 3\heartsuit 4\diamond 4\clubsuit, FG$

$3\clubsuit = \text{nat, max, } 2\spadesuit 3\heartsuit 3\diamond 5\clubsuit, FG$

$3\diamond = \text{nat, max, } 2\spadesuit 2\heartsuit 4\diamond 5\clubsuit, FG$

$3\heartsuit = \text{“nat”, max, } 2\spadesuit 4\heartsuit(2-3)\diamond(4-5)\clubsuit, FG$

3-5. $1\clubsuit-1\heartsuit; 1NT-2\clubsuit; 2\heartsuit-3\heartsuit = 4\heartsuit, INV$

3-6. $1\clubsuit-1\heartsuit$ (spades)

1NT-2NT(puppet)

$3\clubsuit - ?$

pass=weak, clubs

$3\diamond = \text{nat, } 5\diamond, 5\spadesuit, INV$

$3\heartsuit = \text{nat, } 5\heartsuit, 5\spadesuit, INV$

$3\spadesuit = \text{nat, } 4+\clubsuit, 5\spadesuit, INV$

3-7. $1\clubsuit-1\heartsuit; 1NT-3\clubsuit = 5+\clubsuit, 4\spadesuit, INV$

3-8. $1\clubsuit-1\spadesuit$ (diamonds)

1NT-2♣(check-back)

?

$2\diamond = \text{min, NO } 4M, NF$

$2\heartsuit = 4\heartsuit$

$2\spadesuit = 4\spadesuit$

$2NT = \text{max, NO } 4M, FG$

$3\clubsuit = \text{max, } 3\spadesuit 3\heartsuit 2\diamond 5\clubsuit, FG$

3♦ = max, 3/2♠♥3♦5♣, FG

3-9. 1♣-1♠(diamonds); 1NT-2♣; 2♥-3♥ = slam try

3-10. 1♣-1♠; 1NT-3♣ = 5♣, 5♦, INV
1♣-1♠; 1NT-2NT=NAT, INV

OPENER (1♣) HAS ACCEPTED A T-WALSH TRANSFER

3-11. 1♣-1♦(hearts)

1♥-2♣(check-back)

?

2♦ = art, unbal min, 12-14hcp, F1

2♥ = balanced, min, NF

2♠ = art, unbal, 15-17hcp, F1

2NT = bal, 14hcp

3♣ = nat, 6♣, 3♥, 18-21hcp, FG

3♦ = reverse, 1♠3♥4♦5♣, 18-21hcp, FG

3♥ = nat, 2♠4♥2♦5♣, 18-21hcp, FG

3♠ = nat, 4♠3♥1♦5♣, 18-21hcp, FG

3NT =

4♣ = super fit bid, good 6♣ (at least A-K/Q), good 4♥ (at least 1 of 3H), less than 4 losers, ST.

3-12. 1♣-1♦(hearts)

1♥-2♣(check-back)

2♦ = art, unbal min, 12-14hcp, F1

?

2♥ = 5♥, 9-11hcp, NF

2♠ = art, relay, F1

2NT = 4♥, bal, 10-12hcp, INV

3-13. 1♣-1♦(hearts)

1♥-2♣(check-back)

2♦ - 2♠(relay)

?

2NT=art, shows ♠, 4♠3♥1♦5♣, 12-14hcp, NF

3♣ = nat, 6♣, 3♥, 12-14hcp, NF

3♦ = nat, 4♦, 1♠3♥4♦5♣, 12-14hcp, NF

3-14. 1♣-1♦(hearts)

1♥-2♣(check-back)

2♠ - 2NT(relay)

?

3♣ = nat, 6♣, 3♥, 15-17hcp, FG

3♦ = nat, 4♦, 1♠3♥4♦5♣, 15-17hcp, FG

3♥ = “bal”, 3325/2335, 15-17hcp, FG (not suitable to open 1NT)

3♠ = nat, 4♠3♥1♦5♣, 15-17 hcp, FG.

3-15. 1♣-1♦

1♥-2NT(puppet)

3♣ - ?

pass=weak, clubs

3♦ = nat, 5♦, 5♥, INV

3♥ = nat, 5♥, 4+♣, INV

3-16. 1♣-1♦;1♥-3♣ = 5+♣, 4♥, INV

3-17. 1♣-1♥(spades)

1♠-2♣(check-back)

?

2♦ = art, bal/unbal min, 12-14hcp, NO 4♥, F1

2♥ = nat, 4♥, 12-14, F1

2♠ = art, unbal, 15-17hcp.

2NT = bal, 14hcp

3♣ = nat, 6♣,3♠, 18-21hcp, FG

3♦ = reverse, 3♠1♥4♦5♣, 18-21hcp, FG

3♥ = reverse, 3♠4♥1♦5♣, 18-21hcp, FG

3♠ = nat, 4♠2♥2♦5♣, 5 losers, 18-21hcp, FG

3NT =

3-18. 1♣-1♥(spades)

1♠-2♣(check-back)

2♦-2♥(relay)

?

2♠ = bal, 12-14, NF

2NT=balanced, 14

3♣ = nat, 6♣, 3♠, 12-14hcp, NF

3♦ = nat, 4♦, 3♠1♥4♦5♣, 12-14hcp, NF

3-19. 1♣-1♥(spades)

1♠-2♣(check-back)

2♥-?

2♠ = 5♠, NF

2NT=bal, INV

3♣ = nat, 4+♣, FG

3♦ = relay, F4S, FG

3♥ = raise, 4♥, INV

3-20. 1♣-1♥(spades)

1♠-2♣(check-back)

2NT = art, unbal, 15-17hcp, NF

?

3♣ = relay

3♦ = reverse, 3♠1♥4♦5♣, 15-17hcp, FG

3♥ = reverse, 3♠4♥1♦5♣, 15-17hcp, FG

3♠ = 6♣, 3♠, 15-17hcp, FG

3-21. 1♣-1♥

1♠-2NT(puppet)

3♣ - ?

pass=weak, clubs

3♦ = nat, 5♦, 5♠, INV

3♥ = nat, 5♥, 5♠, INV

3♠ = nat, 5♠, 4+♣, INV

3NT = art, 5♠1♥4♦3♣, NF

3-37. $1\clubsuit-1\heartsuit; 1\spadesuit-3\clubsuit = 5+\clubsuit, 4\spadesuit, \text{INV}$

3-38. Exeption.

$1\clubsuit - 1\diamond(4+\heartsuit)$

$1\spadesuit - ???$

$2\clubsuit = \text{NAT, NF}$

$2\diamond = \text{F4S}$

$2\text{NT} = \text{NAT, INV}$

3-39. After $1\diamond$ or $1\heartsuit/\spadesuit$ openings responses on $2\clubsuit$ ask are:

$2\diamond = \text{min w/o support}$

$2\heartsuit = \text{nat, } 4\heartsuit$

$2\text{M} = \text{min with support}$

$2\text{NT} = \text{max w/o support}$

$3x = \text{''NAT'' with support}$

Note..4: SCRAMBLING 2NT

(1M)-PASS-(2M)-Dbl

(Pass)-2NT=scrambling

(1M)-Dbl-(2M)-Dbl

(pass)-2NT=scrambling

Note 5: Lebenzohl.

1. (2M)-Dbl-(Pass)-2NT=art

????

$3\diamond/\heartsuit/\spadesuit = \text{nat, } 16+\text{hcp}$

$3\clubsuit = \text{relay}$

????

Pass=weak, long club

$3\diamond/\text{OM} = \text{weak, SO}$

$3\text{M} = \text{No stop, } 4\text{OM}$

$3\text{NT} = \text{FG, stop in M, } 4\text{OM}$

$4x = 5+x, 4\text{OM}$

2. (2M)-Dbl-(Pass)- $3\clubsuit/\diamond/\text{OM} = 5+\clubsuit/\diamond/\text{OM}, 8-10\text{HCP}$.

3M = FG, NO OtherM, NO stop in M.
3NT = FG, NO Other M, Stop in M

Note 6: BAD-GOOD.

1. 1x – (Pass/1 level bid) - Pass or bid - (2 level bid)
2NT = shows weak hand and long suit or fit in partner's suit
3x = shows good hand

2. 1x-(2y)-pass-(pass)
2NT= bad-good

Note...7: Opp Dbl 1M.

1♥-(Dbl)-1NT=TRF ♣.

2♣=TRF ♦.

2♦=fit, constr, could be INV.

2♥=fit, weak.

2♠=mini SPL.

2NT=Jacoby

3♣/♦=Bergen's raises, 4-4

3♥=PRE, 4cards in ♥.

3NT=

3♠/4♣/♦=suit+FIT

1♠-(Dbl)-1NT=TRF ♣.

2♣=TRF ♦.

2♦=TRF ♥.

2♥=fit, constr.

2♠=fit, weak.

2NT=Jacoby

3♣/♦=Bergen's raises

3♥=miniSPL.

3♠=PRE, 4cards in ♠.

3NT=strong raise to 4♠, 13-15hcp, 4♠333.

4♣/♦=suit+FIT

Note...8: Forcing pass.

1. PASS FORCES if we are in forcing game situation.

2. THE PASS on opponent's 4♠ in a competitive auction is NOT forcing.

Example:

1♥-(1♠)-DBL-(2♠)

3♣-(3♠)-4♥-(4♠)

Pass=NO FORCE

3. IF an invitational bid in competitive auction has been accepted the PASS FORCES only 5level.

Examples:

1M-(2x)-2NT-(3x)

4y-(5x) – PASS

1M-(2x)-2NT-(3x)

4M-(5x)-PASS

1M-(2x)-2NT-(3x)

4x-(5x)-PASS

1M-(Dbl)-3♦!-(3/4x)

4M-(5x)-PASS

4. After preempt is raised to five over a takeout double.

(3x)-DBL-(5x)-PASS= FORCING

Pass-(3x)-DBL-(5x)

PASS

(Pass)-Pass-(3x)-DBL

(5x)-PASS

PASS indicates at least five-level interest if doubler has NO minimum hand.

DOUBLE indicates a poor hand (could be 0 hcp).

PASS then pull to suit is strong.

Five-level bid is positive but based on distribution.

Note 9: After OPP 1♣/♦/♥/♠ opening and Dbl.

9-1. (1♣)-Dbl-(Pass)-??

1♦=Nat, 0-8

1♥=Nat, 0-8

1♠=Nat, 0-8

1NT = 6-9

2♣ = 5+♦, 9+

2♦ = 4+♥, 9+

2♥ = 4+♠, 9+

2♠ = 4+♥4+♠, invit

2NT=Nat, INV

3♣ = asks stop ♣

3♦/♥/♠ = 6+♦/♥/♠, 5-8

9-2. (1♦)-Dbl-(Pass)-??

1♥=Nat, 0-8

1♠=Nat, 0-8

1NT = 6-9

2♣ = 4+♣, 0-8

2♦ = 4+♥, 9+

2♥ = 4+♠, 9+

2♠ = 5+♣, 9+

2NT = Nat, INV

3♣ = 6+♣, 5-8

3♦ = asks stop ♦

3♥ = 6+♥, 5-8

3♠ = 6+♠, 5-8

9-3. (1♥)-Dbl-(Pass)-??

1♠ = Nat, 0-8
1NT = 6-9
2♣ = Nat, 0-8
2♦ = Nat, 0-8
2♥ = 4+♠, 9+
2♠ = 5+♣, 9+
2NT = Nat
3♣ = 5+♦, 9+
3♦ = PRE
3♥ = asks stop ♥
3♠ = PRE

9-4. (1♠)-Dbl-(Pass)-??

1NT = NAT
2♣/♦/♥ = NAT, 0-8
2♠ = 1) 5+♣, 9+; 2) 4♥, FG
2NT = NAT
3♣ = 5+♦, 9+
3♦ = 5+♥, 9+
3♥ = 4♥, invit
3♠ = asks stop ♠.

9-5. (2♣) – Dbl – (Pass) - ???

2♦/♥/♠ = 0-8 hcp, 4+ ♦/♥/♠
2NT = NAT, NF
3♣/♦/♥ = TRF ♦/♥/♠, 9+hcp
3♠ = ask stop ♣, FG

9-6. With a minimum double partner will just accept the transfer. With a 15+hcp hand or a very well-fitting hand doubler will find a different bid.

Examples:

(1♦)-Dbl-(Pass)-2♦=TRF ♥

(Pass)-???

2♥=min, 3-4♥.

3♥=14hcp, 4♥, INV

3♦=15-18, 3+♥, asks stop.

(1♣)-Dbl-(Pass)-2♣=TRF ♦, 9+hcp
(Pass)-2♦-(Pass)-2♥=4♥5♦, FG

(1♣)-Dbl-(Pass)-2♦=TRF ♥, 9+hcp
(Pass)-2♥-(Pass)-3♦=4♥5♦, INV

Note 10: COMPETITIVE DOUBLES

As rule double from unlimited hand in competitive bidding is invitation to play game.

Examples:

1. 1♥ (P) 2♥ (2♠)
DBL=INV, 6♥

1♥ (P) 2♥ (3♣)
DBL=INV, 6♥

2. (1♦)-p-(1♠)-2♥
(3♦)-Double=fit, INV

Note...11: MISER (Minor Suit Encryptyd Raises).

1. 1♣ -(1♦)- ???
Dbl = 4+♥, F1
1♥ = 4+♠
1♠ = 3+♣, 6-9hcp.
1NT=NAT, NF.
2♣=4+♣, 10+HCP, NO stopper in ♦
2♦ = 4+♣, 10+HCP, stopper in ♦.
2♥ = NAT, NF.
2♠ = NAT, NF.
2NT = 0-6HCP, 5+♣.
3♣ = 7-9HCP, 5+♣.
3♦ = SPL, 5losers
3♥/♠ = nat, to play, NF

3NT = to play, NF
4♣ = PRE, 6+♣

2. 1♣ -(1♥)- ???

Dbl = 4+♠, F1

1♠ = 4♣, 6-9hcp.

1NT=NAT, NF.

2♣=TRF to ♦.

2♦ = 4+♣, 10+HCP, NO stopper in ♥.

2♥ = 4+♣, 10+HCP, STOPPER in ♥.

2♠=NAT, NF.

2NT = 0-6HCP, 5+♣.

3♣ = 7-9HCP, 5+♣.

3. 1♣ -(1♠)- 1NT=NAT, NF.

2♣=TRF to ♦.

2♦ = TRF to ♥.

2♥ = 4+♣, 10+HCP, NO stopper in ♠.

2♠ = 4+♣, 10+HCP, STOPPER in ♠.

2NT = 0-6HCP, 5+♣.

3♣ = 7-9HCP, 5+♣.

1♣ -(1♠)- 2♠-(pass)

3♠=STOP

4. 1♦ -(1♥) -DBL=4+♠

1♠ = 5+♣, F1.

1NT=NAT, NF.

2♣=4+♦, 6-9HCP.

2♦=4+♦, 10+HCP, NO stopper in ♥.

2♥=4+♦, 10+HCP, stopper in ♥.

2♠=NAT, NF.

2NT=0-6HCP, 5+♦

3♣=6+♣, NF.

3♦=7-9HCP, 5+♦

5. 1♦ - (1♠) - DBL = 4+♥
 1NT = NAT, NF.
 2♣ = 5+♣, 10+ hcp.
 2♦ = TRF to ♥.
 2♥ = 4+♦, 10+HCP, NO stopper in ♠
 2♠ = 4+♦, 10+HCP, stopper in ♠.
 2NT = 0-6hcp, 5+♦
 3♣ = 6+♣, NF.
 3♦ = 7-9HCP, 5+♦

6. 1♦ - (2♣) - 2♦ = TRF ♥
 2♥ = TRF ♠
 2♠ = 4+♦, NO Stopper ♣
 2NT = 0-6HCP, 5+♦
 3♣ = 4+♦, Stopper ♣
 3♦ = 7-9, 5+♦.

7. Other examples:

1♣ - (1♠) - Dbl - (pass)
 1NT - (pass) - ??
 2♣ = NAT
 2♦ = F1

1♣ - (1♠) - 2♣ - (pass)
 2♦ - (pas) - 2♥/♠ = nat, 5+♦, 4♥/♠, FG

1♣ - (1♥) - dbl - (2♥)
 2NT = Bad Good

1♣ - (dbl) - 1♥* - (2♥)
 ??
 pass
 Dbl = support double, 3♠
 2♠ = 4♠, 12-14
 2NT = Bad Good

3♣ = 6+♣, 15-17hcp, NF

3♦ = reverse, 4+♦, 5+♣, F1

3♥ = asks ♥ stop, FG

3♠ = 4♠, 6 losers

3NT = to play, NF

1♣ - (1♦) - 1NT - (2♦)

??

pass

Dbl = Take Out

2♥/♠ = reverse, 4♥/♠, 5+♣

2NT = Bad Good

3♣ = nat, 15-17hcp, NF

3♦ = asks stop ♦, F1

1♣ - (2♣=NAT)- ????

2♦/♥/♠ = NAT

Dbl=NEG

1♣/♦ - (2NT*=two suited) - ??

pass

Dbl = penalty, defense against at least one of their suits

2NT(if possible) = nat, INV

3-in-partner's-suit = to play, NF

the lower cue-bid = art, raise partner suit, INV+

the higher cue-bid = art, the unclaimed suit, INV+

3-in-unclaimed-suit = nat, GF

3NT = nat, NF

1♦ - (pass) - 1♥ - (2♠)

??

2NT = Bad Good

Dbl = extra values

Note...12: "DONT"

2♣/♦-2♥/♠=Pass or correct.

2♦-2♠

2NT= ♥ better m

3♣/♦=♣/♦ better ♥

(1NT)-2♣/♦-(Dbl)-Rdbl=ask bid another suit

2♦/♥=NAT

(1NT)-DBL-(RDBL)-2♣/♦/♥/♠=NAT

Pass=to suit

(1NT)-Dbl-(pass)- ??

2♦/♥/♠ = NAT

(1NT)-Dbl-(2x)-Dbl = to suit

Note 13: After OPP's preemptive

(2♠) - ?

Dbl = T/O, 14+ HCP (then Lebensohl, Note 22)

2NT = bal, 15-18, NF

3♣/♦/♥ = Nat overcall, NF

3♠ = asks ♠-stop, solid minor

3NT = to play, good stop, solid minor or strong bal hand, NF

4♣ = 5+-5+, ♣-♥

4♦ = 5+-5+, ♦-♥

4♥ = nat, to play, NF

4♠ = ♥ + minor, very strong, F1

4NT = art, minors, F1

(3♣) - ???

Dbl = strong hand, penalty oriented, sign-off

3♦ = art, T/O, strongish: partner should go game with 5+ hcp and a fit

3♥/♠ = nat, 6+♥/♠, 12-16hcp, NF

3NT = to play, 16+hcp (could be long ♦)

4♣ = art, 5+♥ - 5+♠, FG

4♦ = art, 5+♦ - 5+♥/♠ (could be 6+♦ - 4♥/♠), FG

4♥/♠ = nat, ♥/♠, to play, NF.

(3♦) - ???

Dbl = T/O, 15+hcp

3♥/♠ = nat, 6+♥/♠, 12-16hcp, NF

3NT = to play, 16+hcp (could be long ♣)

4♣ = art, 5+♣ - 5+♥/♠ (could be 6+♣ - 4♥/♠) FG

4♦ = art, 5+♥ - 5+♠, FG

4♥/♠ = nat, ♥/♠, to play, NF.

(3♥) - ???

Dbl = T/O, 15+hcp

3♠ = nat, 6+♠, 12-16hcp, NF

3NT = to play, 16+hcp (could be long minor)

4♣ = art, 5+♣ - 5+♠ (could be 6+♣ - 4♠) FG

4♦ = art, 5+♦ - 5+♠ (could be 6+♦ - 4♠), FG

4♥ = art, two-suiter with ♠, F1.

4♠ = nat, to play

4NT = minors

(3♥) - 4♥ - (pass) - ???

4♠ = to play 4♠

4NT = art, which minor?, FG

5♣ = art, to play in overcaller's minor, NF

5♦ = nat, NF

5♥ = art, sets ♠, ST, F1.

(3♠) - ???

Dbl = strong hand, penalty oriented, sign-off

3NT = to play, 16+hcp (could be long minor)

4♣ = T/O, two- or three-suited, F1

4♦ = nat, 6+♦, unbal.

4♥ = nat, to play

4♠ = art, two-suiter, 5+minor, 5♥ (could be 6-4)

4NT = minors

They open a gambling 3NT.

(3NT) - ???

(3NT) – pass – (pass) - ???

Dbl = penalty oriented, strongish, sign-off

4♣ = art, T/O, majors, FG

4♦ = nat, NF

4♥/♠ = nat, to play, NF.

Note:..14: Jacoby. 1M-2NT:

3♣ = Minimum, 11-15.

3♦ = No splinter, some extra values, suitable for slam.

3♥ = Other Major splinter, extra values.

3♠ = Diamond splinter, extra values.

3N = Club splinter, extra values

4X = 5-card suit to A or K, extra values.

After 1M-2NT-3♣: 3♦ asks. Opener's rebids:

3♥ = some splinter. 3♠ asks: low, middle, high; 4♦ = spade splinter, slammish, 4H = spade splinter, bad.

3♠ = 6322

3N = 5332 | Not bad for slam.

4♣, 4♦, 4♥/3♠ = side suit in 5422 hand

4M = No splinter, bad for slam.

1M-2NT-3♣-3M = Slam interest opposite max + splinter. Show splinter with max (AKxxx,x,xxx,KQxx) else bid 4M.

After 1M-2NT-3♦: 3♥ asks. Opener's rebids:

3♠ = 6322.

3N = 5332.

4♣, 4♦, 4♥ = side suit in 5422 hand

Subsequent cue-bidding normal except early signoffs show unsuitable or minimum hands and do not deny specific controls. 3NT = cue bid see note24.

Note 15: The minor suit opening bid.

Responses to 1♦ - opening.

15-1. 1♦ - ??

pass

1♥ = nat, 4+♥, F1

1♠ = nat, 4+♠, F1

1NT = bal, 6-10 hcp, NF

2♣ = nat, 5+♣, FG

2♦ = inverted minor, 4+♦, 10+hcp, F1

2♥/♠ = FG, very good 6+♥/♠, one suiter

2NT = weak raise, 0-6hcp, 5+♦

3♣ = nat, 6+♣, 10-11hcp, INV

3♦ = weak raise, 7-9hcp, 5+♦

3♥/♠ = SPL, FG, 10-12hcp

15-2. 1♦ - 1♥

??

1♠ = new suit, 4♠, F1

1NT = bal, 12-14hcp

2♣ = nat, 4+♣, NF

2♦ = nat, 6+♦, 12-15hcp

2♥ = 4♥, 12-14hcp, 7-8 losers

2♠ = SPL, 5 losers

2NT = FG, 18+hcp, 6+♦

3♣ = 5+♣-5+♦, 14-17hcp

3♦ = nat, 6+♦, 14-17hcp

3♥ = 4♥, 6losers

3♠ =

3NT = nat, solid ♦, NF

4♣ = SPL, 5losers

4♦ = fit-bid, 6+ good♦, 4♥, FG

4♥ =

15-3. 1♦ - 1♥

1NT- ??

pass

2♣ = check back see Note 3

2♦ = 4+♦, 6-9hcp

2♥ = 5+♥, SO

2♠ = reverse, 4♠, 5+♥, FG

2NT = puppet see Note 3

3♣ = 5+♥-5+♣, FG

3♦ = 5♦, 4♥, INV

3♥ = 6+♥, INV

3♠ = SPL, 5+♦, ST

3NT = to play

4♣ = SPL, 5+♦, ST

4♦ = NO SPL, 5+♦, ST

4♥ = to play

15-4: 1♦-2♣ = FG, 5+♣

??

2♦ = 5+♦

2♥ = 4♥4♦

2♠ = 4♠4♦

2NT = 4♦333

3♣ = 4♣, 6L.

3♦ = 6+♦, 3♣, 15-17HCP.

3♥ = SPL, 6L.

3♠ = SPL, 6L.

3NT = 6♦, w/o 3♣, 15-17HCP.

4♣ = 4♣, 5L.

4♦ = 6+♦, 4♣.

4♥/♠ = SPL, 5L

15-5: 1♦ - 2♣

2♦ - ??

2♥ = nat, 4♥

2♠ = nat, 4♠

2NT = nat,

3♣ = good 6+♣

3♦ = agreeing ♦,

3♥ = SPL

3♠ = SPL

3NT = 3♠3♥2♦5♣, 12-14hcp.

15-6: Opener reverses:

1♦ - 1♠

2♥ - ??

2♠ = 5+♠, good hand

2NT = art,

3♣ = F4S

3♦ = 3+♦, F1

3♥ = 4+♥, F1

15-7: Inverted minors:

1♣ - 2♣

??

2♦ = stop in ♦, F1

2♥ = stop in ♥, NO stop in ♦

2♠ = stop in ♠, NO stop in ♦, ♥

2NT = bal, all suits (1/2)-stops, 12-13hcp

3♣ = nat, 5+♣, unbal, 11-12hcp

3♦/♥/♠ = SPL ♦/♥/♠

3NT = to play, 14+hcp

15-8: Inverted minors:

1♣-2♣

2♦-??

2♥ = stop in ♥, NO stop in ♠

2♠ = stop in ♠, NO stop in ♥

2NT = stops in ♥ and ♠, NF

3♣ = min, NF

3♦ = values ♦, at most ½ stops in ♥, ♠

3♥/♠ = cue bid, A or K ♥/♠, 15+hcp, ST

3NT = to play, both ♥, ♠ stopped

15-9: Inverted minors:

1♣-2♣

2♥-??

2♠ = stop in ♦, asking ♠-stop!!, F1

2NT = stops in ♦, ♠, NF

3♣ = min, NF

3♦ = stop in ♦, ½ stop ♠

3♥ = values in ♥, at most ½ stops in ♦, ♠

3♠ = cue-bid, A or K ♠, 15+hcp, ST

3NT = to play

15-10: Inverted minors:

1♣-2♣

2♠-??

2NT = stops in ♦, ♥, NF

3♣ = min, NF

3♦ = stop in ♦, ½ stop in ♥

3♥ = stop in ♥, ½ stop in ♦

3♠ = values in ♠, at most ½ stops in ♦, ♥

3NT = to play, stops in both ♦, ♥, NF

15-11: Inverted minors:

1♣-2♣

2♦-2♥

2♠ = ½ stop in ♠

??

2NT = nat, ½ stop in ♠, min, NF

3♣ = min, NF

3♦ = cue-bid,

3♥ = cue-bid,

3♠ = cue-bid,

3NT = nat, 1/2 ♠-stop, 14+hcp

15-12: T-Walsh:

1♣-1♦

??

1♥ - accept, 3,4♥, F1

1♠ = nat, 4♠, NO 3♥, F1

1NT = bal, 12-14hcp, NF

2♣ = nat, 6+♣ (3-1-4-5), 11-15hcp, NF

2♦ = reverse, 4♦, F1

2♥ = 4♥, 7 losers

2♠ = SPL, 4♥, 5 losers

2NT = 6+ ♣, 18+hcp, FG

3♣ = 6+♣, 14-17hcp, NF

3♦ = SPL, 4♥, 5losers

3♥ = 4♥, 6 losers

3♠ =

3NT = nat, solid ♣

4♣ = fit-bid, 6+ good ♣, 4♥, FG

15-13: T-Walsh:

1♣ - 1♦

1♥ - ??

pass = 0-3hcp

1♠ = new suit, F1, 4♠

1NT = bal, 6-9 hcp, 4♥

2♣ = check back, Note3

2♦ = canape, 5+♦, 4♥, NF

2♥ = 5+♥, 6-9hcp, NF

2♠ =

2NT = puppet, Note 3

3♣ = nat, 5+♣, 4♥, 9-11hcp, INV

3♦ = 5♥-5♦, FG

3♥ = 6+♥, INV

3♠ =

3NT = nat, 4♥, NF

4♣

4♦

4♥ = nat, NF

15-14: T-Walsh:

1♣ - 1♦

1♥ - 1♠

1NT- ??

2♣ = nat, 4-4-1-4, NF

2♦ = F4S

2♥ = 5+♥, NF

2♠ = reverse, 4♠, F1

2NT = bal, INV

3♣ = 4-4-1-4, INV

3♦ = 4-4-5/4-0/1, FG

3♥ = 5+♥, INV

3♠ = 6♥, 5♠, FG

15-15: T-Walsh:

1♣ - 1♦

1♥ - 2♥

??

pass=to play 2♥

2♠ = reverse, 4-3-1-5, 15+hcp, FG

2NT =

3♣ = 6+♣, 15+hcp, F1

3♦ = reverse, 1-3-4-5, 15+hcp, FG

3♥ = obstructive, SO

3♠ = SPL, 3♥, FG

15-16: T-Walsh:

1♣ - 1♦

1NT - ??

pass

2♣ = check back, Note 3

2♦ = nat, canape, 5+♦, 4/5♥, 6-10hcp, NF

2♥ = nat, 5+♥, SO

2♠ = reverse, 4♠, 5+♥, FG

2NT = puppet, Note 3

15-17: T-Walsh:

1♣ - 1♦

2♣ - ??

pass

2♦ = ART, F1

2♥ = nat, 6+♥, NF

2♠ = reverse, 4♠, 5+♥, FG

2NT = bal, INV

3♣ = INV

15-18: T-Walsh:

1♣ - 1♦

2♣ - 2♦

??

2♥ = min, secondary support, Hx♥, NF

2♠ = ART, 4♦, 5ART, 4♦, 5♣, min

2NT = 6♣, max,

3♣ = 6+♣, min, NF

3♦ = 4♦, 5♣, max

15-19: T-Walsh:

1♣ - 1♦

2♣ - 2♦

2♠ - ??

2NT = nat, ♠-stop, 10-11hcp, NF

3♣ = 1-5-4-3, F1

3♦ = 5♦-4♥, 10+hcp

3♥ = 6+♥, 4♦, FG

3♠ = raise F4S, FG

15-20: The 1♠-response to 1♣:

1♣ - 1♠

??

1NT = NO 4♦, (semi)bal, 12-14hcp, NF

2♣ = 6+♣ (4-1-3-5, 1-4-3-5), 12-14hcp, NF

2♦ = 4♦, 12-14hcp, NF

2♥ = reverse, 4♥, 5+♣, 16+hcp, F1

2♠ = reverse, 4♠, 5+♣, 16+hcp, F1

2NT = 6+♣, 18+hcp, FG

3♣ = 6+♣, 14-17hcp, NF

3♦ = 4♦, 14-17hcp, INV
3♥/♠ = SPL, 5losers, F1
3NT = to play, 6+ good ♣, NF
4♣ = fit-bid, good 6+♣, 4♦

15-21: The 1♠-response to 1♣:

1♣ - 1♠

1NT -??

2♣ = check back, Note 3

2♦ = 6+♦, SO

2♥ = reverse, 4♥, 5+♦, FG

2♠ = reverse, 4♠, 5+♦, FG

2NT = NAT, INV !!!!

3♣ = 5+♣-5+♦, INV

15-22: The 1♠-response to 1♣:

1♣ - 1♠

2♦ -??

2♥ = nat, 3+♥, FG

2♠ = nat, 3+♠, FG

2NT = nat, bal, INV

3♣ = nat, 3+♣, FG

3♦ = nat, INV

3♥/♠ = SPL, FG

15-23:

1♣ - 1♦

2NT - ???

3♣ = art, F1

3♦ = "NAT", STOP

3♥ = 6+♥,

3♠ = "NAT", STOP

3NT = NAT, NF

4♣ = agree ♣, ST.

4♦ = 5+♦, 5+♥, ST

4♥ = NAT, NF

4♠ =

1♣ - 1♦

2NT - 3♣=art

???

3♦=Singl

3♥=Hx♥,

3♠=singl

3NT= min hand, NF

15-24. 1♦-2♦

??

2♥=3+♥, stop

2♠=3+♠, stopper

2NT=NAT, NF

3♣=NAT, F1, 4+♣

3♦=5+♦, NF

3♥=SPL,

3♠=SPL,

3NT=NAT, BAL, 14 HCP, NF

15-25. After opener's reverse

1♣ - 1♥(♠)

2♥ - ???

2♠=5+♠, GF

2NT=lebenohl

3♣=fit, GF

3♦=F4S, ASKS STOP

3♥=4♥, GF

3NT=NAT, 8-10

1♦ - 1♠

2♥ - 2NT

3♣ - ???

3♦=fit, NF

3♥ =4♥ ,NF

3♠ =6+♠ , sign-off

3NT=12-13 (direct jump to 4NT after opener's 2♥ is 14-16)

After opener's reverse 2♦ responder uses 4 suit (instead 2NT) for showing weak hand and 2NT becomes NAT, F1. Example:

1♣ - 1♦*

2♦ - ???

2♥ =5+♥ , GF

2♠ =lebenszohl

2NT=12-13

3♣ =fit, GF

3♦=fit, GF

3♠ =F4S, asks stop

Note 16:

1♦-1♠

2♦-2♥=F1, art

2♠ = Hx or xxx

2NT = 4♥, min

3♣ = 4♣

3♦ = 6+♦

3♥ = 4♥, max

3♠ = xxx, max

Note 17: 1♦- 2♣ = FG, 5+♣

??

2♦ = 5+♦

2♥ = 4♥4♦
2♠ = 4♠4♦
2NT = 4♦333, MAX
3♣ = 4♣, 6L.
3♦ = 6+♦, 15-17HCP.
3♥ = SPL, 6L.
3♠ = SPL, 6L.
3NT = 4333, min.
4♣ = 4♣, 5L.
4♦ = 6+♦, 4♣.
4♥/♠ = SPL, 5L

1♦ - 2♣

2♦ - ??

2♥ = nat, 4♥
2♠ = nat, 4♠
2NT = nat,
3♣ = good 6+♣
3♦ = agreeing ♦,
3♥/♠ = SPL
3NT = 3♠3♥2♦5♣, 12-14hcp.

Note 18.

1♥-1NT:

2♣ = 11-15, 2+♣ OR 16+HCP

2♦ = 4♦ (may be 4531)

2♥ = 6+♥

2♠ =

2NT = 5♥5m, 18+HCP, FG

3♣ = 5♣, FG

3♦ = 5♦, FG

3♥ = 6♥, 15-17.

3♠ = auto-splinter, FG

3NT = to play, solid suit, NF

1♥-1NT

2♣:

2♦=relay, 9+HCP
2♥=Sign off
2♠=5+♣, INV
2NT=♦, Sign off
3♣=♣, sign off
3♦,♥=INV

1♥-1♠:

1NT=nat
2♣=15-, ♣ OR 16+
2♦=11-15, ♦
2♥=6♥
2♠=nat, 7 losers
2NT= 5♥5m, 18+, GF
3♣=5♣, FG
3♦=5♦, FG
3♥= INV, 6♥, usually w/o 3♠
3♠= FIT, 6losers
4♣,♦=SPL, 6♥4♠

1♥-1♠

2♣:

2♦=relay, 9+HCP
2♥=NF
2♠=NF
2NT=♦, weak
3♣=♣, weak
3♦,♥,♠=INV

1♥-1♠

2♣-2♦:

2♥=5♥4♣, 11-15
Other 16+:
2♠=3♠
2NT=BAL, w/o 3♠
3♣=4♣
3♦=4♦
3♥=6♥4♣
3♠=5♥4♠

3NT=6♥4♦

4♣,♦=SPL, 5♥4♠.

1♥-1♠(1NT)

2NT:

3♣= relay

3♦=5♥5♦

3♥=5♥5♣

Note...19: After Pass-(Pass/1x)-1M-(Pass)

2♣= 3-cards FIT, 9-11 HCP.

2♦= 4-cards FIT, 9-11 HCP.

2M= 3-cards FIT, 6-9 HCP.

2NT=unbal inv, 4-cards FIT, 7 losers !!!

Note...20: After 1NT-2♣=Stay.

1NT-2♣

2♦=No 4Majors

2♥=4♥ may be 4♠

2♠=4♠

1NT-2♣-2♦-2♥=4+♥, 4+♠, sign-off

1NT-2♣-2♥-3♥=INV

1NT-2♦-2♠-3♠=INV

1NT-2♣-2♥-2♠=INV with 4♠

1NT-2♣

2♦-3M= 4M-5OM (Smolen)

After response on Stay bid+2 is next relay about distribution.

Examples:

1NT-2♣-2♦-2♠:2NT=NO 5m; 3♣=5♣(3♦=ask 2); 3♦=5♦2♣; 3♥=5♥2♥; 3♠=5♠2♠; 3NT=

1NT-2♣; 2♦-2♠; 2NT-3♣: 3♦=4♦333, 3♥=2♥4-4m's, 3♠=2♠4-4m's, 3NT=4♣

1NT-2♣-2♥-2NT: 3♣=4♣(3♦=asks 2); 3♦=4♦(3♥=ask 2); 3♥=4333; 3♠/NT=4♠+2♣/♦.

1NT-2♣-2♠-3♣: 3♦=4♦(3♥=asks 2); 3♥/NT=4♣+2♦/♥; 3♠=4333.

After second relay 3NT=contract, 4♦=game stopper (propose bid 4♥), other bids are RKCB1430

After RKCB next step = Asks trump's queen, step+1 asks kings.

After response about king next step is ask queens.

1NT-2♣

.....

.....

.....4♦=game stopper, after showing full distribution.

4♥ - 4NT=NAT, NF, INV.

1NT-(Pass)-2♣-(DBL)

Pass = NO stop in ♣

2♦ = stop in ♣, NO 4M

2♥ = stop in ♣, 4♥

2♠ = stop in ♣, 4♠, NO 4♥

Rdbl = good ♣, 4+

1NT-(Pass)-2♣-(DBL)

(pas)-(pas)-2♦/♥=sign-off

1NT-(Pass)-2♣-(DBL)

Pass-(Pass)-RDBL = re-Stay

2♦ = NO stop in ♣, NO 4M.....

1NT-(pass)-2♣-(pass)

2x -(Dbl) - ???

Pass=next relay

Rdbl=to play

1NT-(pass)-2♣-(pass)

2x - (pass) -2/3y-(Dbl)

???

Pass=NO STOP

.....

1NT-(pass)-2♣-(pass)

2x - (pass) -2/3y-(Dbl)
pass-(pass)-???

Rdbl = relay

Note:..21: 1NT-2♦/♥

2♥/♠=usual act

2NT=MAX, 3cards fit with H.

3♥/♠=MAX, 4cards fit.

3m=MAX, 4m, 4cards fit.

1NT-2♥-2♠-3♥=NAT, INV.

1NT-2♦-2♥-2♠=NAT, INV.

1NT-2♦/♥-2♥/♠-3m=FG

1NT-2♦/♥-2♥/♠-4x=SPLINTER

1NT-4♦= choice between ♥♠

Note:..22: 2M-2NT="OGUST"

3♣=MIN, weak suit

3♦=MIN, solid suit (3H of 5)

3♥=MAX, weak suit

3♠=MAX, solid suit

3NT=AKQxxx

4x=6M-5x, max

2M-(Pass,Dbl)-2NT-(Dbl,3♣,3♦)-Pass=1 step

Dbl/Rdbl=2 step

2M-3x(2♥-2♠)=NAT, ASK.

1st step=weak suit, no fit.

2nd = good suit (3H of 5), no fit.

3= fit, no SINGL.

4=fit, SINGL in higher suit (OM).

5=fit, SINGL in lower suit (Om).

Note:..23: If in auction it is shown balanced hand 21-22HCP (2NT opening), 23-24HCP or 25-26HCP (2♣ opening: 2♣-2♦-2NT=23-24; 2♣-2♦-2♥(♥ or BAL)-2♠(relay)-2NT= 25-26) we play following responses:

3♣=puppet Stay

3♦=TRF ♥

3♥=TRF ♠

3♠=5-4 minors

3NT=5♠4♥

4♣=Gerber

4♦=♥+♠, only game strenght

4♥=nat, light ST

4♠=nat, light ST

Examples:

23-1. 2NT-3♣

3♦-4M or both

3♥/♠=5♥/♠

3NT=NO 4M

23-2. 2NT-3♣

3♦- ???

3♥=4♠

3♠=4♥

3NT=NAT, NO 4M

4♣=MSA

4♦=4+ -4+ M

23-3. 2NT-3♣

3NT-4♣ = MSA (minor suit ask)

4♦ = art, 5+m.

4♥ = 6♥ 4♠, light ST

4♠ = 6♠ 4♥, light ST

4NT = INV.

23-4. 2NT-3♣

3♦-3♥/♠

3NT-4♣ = MSA (minor suit ask)

4♦ = 5+ ♦, ST

4♥ = 5+ ♣, ST

23-5. 2NT-3♦/♥

3NT=MAX, 3♥/♠.

4♣/♦ = MAX, 4♣/♦, 4♥/♠.

4♥/♠ = MAX, 4♥/♠.

23-6. 2NT-3♦/♥

3♥/♠-4x = NAT, slam try

23-7. 2NT-3NT

??

4♣ = sets ♥, max

4♦ = sets ♠, max

23-8. 2NT - 3♣

3♦ - 3♥

3NT - 4♣

??

4♦ = nat, 4♦.
4♥ = art, 4♣.
4♠ = nat, 3433.

23-9. 2NT - 3♣

3♦ - 3♥

3NT - 4♣

4♠ - ??

pass = to play

4NT = nat, to play, SO

5♣ = RKCB, sets ♣

5♦ = RKCB, sets ♦

23-10. 2NT - 3♣

3♦ - 4♣ = MSA

??

4♦ = nat, 4♦

4♥ = art, 4♣

4♠ = art, max, NO 4m

4NT = min, NO 4m

23-11. 2NT - 3♣

3♦ - 4♣ = MSA

4♠ - ??

4NT = nat, SO

5♣ = RKCB, sets ♣

5♦ = RKCB, sets ♦

23-12. 2NT - 3♣

3♦ - 4♣ = MSA

4NT - ??

pass = to play

5♣ = RKCB, sets ♣

5♦ = RKCB, sets ♦

23-13. 2NT - 3♣

3♥ - ??

3♠ = cue-bid, sets ♥

3NT = nat

4♣/♦ = nat, 5+♣/♦, ST

23-14. 2NT - 3♣

3♥ - 3♠

??

3NT = ♠ cue-bid, see Note 24

4♣/♦ = cue-bid

23-15. 2NT - 3♥

3♠ - 4♥ = NAT, 4♥, ST !!!!

23-16. 2NT - 3♣

3NT - 4♣ = MSA

??

4♦ = art, 5card minor

4♥ = art, 4♣

4♠ = art, 4♦

4NT = 4-4 in both minors

23-17. 2NT - 3♣

3NT - 4♣ = MSA

4♦ - 4♥ = relay

???

4♠ = 5♣

4NT = 5♦

4NT and 5 in the opener's minor = to play

5 in-the-other-minor = RKCB

23-18. 2NT - 3♣

3NT - 4♣ = MSA

4NT = 4-4 in both minors

???

pass = to play

5♣ = RKCB, sets ♣

5♦ = RKCB, sets ♦

23-19. They double our 3♣-response.

2NT-(pass) - 3♣ -(Dbl)

???

Pass = art, denies ♣-stop, F1

Rdbl = shows 4+♣, proposal to play 3♣, NF

3♦ = at least one 4M, ♣-stop, F1

3♥ = nat, 5♥, ♣-stop

3♠ = nat, 5♠, ♣-stop

3NT = nat, NO 4M, ♣-stop

2NT-(pass) - 3♣ -(Dbl)

Pass-(pass)- ??

Pass =

RDBL = RE-puppet Stay

23-20. 2NT - 3♦

???

3♥ = accept trf

3♠ = max, 4♠, 4♥

3NT = max, 3♥

4♣/♦ = max, 4♣/♦, 4♥

23-21. 2NT - 3♦

3♥ - ??

3♠ = 4♠, 5+♥, FG

3NT = NF

4♣/♦ = 4♣/♦, 5+♥, ST.

23-22. 2NT - 3♦

3♥ - 3♠ = 4♠, 5+♥, FG

??

3NT = nat, NF

4♣ = sets ♥, max

4♦ = sets ♠, max

4♥/♠ = to play

23-23. 2NT - 3♦

3♥ - 4♣ = nat, 5♥, 4♣, ST

???

4♦ = sets ♥ .

4♥ = nat, to play, SO

4♠ = sets ♣ .

4NT = nat, SO

23-24. 2NT - 3♦

3♥ - 4♦ = nat, 5♥, 4♦, ST

???

4♥ = nat, to play, SO

4♠ = sets ♥

4NT = nat, SO

5♣ = sets ♦ .

Note 24: 3NT as a cue-bid.

If auction shows agreeing of major and FG we play 3NT as a cue-bid in the highest-ranking suit.

1♠ - 2♦

2♠ - 3♠

3NT = cue-bid ♥

1♦ - 2♠

3♠ - 3NT = cue-bid ♥

1NT - 2♦

2♥ - 3♣

3♥ - 3♠ = cue-bid

3NT=cue-bid ♠

1 ♠-2 ♥

3 ♣-3 ♦

3 ♥-3NT = ♦ cue-bid, NO ♠ control

1 ♠-2 ♦

2NT/3 ♦-3 ♠

3NT = cue-bid ♥

Note:..25: OPP Double our ask about stop in a suit.

2/3x-(Dbl)- ????

Pass=nothing

Any other suit = SINGL x

Rdbl = Ax or Kxx

3x-(Dbl)-pass-(pass)

???

3NT=stop

Rdbl=1/2 stop

Note:..26:

1M-(2 ♣)-3 ♣=INV+, 3-cards FIT.

1M-(2 ♣)-2NT=INV+, 4-cards FIT.

Note:..27: After 1NT-(Dbl=points or 1-suiter)-

1♠k-(dbl)- ?

- pass= to play

- rdbl =SOS, weak

-2♣ = Stayman

-etc without changes

1♠k-(dbl)-RDBL-(pass)

2♣ -(pass)-???

Pass=to play

2♦=1. NAT to play, 2.4♠ 4♥ 4♣ 1♦

2♥ =nat, 5♥ 5m

2♠ =nat, 5♠ 5m

2NT=5♣ 5♦

3♣ /♦=nat, 6+♣ /♦, INV

Note 28: After 2♣ opening bid.

2♣ - (dbl) - ?

pass = weak, 5+♣, short in ♦.

Rdbl = strong, 4+♣, short in ♦.

Note 29: Opponents intervene over 2♦.

29-1. 2♦-(dbl) - ?

pass = nothing to bid

RDBL = to play

2♥ = 5+♥, NF

2♠ = 5+♠, NF

2NT=TRF ♣

3♣ = TRF cue-bid, Stayman, asks stop ♦

3♦=TRF ♥

3♥ =TRF ♠

3♠ =TRF NT, ½ stop ♦

29-1. 2♦-(dbl) – 3♣ - (pass)

?

3♦=NO stop ♦, may be 4♥/♠, then responder bid M nat.

3♥=stop ♦, 4♥, may be 4♠

3♠=stop ♦, 4♠

3NT=stop ♦, NO 4M

4♥/♠=NO stop ♦, 5♥/♠

29-3. 2♦-(2♥)-?

Pass=

Dbl = penalty

2♠ = 5+♠, NF

2NT = TRF ♣

3♣ = TRF ♦

3♦ = TRF cue-bid, Stayman, asks stop ♥

3♥ = TRF ♠

3♠ =minor's

3NT

4♣/♦=6♣/♦+5♠

29-4. 2♦-(2♠)-?

Pass=

Dbl = Penalty

2NT = TRF ♣

3♣ = TRF ♦

3♦ = TRF ♥

3♥ = TRF cue-bid, Stayman, asks stop ♠

3♠ =minor's

3NT

4♣/♦=6♣/♦+5♥

Note 30: Fourth suit forcing.

30-0: 1♦-1♥
1♠-???
2NT=NAT, INV
3NT=NAT, 12-14 hcp

30-1: 1♦-1♥
1♠-2♣
??
2♦ = art neg, 4+♦, NF
2♥ = nat, secondary support, ♥xxx/♥Hx, F1
2♠ = reverse,, 5+♦, 4♠, NO 3♥, FG
2NT = nat, stop ♣, min, NF
3♣ = nat, 4♣, FG
3♦ = nat, 6+♦, 4♠, FG
3♥ = 4♠3♥5♦1♣, 15+hcp, FG
3♠ =
3NT = 14hcp

30-2: 1♦-1♥
1♠-2♣
2♦-??
2♥=5+♥, 10+hcp, F1 (1♦-1♥;1♠-2♣;2♦-2♥;2NT=Sign-off)
2♠=nat, 4♠, FG
2NT = unspecified FG (1♦-1♥;1♠-2♣;2♦-2NT; 3x=nat)
3♣ = asks ½ stop, F1
3♦ = nat, unbal, 4+♦, FG
3♥ = nat, 6 good ♥, 4♣, FG
3♠ =
3NT = 16-18, mild STry, NF

30-5: 1♦-(pass)-1♥-(pass)
1♠-(pass)-2♣-(Dbl)

??

pass=no reason to act

RDBL = shows ♣Ax/♣Kxx

2NT = shows two stops in ♣, NF

1♠ - 2♦; 2♥-3♣; 3♥ = doesn't promise extra heart length.

1♠ - 2♣; 2♦-2♥; 2♠ = doesn't promise extra spade length.

Note 31: We open 1NT: they overcall

31-1. 2♣ = clubs and another suit (DONT)

1NT - (2♣) - ???

pass = no reason to act

Dbl = penalty, sign-off

2♦ = art, major suit T/O, F1

2♥/♠ = nat, to play, NF

2NT = transfer cue-bid, asking ♣-stop or 4M, FG

3♣ = TRF ♦

3♦ = TRF ♥

3♥ = TRF ♠

3♠ = "TRF to 3NT", showing ♣-stop, FG

3NT = to play, showing ½ ♣-stop, NF

31-2. 2♣ = majors (Landy)

1NT - (2♣) - ???

pass = no reason to act

Dbl = penalty-oriented, defense against at least one of their suits

2♦ = nat, to play, NF

2♥ = art, asks ♥-stop, F1

2♠ = art, asks ♠-stop, F1

2NT = TRF ♣

3♣ = TRF ♦

3♦ = TRF ♥

3♥ = TRF ♠

3♠ = art, 5-5 minors, FG

3NT = to play, shows stops, NF

31-3. 2♦ = major (Multi)

1NT - (2♦) - ???

pass = waiting, could be weak.

DBL = 4♥, T/O

2♥ = nat, to play, NF

2♠ = nat, to play, NF

2NT = TRF ♣

3♣ = TRF ♦

3♦ = TRF ♥

3♥ = TRF ♠

3♠ = art, 5-5, minors, FG

3NT = to play

4♣ = nat, 6♣, 5♦/♥/♠

4♦ = nat, 6♦, 5♣/♥/♠

4♥ = nat, to play, NF

4♠ = nat, to play, NF

Note 32: After our overcall:

Principles:

1. suit lower opening suit = NAT, F1
2. suit highest opening suit = Transfer to next suit (true for 1st level overcall)
3. No trump bids = Natural

Examples:

(1♦)-1♠ -(pass)-???

1NT=8-12

2♣=nat, F1.

2♦=TRF ♥ .

2♥=3+♠ , 10+HCP.

2♠=FIT, 6-9

2NT=nat, INV, 12-14

3♣=suit+fit

3♦=mixed raise, 4♠, 7-9

3♥=PRE, 4cards in ♠ .

3NT=NAT

4♣/♦/♥ = splinter

(1♠)-2♣ -(pass)-???

2♦=NAT, F1.

2♥=NAT, F1.

2♠=fit, 9+HCP.

2NT=NAT

3♣=fit, 8- HCP

3♦=6+ ♦, GF

3♥=6+♥, GF.

3♠=ASK stop

3NT=.nat

Note 33: Defensive signals.

STYLE.

1. We signal occasionally - only when we need it.
2. Count Signals:
We give count only when partner needs it for his play in the suit.
3. Our leads and signals are usually honest.

LEADS.

1. Whenever we break a suit, we lead THIRD highest from an EVEN number of cards, FIFTH from an ODD number of cards. When the lead is third best, the "RULE OF 12" applies: subtract the card led from 12 to obtain the number of higher cards outstanding; if this number is impossible, use the "RULE OF 10" for fifth best.
2. Lead of a low card usually promise an honor in the suit.
3. When a suit has been bid by our side we lead The same.
4. Lead T or 9 means 0 or 2 cards higher. Exception: vs NT 9=H98(+)

LEADS VERSUS NT

- 4th best
- Second highest from a bad suit.
- Queen lead asks for a COUNT signal or an UNBLOCK, e.g. KQ109 KQJxxx KQ10xx
- King lead asks for a COUNT signal or an UNBLOCK, e.g. AKJ109
- Against "long suit" 3NT contracts, we tend to lead aggressively. We will often lead an ace or a king in these cases, looking for assistance.

SIGNALS.

1. Our signal at trick-one is attitude usually.
2. We give signal in the trump suit:
 - a) Trump Echo when we want a ruff
 - b) Suit-preference (rarely)
3. Dummy has a singleton in the suit led; partner is (or may be) holding the opening lead. Our signal is suit preference.
4. We normally signal Attitude/Count/ Suit Preference.
Exception: 1. Dummy has singleton in the opening lead suit (suit preference); 2. Dummy has queen in the opening lead suit (count). 3. VS NT in first trick we signal count, when we should not play high card on third hand.
5. The emphasis in your partnership signaling, after trick-one, is on Suit-preference.
6. We give count from a four-card holding - Second lowest.
8. We give count from a three-card holding - Highest card.
9. Partner leads a Ace on opening lead (we lead Ace from AK, Ax, A). We signal at trick-one suit preference.

10. We normally signal either count or attitude on a King-lead at trick-one, but if we can see the Queen in dummy, we signal count at trick one.
11. When following suit to declarer's lead, our normal trick-two signal is *Smith Echo at trick-two vs. no-trump. High card is ENCRG.*
12. When we DISCARD an honour, it is normally the TOP card of a sequence or internal sequence.

SUIT PREFERENCE SIGNALS.

1. We use "non-standard" suit preference signals, LOW meaning THE LOWER ranking suit from taken down. Small ♠ is signal to ♥ . Small ♥ to ♦ . Small ♦ to ♣ . Small ♣ to ♠ . High card to high suit from taken down. High ♣ to ♦ . High ♦ to ♥ . High ♥ to ♠ . High ♠ to ♣ .
2. When we lead an honour against a suit contract and dummy has a singleton (or a void) and third hand is known (or inferred) to have length in the suit (four or more cards), third hand's card is suit preference as follows:
 - ⇒ A low card is suit preference for the lowest suit excluding trumps
 - ⇒ A high card is suit preference for the highest suit excluding trumps
 - ⇒ A middle card asking for continuation of the suit led
3. When we lead a singleton and partner returns it to give us a ruff, partner's card is suit preference as follows:
 - ⇒ Low card is suit preference for the lowest ranking of the other suits excluding trumps
 - ⇒ High card is suit preference for the highest ranking of the other suits excluding trumps
 - ⇒ Middle card no strong preference