

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, ½ Level, Reopening)
Style: Light overcalls, canapé ag 1♣ (2+♣s)
Responses: new suit 2 nd level = transfers, F1 direct raise weak; 1NT = Semi forcing; Jump =PRE
Reopening: 6+ Hcp
1NT OVERCALL (2nd/4th Live; Responses, Reopening)
2nd position: (13,14) 15-17 (18) balanced hand
Responses: over m=same as after 1NT opening; natural over M
4th position: 8-14 Hcp
Responses: over m=same as after 1NT opening; over M 2♣ is asking for other M, 2♦ shows 5 cards in diamonds ..., Jump is invitation, cue = F ask for 4 card M
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: nv: Weak, could be 5 cards. 0-11 HP. undisciplined
Vul: intermediate [11-16];
Responses: Natural. 2NT=F, new suit =NF, good hand
Unusual notrump: jump to 2NT or 4NT is two suiter – two lowest unbid suits
Reopening: Stronger 10-14 Hcp; (5)6+ cards
DIRECT and JUMP CUE BIDS (Style, Resp., Reopening)
Style: Michaels (unlimited); jump cue shows solid suit and asks for stopper
Responses: Nat.-new suit is NF, 3NT is to play, cue & 2NT F.
Reopening: Michaels
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong & Weak: 2♣ is Ms (Landy); 2NT is ms;
2♦, 2♥ and 2♠ = natural; Dble shows strong hand (12+ Hcp);
Reopening: same; dble is often with 4♠ (10+ Hcp)
Passed Hand: same
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
Doubles: take out up to 3♠, general strength over 3♠.
Cue bids: primary asking for stopper
Jumps: leaping Michaels (5M-5m)
NT bids: modified lebensohl
VS. ARTIFICIAL STRONG OPENINGS
vs artif 1♣: dbl = Ms, 1♦ = overcall in one M,
1♥ (♠) – 3-4 cards + longer suit, 1NT (5-5 any+m)
OVER OPPONENTS' TAKE OUT DOUBLE
Rdbl is transfer on 1 st level, jump is PRE, 2NT over 1M is inv+ with 4+ cards support

LEADS AND SIGNALS
OPENING LEADS AND SIGNALS
Lead In Partners' suit
Suit Count (Hi Lo = even) Count (Hi Lo = even)
NT Att Count (Hi Lo = even)
Subseq Same Same
Other:
LEADS
Lead vs. Suit vs. NT
Ace AKQ(+); AKJ(+); AK(+);Ax AKQ(x); AKJxx(+); Ax
King AK; KQJ(+); KQ(+); Kx KQ10x(+); Kx
Queen QJx(+); QJ; Qx AQJx(+);QJ9x(+); QJx; Qx
Jack J10(+); Jx; KJ10(+) HJ10(+);J108(+); J10x; Jx
10 109x;10x;K109(+);Q109(+) H109(+);109(+);10x
9 98xx, 9x 98xx, 9x
Hi-x Xx, xXxx, HxXx xx(+)
Lo-x xxX, HxX, xxxX, HxxxX Hx(+)
SIGNALS IN ORDER OF PRIORITY
Partner's Lead Declarer's Lead Discarding
Suit: 1 ST Enc S S
2 ND C C C
3 RD S
NT: 1 ST Enc S S
2 ND C C C
3 RD S
LEGEND: C – count (Hi Lo = even), S – Suit preference
E – enc (Lo – Hi = enc)
Signals (including Trump suit): Lavinthal discards, standard count
DOUBLES
TAKEOUT DOUBLES (Style, Responses, Reopening)
Style: 7+ Hcp & support for unbid suits (especially Ms) or strong
Responses: 1 ST level is 0-8, jump is invitational, cue is 12+ Hcp
Reopening: can be lighter
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES
Support double up to 2♥ (Majors only), sometimes dbl is inv to 4M, competitive and cooperative double
After weak twos Rdbl is take-out
Maximum overcall dbl, Dopi, Ropi
On the first level dbl shows specific suit

WBF Convention Card
Category: Green
NCBO: Croatian Bridge League
Event: All Events
Players: Goran Borevkovic & Vedran Zoric
Modified 2/1
GENERAL APPROACH AND STYLE:
1♣ natural unb or 11-14 (15-17) balanced
1♦ natural unb or 17 ⁺ -19 balanced
5 card major
1♠ response over 1♥ is artificial
1 NT response over 1♠ is semiforcing
2♣ = strong or weak ♦; 2♦ - weak with both majors
In 2nd seat our opening bids are stronger (2nd level 9-12)
1NT opening: 11-14 or 14-17 Hcp
2 over 1 Response: GF over 1M
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
Openings:
2♣ = strong or weak two ♦ 2nd seat
2♦ = both majors, 4+-4+
2♥ and 2♠ - weak two 3-10, 5+
2NT = both minors, 3 rd NV vs. V 4-4 10-13 bal
3NT gambling – undiscipline on 3 rd position
Canape overcalls vs. 1♣; transfers in competition,
Responses: 1♥-1♠ could be i) natural, ii) balanced inv, iii) 3♥s inv, iv) waiting bid with strong hand
Artificial Raises, the first response on 1 st level could be waiting b.
1♣ - 1♦ = 4+♥; 1♣ - 1♥ = 4+♠; 1♣ - 1♠ = artif.
SPECIAL FORCING PASS SEQUENCES
only when it is very clear that hand belongs to us
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
many relays with zoom after opener shows balanced hand
pass is the weakest action
4 th suit forcing to game
Psychics: Sometimes
- with fit
- after weak two
- on third position



Opening	Artificial	Min.	Neg. Double	Description	Response	Subsequent Auction	Passed Hand Bidding
1♣	semi	2	4♣	9-21 Hcp	1♦/♥transfers, 1♠ inv. if partner balanced, 1NT= up to 8(10) natural 2♣/♦ majors 54 weak, 2♥/♠ = 0-6 Hcp 6c	1♣-1♦-(1♥=3c or 3433, 1NT=2c, 2M=4c(not3433)) 1♣-1♥-the same 1♣-1♠-1NT, 2NT and 3NT shows balanced hand 1♣-1X-2NT is strong, ♣ one suiter or supp "5422"	2♣/♦ are natural when NV
1♦	semi	2	4♣	9-21 Hcp	natural, 2♦ F to 3♦, 1♥ can be waiting bid; 3♦=preemptive	1♦-1M-1NT = 18-20 bal; 1♦-1M-2M= 18-20 bal (4c support); 1♦-1M-2NT (unbal 14+ 4c support)	
1♥	no	5	4♣	9-21 Hcp	1♠=F1 (could be short in ♠); 1NT=natural. 2X=F to game; 2 NT is support (invitational +) 2♠/3♣/3♦ = weak 0-6 Hcp 6+ cards; 3♠/4♣/4♦ = splinter (void) 8-11 hp; 3♥=preemptive 3-10 Hcp & 3+ cards;	over 1♥-1♠ and 1♥-1NT: 2♣ can be 1) natural 5-4; 2) reverse (not 5-5) 2NT is ♥ one suiter GF 1♥-1♠-3NT shows natural raise to 4♠	
1♠	no	5	4♥	9-21 Hcp	same as on 1♥, except 1♠ - 3♣/3♦ = 5+m-5+♥ Inv 1NT is semi-forcing	almost same as over 1♥,	
1NT	no	-	-	11-14 or 15-17 Hcp or 14-16 Hcp	Relay Stayman; Jacoby, South African Texas, 2♠ = both minors, 3m = PRE, 3M(vul)--stayman for oM		2♣ = Stayman, we don't play relay
2♣	yes	0	Competitive dbl.	Strong, (if bal 20+) or weak ♦ (2nd seat minors [9-12])			On 4 th position 2♣ is strong ace asking, dbl = proposition for penalty
2♦	yes	5	-	Weak both majors (2nd seat [9-12])	2NT=F1; 3m = NF, 3M=pree, 4m=cue; after dbl- pass 4+♦, rdbl-choose longer M		
2♥	no	5	Comp.	Weak two; 3-10 Hcp (2nd seat [9-12])	2NT=F1; suit = NF, jump=strong invitational		
2♠	no	5	Comp.	Weak two; 3-10 Hcp (2nd seat [9-12])	2NT=F1; suit = NF, jump=strong invitational		
2NT	yes	-	-	Minors, weak	3M=F1, rdbl-choose m, pass to play, 4m=pree		
3♣	no	5	-	Weak three	3M=invitational, 3♦ general forcing	3NT could be weak with support	
3♦	no	6	-	Weak three	natural, new suit is F1	3NT could be weak with support	
3♥	no	6	-	Weak three	natural, new suit is F1		
3♠	no	6	-	Weak three	natural, new suit is F1		
3NT	yes	-	-	Solid or nearly solid suit (gambling)	4♣=pass/correct, 4♦ =slam try		
4♣	no	6	-		natural	HIGH LEVEL BIDDING	
4♦	no	6	-		natural	CUE Splinter, fit showing jumps Key card blackwood (RKCB) (sometimes not forcing) Josephina, DOPI & ROPI, 3NT as blackwood when we have fit in M, 4♣ as blackwood when we exit relay	
4♥	no	6	-		natural		
4♠	no	6	-		natural		
4NT	yes	-	-	Specific ace Blackwood	natural		

Offensive bidding

1 ♣ opening

Description: [11-14V – 15-17NV] balanced or [10-21] natural unbalanced 5+ ♣ or (4414). 2/1 is GF.

Responses over 1 ♣

pass	Natural
1 ♦	4+ ♥
1 ♥	4+ ♠
1 ♠	At least invitational if partner has balanced hand; no 4M
1NT	Below invitational, no 4 major, 2♣/♦ by the opener to play
2♣	54 Majors; below invitational if partner bal, up to 7 or up to 9(10); 2NT=F
2♦	6♥/♠, below invitational if partner bal, up to (6)7 or up to 9(10); 2NT=F
2♥	4♥/5+♣, (semi)invitational
2♠	4♠/5+♣, (semi)invitational
2NT	4♥ or ♠ /5+♦, (semi)invitational
3m	Below invitational if partner has balanced hand
3NT	To play, [12-15]
4♣	5+♣/5+ preemptive [0-9]

Opener responses after 1 ♣-1 ♦

1 ♥	3♥ or 3433 [11-14] balanced®
1 ♠	unbalanced, natural
1NT	2♥ [11-14] balanced®
2♣ (♦)	Natural
2♥	4♥ [11-14] balanced (not 3433)®
2♠	Natural, strong
2NT	Unbalanced 4♥ support 14+
3♣	Limit bid with good ♣ [13-16]
3♦	Unbalanced minimum with 4♥ support, implies short ♦
3♥	Unbalanced minimum with 4♥ support, implies short ♠ or 2425
3♠	4♥, Void in ♠
3NT	Natural, to play
4♣	Natural, good hand with good ♣s and ♥ support
4♦	4♥, Void in ♦
4♥	Very unbalanced hand with ♥ support, but not strong

After every bid that shows balanced hand we play relays (see ® sign).

Opener responses after 1♣-1♥

1♠	3♠ [11-14] balanced or 4333 [®]
1NT	2♠ [11-14] balanced [®]
2♣/♦/♥	Natural
2♠	4♠ [11-14] balanced (not 4333) [®]
2NT	Unbalanced 4♠ support 14+
3♣	Limit bid with good ♣ [13-16]
3♦	Unbalanced minimum with 4♠ support, short ♦
3♥	Unbalanced minimum with 4♠ support, short ♥
3♠	Unbalanced minimum with 4♠ support, no shortness or singleton honor
3NT	Natural, to play
4♣	Natural, good hand with good ♣s and ♠ support
4♦	4♠, Void in ♦
4♥	4♠, Void in ♥
4♠	Very unbalanced hand with ♠ support, but not strong

After every bid that shows balanced hand we play relay (see [®] sign).

Opener responses after 1♣-1♠

1NT	Min balanced
2♣ (♦)	Natural to play
2♥ (♠)	Values, good hand
2NT	Max balanced
3♣	GF with ♣
3♦	Strong natural

Relays after 1♣ opening

1♣-1♦
1♥-1♠^(R)

1NT	33(43) or 2344	2♣ ^(R)	2♦	3334
			2♥	3343
			2♠	2344
2♣	5♣	2♦ ^(R)	2♥	3325
			2♠	2335
2♦	5♦	2♥ ^(R)	2♠	3352
			2NT	2353
2♥	3433			
2♠	4♠	2NT ^(R)	3♣	4333
			3♦	4324
			3♥	4342

1♣-1♦
1NT-2♣^(R)

2♦	3244
2♥	4234
2♠	4243
2NT	2245
3♣	3235
3♦	3253
3♥	4225

1♣-1♥
1♠-1NT^(R)

2♣	33(43) or 3244	2♦ ^(R)	2♥	3334
			2♠	3343
			2NT	3244
2♦	5♦	2♥ ^(R)	2♠	3352
			2NT	3253
2♥	4♥	2♠ ^(R)	2NT	3433
			3♣	3424
			3♦	3442
2♠	4333			
2NT	3325			
2♣	3235			

1♣-1♥
1NT-2♣^(R)

2♦	2344
2♥	2434
2♠	2443
2NT	2245
3♣	2335
3♦	2353
3♥	2425

1♣-1♦
2♥-2♠^(R)

2NT	4♠	3♣ ^(R)	3♦	4423
			3♥	4432
3♣	4♣	3♦ ^(R)	3♥	2434
			3♠	3424
3♦	4♦	3♥ ^(R)	3♠	2443
			3NT	3442
3♥	2425			

1♣-1♥
2♠-2NT^(R)

3♣	4♣	3♦ ^(R)	3♥	4234
			3♠	4324
3♦	4♦	3♥ ^(R)	3♠	4243
			3NT	4342
3♥	4♥	3♠ ^(R)	3NT	4423
			4♣	4432
3♠	4225			

Non relay special sequences after 1♣ opening

1♣-1♦
1♥-

1♠	Relay
1NT	To play
2♣	Any invitational+ hand with 4♥
2♦	Any invitational+ hand with 5♥
2♥	Preemptive (could be 4♥)
2♠	Invitational with 4-4 Ms
3♣/♦	Seminvitational with long minor
3♥	Wants to play 3NT

1♣-1♥
1♠-

1NT	Relay
2♣	Any invitational hand with 4♠
2♦	Any invitational hand with 5♠
2♥	Natural invitational 54
2♠	Preemptive (could be 4♠)
3♣/♦	Seminvitational with long minor
3♥	Natural invitational 55
3♠	Wants to play 3NT

General rules

- 3 in our major is relay. 3NT is relay if we have at least 4-4 fit, but 4 in this major is to play.
- If opponents double 1♦ or 1♥ relays we don't play relay. Pass shows weak hand without support (could be 3 cards if very defense oriented hand); redouble promises at least 4 cards in doubled suits. Other bids ignore double and subsequent auction ignores double too.
1♣ - (pass) - 1♦ - (Dbl); Rdbl = 4 or 5 diamonds, pass = weak hand without 4♥.
- If opponents double 1♠ rdbl shows 4 spades and offers to play 1♠ redoubled.
- When the opener shows a balanced hand with 3 cards in our suit every bid, but raising our major at second level, show some invitational values.
- When the opener shows a balanced hand with 2 cards in our suit most of bids show at least some invitational values. We use 2♦ as general invitational, some kind of check back.
1♣ - 1♦ - 1NT - 2♦ = opener bids naturally, jumps show stronger hand, bidding in other major shows 4 cards, 2NT weak hand, partner major shows weak hand with good two cards in this suit, 3 in minor shows 5 cards and not minimum hand...
1♣ - 1♦ - 1NT - 2♠ = 4♠ and 4+♥ (usually 5 cards), invitational to game (NF)
1♣ - 1♦ - 1NT - 3♣ = invitational to game with 5+ cards in this suit (NF)
1♣ - 1♦ - 1NT - 2NT = invitational to 3NT
1♣ - 1♦ - 1♥ - 4♣ = auto splinter
1♣ - 1♥ - 1NT - 4♥ = natural
- When the opener shows 4 cards in our major a new suit is a trial bid, looking for cover cards.
- When the responder bids relay and leave it before game it is a game try if we leave the relay after the first step. It's a slam try if we leave the relay after further steps. This bid shows a trump.
1♣ - 1♦ ; 1♥ - 1♠^(R) ; 2♣ - 3♣ = a game try and ♣ support
1♣ - 1♦ ; 1♥ - 1♠^(R) ; 2♣ - 2♦^(R) ; 2♥ - 3♣ = a light slam try or to choose a game and ♣ support
- After 1♣ - 1♠ - 1NT - 2♣^(R) is relay Staymen. Responses are very similar as after 1NT opening bid. Opener cannot have 5M so raster is different. In addition, the opener bid 3♣ with 5♣ and 3x with 5♦ so balanced hands without majors we show in raster.
- After showing distribution we continue ZOOM with negative cue bids.

After 1♣ 11-14 balanced:

- 1st step 1-2 or 5 controls
- 2nd step 3 or 6 controls
- 3rd step 4 controls

After 1♣ 14-17 balanced:

- 1st step 2 or 5
- 2nd step 3 or 6
- 3rd step 4

1♦ opening

Description: natural with 5+♦ or (4441) any other singleton or [17⁺-20] balanced. It could be 20 only without 5 card suit 2/1 is not GF.

Responses over 1♦

pass	natural
1♥	4+♥ (rarely could be waiting bid with 3♥)
1♠	4+♠
1NT	natural [0-6] without 4 cards in ♦/♥/♠
2♣	[10+] 4+♦ - forcing to 3♦
2♦	[6-9] 0-3♦/♥/♠ - nonforcing
2♥	GF ♣
2♠	Invitational ♣
2NT	[10-12] balanced
3♦	[6-9] 4+♦ forcing when partner has 17-20 bal
3X	[0-5] 6+X
3NT	to play

Opener responses after 1♦-1♥

1♠	natural, unbalanced
1NT	[17-20] 2-3♥, 2-4♠, 2-5♣ 2-5♦
2♣ (♦)	Natural
2♥	4♥, balanced [17-20]
2♠	Natural
2NT	4♥, unbalanced [14+]
3♦	Invitational with good ♦ [~15]
3♥	Min unbalanced 4♥ [11-14]
3♠	4♥, void in ♠
3NT	Natural
4♣	4♥, void in ♣
4♦	4♥, with good long ♦s
4♥	Unbalanced hand with 4+♥, but not strong

Opener responses after 1♦-1♠

1NT	[17-20] no 4♠
2♣ (♦/♥)	Natural
2♠	[17-20] 4♠, balanced
2NT	4♠, unbalanced [14+]
3♦	Invitational with good ♦ [~15]
3♥	Min unbalanced 4♠ [11-14]; ♥ shortness
3♠	Min unbalanced 4♠ [11-14]; ♣ shortness or 2452
3NT	Natural
4♣	Void in ♣
4♦	4♠, with good long ♦s
4♥	Void in ♥
4♠	Unbalanced hand with ♠ support, but not strong

Relays after 1♦ opening

1♦-1♥
1NT-2♣^(R)

2♦	4♦	2♥ ^(R)	2♠	3343
			2NT	2344
			3♣	4243
			3♦	4342
2♥	2-3♦, 3♥	2♠ ^(R)	2NT	3334
			3♣	4333
			3♦	4324
2♠	4234			
2NT	"5422"	3♣ ^(R)	3♦	2254
			3♥	2245
			3♠	4252
			3NT	4225
3♣	5♣	3♦ ^(R)	3♥	3325
			3♠	3235
			3NT	2335
3♦	3352			
3♥	3253			
3♠	2353			

1♦-1♠
1NT-2♣^(R)

2♦	4♦	2♥ ^(R)	2♠	3343
			2NT	2344
			3♣	2443
			3♦	3442
2♥	2-3♦, 3♠	2♠ ^(R)	2NT	3334
			3♣	3433
			3♦	3424
2♠	2434			
2NT	"5422"	3♣ ^(R)	3♦	2254
			3♥	2245
			3♠	2452
			3NT	2425
3♣	5♣	3♦ ^(R)	3♥	3325
			3♠	3235
			3NT	2335
3♦	3352			
3♥	3253			
3♠	2353			

1♦-2♣^(R)

2♦	4441 any or 6♦s [10-15]	2♥ ^(R)	2♠	1444 min
			2NT	4144 min
			3♣	4441 min
			3♦	6♦
			3♥	4144 strong
			3♠	1444 strong
			3NT	4441 strong
2♥/♠	Natural [11-15]			
2NT	Strong balanced 2+♦ (could be semibalanced with ♦)			
3♣	Natural [11-21]			
3♦	Natural [15-21]			
3♥/♠	Natural [15-21]			
3NT	to play			
4♣/♥/♠	Void			
4♦	RKCB			

General rules

1. 3 in our major is relay. 3NT is relay if we have at least 4-4 fit, but 4 in this major is to play.
2. When the opener shows 17-20 balanced, 2♦, 2♥ and 2♠ are invitational.
3. When the opener shows 4 cards in our major a new suit is trial bid.
4. Passable sequences after 1♦ - 2♣:
 - 1♦ - 2♣ - 2♦ - 2NT
 - 1♦ - 2♣ - 2♦ - 3♣
 - 1♦ - 2♣ - 2♦ - 3♦
 - 1♦ - 2♣ - 3♣ - 3♦
5. When responder bids a major over minor opening bid, double jump shows void
6. After we show distribution we continue with ZOOM
 - 1st step 0-4 or 8-9
 - 2nd step 7
 - 3rd step 6
 - 4th step 5

1♥/♠ openings

Description: 5 cards, could be 4 on third position, [11-14 or 15-17] "5332" can be opened 1M or 1NT. Wide range from 9 to 21 points.

Reponses over 1♥

pass	Natural
1♠	multi: either 1) natural 4 ⁺ ♠, [5+] 2) [10-11(12)] bal inv. 1-2♥ 3) [(9)10-11] inv with 3♥ 4) [0-6], 3 ⁺ ♥ 5) Waiting bid
1NT	natural [6-10] non forcing
2♣	GF 2 ⁺ ♣
2♦	GF 5 ⁺ ♦; (drury by passed hand)
2♥	[6-10] 3 ⁺ ♥
2♠	[0-8] 6♠
2NT	[10+] 4 ⁺ ♥ at least invitational
3♣ (♦)	[3-8] 6+cards
3♥	[5-10 HC DP] 4 ⁺ ♥, semi invitational, could be balanced
3NT	[12-15] balanced, to play
3♠/4♣/4♦	void with support

Reponses over 1♠

pass	Natural
1NT	Natural [6-11] – semi forcing
2♣	GF 2 ⁺ ♣ (could be waiting with 3 cards)
2♦	GF 5 ⁺ ♦; (drury by passed hand)
2♥	[GF 5 ⁺ ♥
2♠	[6-9] 3 ⁺ ♠
2NT	[10+] 4 ⁺ ♠
3♣	[7-11] 5+♣ 5+♥
3♦	[7-11] 5+♦ 5+♥
3♥	[3-8] 6 ⁺ cards
3♠	[5-10 HC DP] 4 ⁺ ♠, semi invitational, could be balanced
3NT	[12-15] balanced with 2 cards support
4♣/♦/♥	void with support

1♥-1♠

1NT	[11-14] bal
2♣	forcing, natural or [16+] (see next page)
2♦/♥/♠	Natural
2NT	GF ♥ one suiter (could be 6-4)
3♣/♦	5-5 [15+] forcing to game
3♥	Invitational 6+ ♥
3♠	Invitational 4♠ with singleton
3NT	GF 4♠
4♣/♦	splinter for ♠ (void)

Note: The opener can support ♠ with: 2♣ [11-14], 3♣ [13-16] with singleton, 3NT [17-19], 4♣/♦ splinters with void

1♥-1NT

2♣	forcing; natural or [16+] (see next page)
2♦/♥/♠	Natural
2NT	GF ♥ one suiter (could be 6-4)
3♣/♦	5-5 [16+] GF
3♥	Invitational 6+ ♥

1♠-1NT

2♣	forcing, natural or [16+] (see next page)
2♦/♥/♠	4 ⁺ ♦ [11-15]
2NT	GF ♠ one suiter (could be 6-4)
3♣/♦	5-5 [16+] GF
3♥	Invitational 5-5
3♠	Invitational 6+ ♠
4♥	5-5

1♥-1♠
2♣

2♦ = relay [8+] 4+♠	2♥	5♥ 4 ⁺ ♣ [11-15] without 3♠ {2♠,2NT,3♣ natural inv} {everything else is natural GF}
	2♠	5♥ 4 ⁺ ♣ [11-15] with 3♠
	2NT	[15-17] balanced or semi-balanced
	3♣	5♥ 4♣ [16+]
	3♦	5♥ 4♦ [16+]
	3♥	6♥(322) [16+]
	3♠	35(32) [18-20]
	3NT	2533 [18-20]
2♥	To play	
2♠	5(6)♠ {opener bids 2NT if he doesn't want to play in 2♠ (asks to bid 4card minor) , and bids 3♣ with 5 cards}	
2NT	[10-11] bal inv	
3♣	[4-7] 5♠ 5♣ (with stronger hand we bid 2♦ first and then we bid our minor)	
3♦	[4-7] 5♠ 5♦ (with stronger hand we bid 2♦ first and then we bid our minor)	
3♥	[10-11] 3♥	

1♥-1NT
2♣

2♦ = relay [8+]	2♥	5♥ 4 ⁺ ♣ [11-15]
	2♠	5♥ 4♠ [16+]
	2NT	[15-16] balanced or semi-balanced (nf)
	3♣	5♥ 4♣ [16+]
	3♦	5♥ 4♦ [16+]
	3♥	6♥(322) [17+]
	3♠	6♥ 5♠ [15+]
	3NT	5♥(332) [18-20]
2♥	To play [-8]	
2♠	Both minors weak hand, longer ♦	
2NT	Both minors weak hand	
3♣	[6-7] 6+♣.	
3♦	[4-7] 6+♦	

1♠-1NT

2♣

2♦ = relay [8+]	2♥	[13-14] 5(332)
	2♠	5♠ 4♣ [11-15]
	2NT	[15-17] balanced or semi-balanced
	3♣	5♠ 4♣ [16+]
	3♦	5♠ 4♦ [16+]
	3♥	5♠ 4♥ [16+]
	3♠	6♠(332) [17+]
	3NT	5332 [18-20]
2♥	[7-9] 6+ ♥	
2♠	Natural	
2NT	Both minors weak hand	
3♣	[5-7] 6+♣	
3♦	[5-7] 6+♦	

1M – 2NT

4+ cards support *invitational or stronger*.

3♣	Minimum hand	3♦ asks	3♥ - singleton ♣
			3♠ - singleton ♦
			3NT – singleton other M
			4x – cue bid
			4M – to play
		3M – invitational	
		3oM/3NT/4♣ - splinters ♣/♦/oM	
3♦	No shortness, good hand, 15+	3♥/3♠/3NT - splinters ♣/♦/oM	
		4x – Cue	
		4M – minimum, to play	
3♥	Singleton ♣, 15+		
3♠	Singleton ♦, 15+		
3NT	Singleton oM, 15+		
4x	Void, 1♥ - 2NT; 4♠ = void in spades		
4M	Decent 6+ suit no shortness (AQJxxx-Ax-KTx-xx), to play in competitive action		

General rules

1. After 1♥/♠ - 1NT or 1♥ - 1♠ opener responses 3♣/♦ are strong and we can play below game level only if the responder bid the opener suit.
2. 2♣ by the opener is always artificial and shows:
 - a) minimum hand with 4+♣. The opener bids his major if the responder asks with 2♦.
 - b) Any non-minimum balanced hand.
 - c) 5+/4 16+.
 - d) 6332 and 16+
3. 2NT by opener is one suiter GF if the responder doesn't bid GF.
4. When the responder bids GF 3NT is weak 5332 with 2 or 3 small cards in responder suit.
5. When the responder bids GF jump in a new suit shows 5-5 15+.
6. When the responder bids GF openers jump in his major shows intermediate hand with solid suit..
7. After 1♠ - 2♥: 3♥ shows weak balanced hand with 3 cards support, 4♥ weak hand with 4 cards support, 2NT strong hand without support or strong balanced hand with 3 cards support or 5422 and strong hand. 4m is splinter with singleton or void.

1NT opening

Description: variable openings can have 5 cards major and undisciplined in 3rd seat.

	1 st and 2 nd	3 rd	4 th
NV vs. NV	11-14	(13)14-16	10-13(14)
NV vs. V	11-14	(13)14-16	10-13(14)
Vulnerable	15-17	14-16	10-13(14)

2♣	Relay
2♦	5+♥
2♥	5+♠
2♠	At least 5-4 minors, not 22(45).
2NT	Invitational
3♣/♦	6+cards [0-7]; partner may bid with good fit
3♥	Vul=4♠, choice of game 3NT/4♠; NV=preemptive
3♠	Vul=4♥, choice of game 3NT/4♥; NV=preemptive
3NT	to play
4♣	transfer to 4♥
4♦	transfer to 4♠
4♥/♠	to play
4NT	Blackwood

After showing distribution we continue ZOOM with negative cue bids.

1st step 0-2 or 5 controls

2nd step 3 or 6 controls

3rd step 4 controls

Relay after 1NT opening

1NT-2♣^(R)

2♦	2-3♥	2♥ ^(R)	2♠	4-5♠	2NT ^(R)	3♣	3-4♣	3♦ ^(R)	3♥	4333
									3♠	4234
									3NT	4324
						3♦	4♦	3♥ ^(R)	3♠	4243
									3NT	4342
						3♥	5332			
						3♠	5323			
						3NT	5233			
						3♦	3334			
						3♥	3343			
		2NT	(23)44 or 33(34)	3♣ ^(R)	3♦	3344				
					3♠	2344				
					3NT	3244				
		3♣	5♣(322)	3♦ ^(R)	3♥	3325				
					3♠	3235				
					3NT	2335				
		3♦	3352							
		3♥	3253							
		3♠	2353							
		2♠	invitational with 4♠							
2NT	Invitational									
3♣	invitational 5+♣ 4♥									
3♦	invitational 5+♦ 4♥									
3♥	invitational 1444 (could be 04(45))									
3♠	invitational 4144 (could be 40(45))									
2♥	4-5♥, 2-3♠	2♠ ^(R)	2NT	(3)4♣	3♣ ^(R)	3♦	3433			
						3♥	3424			
						3♠	2434			
			3♣	4♦	3♦ ^(R)	3♥	2443			
					3♠	3442				
					3♦	3532				
					3♥	3523				
			3♠	2533						
2♠	4♥, 4♠	2NT ^(R)	3♣	4423						
			3♦	4432						
2NT	5-4 in minors	3♥ ^(R)	3♠	2245						
			3NT	2254						
		3♣	sign off							
		3♦	sign off							

General rules

1. After transfers 1NT - 2♦/♥ a new suit is invitational
2. After transfers 1NT - 2♦/♥, next step is GF (
3. With "4441", singleton in one major and intermediate hand responder bids 2♣ and then jump in 4 cards major.
1NT - 2♣ - 2♦ - 3♥ - shows 1444.
4. If opponents double 1NT we don't play transfers. Redouble is for penalty, pass is to play. If we bid one suit, redouble is for take out. 1NT - x - 2♣ - x, pass - pass - xx = take out.
5. If we bid 1NT (or 2NT) over opponent's minor openings, we play Stayman and transfers. If we bid 1NT (or 2NT) over opponent's major openings, 2♣ (3♣) is asking for other major. For more detail see defensive supplementary sheet.
6. 4NT is always Blackwood, but when opponent bid 4M directly.
1NT - (4♠) - 4NT = two suiter
7. We play auto splinters.
8. Double over intervention is always TO for the overcalled suit. (we always treat it as natural bid
9. We don't play relay after opening on the 3rd or 4th position.

2♣ opening

Description:

- 1st/3rd seat: game forcing, 20+ balanced or weak two ♦.
- 2nd seat: game forcing, 20+ balanced or [9-12] 5-4⁺ minors.
- 4th seat: game forcing; we answer Aces

Responses over 2♣

2♦	Pass/correct
2♥	Non forcing NV; forcing V
2♠	Non forcing NV; forcing V
2NT	Asking
3♣	Non forcing
3♦	Preemptive if the opener has weak two in ♦ or in 2 nd position
3♥	Strong invitational
3♠	Strong invitational
3NT	To play

2♣-2NT

3♣	5♦ min NV; 4♣ V
3♦	6♦ min
3♥	5♦ max NV; 6♦ max unbalanced V
3♠	6♦ max NV; 6♦ max balanced V
3NT	Strong balanced
4x	Strong
4NT	Blackwood

2♣(2nd seat)-2NT

3♣	[9-10] longer ♣
3♦	[9-10] longer ♦
3♥	[11-12] longer ♣
3♠	[11-12] longer ♦
3NT	Strong balanced
4x	Strong
4NT	Blackwood

General rules

1. After $2\clubsuit - 2\diamond - 2\heartsuit =$ relay to $2\spadesuit$ shows strong balanced hand or strong with \heartsuit . 20-22 balanced we bid directly $2\clubsuit - 2\diamond - 2NT$; $2\clubsuit - 2\diamond - 3NT =$ to play; $2\clubsuit - 2\diamond - 2\heartsuit - 2\spadesuit - 2NT = 23-24$; $2\clubsuit - 2\diamond - 2\heartsuit - 2\spadesuit - 3NT = 25-26$
2. We play transfers and baron after any NT bid by the opener.
3. The responder shows a minimum hand by bidding the cheapest NT or jumping in the opener's suit.
4. After $2\clubsuit - 2\diamond$ jump in $3\heartsuit(\spadesuit)$ or $4\clubsuit(\diamond)$ shows very strong one suiter. It force the responder to cue-bid his values. with very little value he raises opener's suit.
5. After $2\clubsuit - 2M$ or $3x$ – opener shows strong hand bidding NT or major or jumping.
 $2\clubsuit - 2\heartsuit - 3\clubsuit =$ weak two with 4+ clubs

2♦ both majors

Description:

	1 st	2 nd	3 rd	4 th
NV vs. V	4-4	«5-4» 9-12 HP	4-4	4-5 9-12 HP
NV vs. NV	4-4	«5-4» 9-12 HP	4-4	4-5 9-12 HP
V vs. V	«5-4»	«5-4» 9-12 HP	«5-4»	4-5 9-12 HP
V vs. NV	5-5	«5-4» 9-12 HP	5-5	4-5 9-12 HP

2NT is general forcing.

Responses on 2NT

	NV vs. NV(V)	V vs. V	V vs. NV
3♣	4-4 or "5-4" weak	4-5 weak	5-5 weak
3♦	4-4 stronger	5-4 weak	5-5 stronger
3♥	4-5	4-5 stronger	5-6
3♠	5-4	5-4 stronger	6-5
3NT	5-5 weak	5-5 weak	6-6
4♣(♦)	Splinter 5+-5+	Splinter 5+-5+	void 5+-5+

If the opponents double 2♦ pass shows (4)5⁺♦, redouble means bid your longer suit.
2♦ – 3m is non forcing

This opening has great influence on bidding and play. The passed hand is much more defined and if non vulnerable with 5 majors is great chance for "5332" distribution. On 3rd position we can use this information for preemptive bidding and for overcalls.

Weak two

2♥/♠ opening

Description: [3-10] Hcp

- 5-6 cards
- usually not 4 cards in other major, especially vulnerable
- much more aggressive when non vulnerable
- if vulnerable we open with 5 cards only with a good suit, and a 4 card minor
- we usually pass with 6(322) unfavorable
- 2NT is only forcing (other than splinters (minor suit jumps))
- opener may bid freely on 2nd round

Responses on 2NT

2M-2NT

3♣	5(6) minimum, if VUL 6 and minimum
3♦	4+♣ 5(6)M
3♥	4+♦ 5(6)M
3♠	Maximum 6 cards with singleton
3NT	Maximum 6 cards "6322" or "6331" with singleton honor
4x	Void

General rules

1. New suit is constructive, but not forcing.
2. Non vulnerable 2x – 2NT; 3♣- 3♦ = ask how weak are you. The first step is very weak. Any other shows some values.
3. We open freak hands too, if we can bid twice.
4. If the responder doubles, it's for penalty. If the opener doubles it's take out. If the opener double in pass out its SOS, in direct position its maximum hand usually "5431".
5. When an opponent doubles our weak two in major, 2NT by the responder is transfer to 3♣. With transfer we bid sign-offs or invitational hand. A 3♣ and 3♦ are game try with some values in that suit.

2NT opening

Description: 5+-5+ minors below opening. On the 3rd position NV vs. V 2NT is 4-4 minors 10-14 balanced. On the 2nd position 18-19 balanced. 4th position 20-22 balanced.

Responses over 2NT

3♣(♦)	To play
3♥(♠)	Natural F1
3NT	To play
4♣(♦)	Preemptive
4♥(♠)	To play
4NT	Blackwood

General rules

1. Could be very weak if NV.
2. On 3rd position NV vs. V 10-14 balanced with 4-4 in minors, "4432" or "5422". If opponents' double 2NT pass is for play and redouble is take out for longer minor.
3. When vulnerable it is usually constructive

Preempts

General rules

1. 3♣ is more aggressive than other bids. 3♦ is only forcing over 3♣, asks for 3 cards in major, 3NT promise more than 4♣. 3♥/♠ are constructive, but not forcing.
2. 3NT is gambling,
3. When we open 4♣, 4♦ is slam try. 4♥/♠ are natural, for play after both 4♣ and 4♦.
4. 4NT opening bid is specific ace Blackwood.

Competitive bidding - we open

They overcall

1♣-(1♦)

We ignore overcall and nearly all bids are same as after opponents pass. Double shows ♥, 2NT shows -5 majors.

1♣-(1♥)

Dbl	4+♠
1♠	balanced hand without 4♠
1NT	Natural
2♣	5+♦ could have 4♠ and GF
2♦	5+♣ could have 4♠ and GF
2♥	5+♠ FG if 5 cards
2♠	5+♣ and 4♠ [7-11]
2NT	5+♠ and 5+♦ [5+]
3♣	6+♣ weak up to 7, good suit if vulnerable
3♦	6+♦ weak up to 7, good suit if vulnerable
3♥	Asking for stopper

1♣-(1♠)

Dbl	4+♥
1NT	Natural
2♣	5+♦
2♦	5+♥ if 5 cards 11+
2♥	5+♣
2♠	[9+Hp] no 4♥
2NT	5+♦ and 5+♥
3♣	6+♣ weak up to 7, good suit if vulnerable
3♦	6+♦ weak up to 7, good suit if vulnerable
3♥	6+♥ weak up to 7, good suit if vulnerable
3♠	Asking for stopper

1♣ - (1NT)

Dbl	Penalty
2♣	Both majors
2♦	Transfer to ♥
2♥	Transfer to ♠
2♠	5♠-5m non forcing
2NT	Minors

1♦-(1♥)

Dbl	4+♠
1♠	balanced hand without 4♠
1NT	Natural
2♣	Weak raise to 2♦
2♦	5+♣ could have 4♠ and GF
2♥	5+♠ if 5 cards 11+, otherwise at least invitational
2♠	Limit or better raise in ♦
2NT	5+♣ and 5+♠ 5+
3♣	6+♣ weak up to 7, good suit if vulnerable
3♦	Preemptive
3♥	Asking for stopper
3♠	6+♠ weak up to 6, good suit if vulnerable

1♦-(1♠)

Dbl	4+♥
1NT	Natural
2♣	Weak raise to 2♦
2♦	5+♥ if 5 cards 11+
2♥	5+♣ could have 4♥ and GF
2♠	Limit or better raise in ♦
2NT	5+♣ and 5+♥
3♣	6+♣ weak up to 7, good suit if vulnerable
3♦	Preemptive
3♥	6+♥ weak up to 7, good suit if vulnerable
3♠	Asking for stopper

1♥ - (1♠)

Dbl	Transfer to ♣, clubs or fit and ♣ values
1NT	Natural
2♣	Transfer to 2♦, diamonds or fit and ♦ values
2♦	Good raise 3+♥
2♥	Weak raise
2♠	Invitational and more with 3 cards
2NT	Invitational and more with 4 cards
3(4)x	Fit showing

General rules and ideas

- Use opponents bidding to provide fast and exact information to the opener.
- Play system on as more as possible. That also means that we play relays when 1♣ is opened.
- Try to double with specific hand so in some cases the opener can even pass it.
- Responder bids one suiter and two suiter with single bid.
- Responder bids transfers on the second level, so we can bid both forcing and no forcing hands. This also allows as playing from the right hand in most of time.
- Precise bidding when the responder has higher suit. This is especially important after 1x-1♥ . In such situation the opener often has high level decision. So the responder has to make the partner life easier.

They double (for takeout)

Transfers after 1x – (dbl)

After 1♣ - (dbl) we ignore double and play transfers on same way as after 1♣ - (pass). Redouble shows ♦.

1♦-(Dbl)

Rdbl	4+♥
1♥	4+♠
1♠	without 4 cards in major, at least 4♣
1NT	Natural
2♣	Raise to 2♦
2♦	Weak raise
2♥	Weak ♥
2♠	Weak ♠.
2NT	5+♣ and 5+♦ 5+
3♣	6+♣ weak up to 7, good suit if vulnerable
3♦	Preemptive

Opener responses are very similar as after 1♣-1X . For example:
1♦ – (dbl) – 1♥ – (pass); 1♠ = 3 cards ♠ and weak hand.

1♥ - (dbl)

Rdbl	4+♠
1♠	5+♣
1NT	Natural
2♣	Transfer to 2♦, diamonds or invitational with fit and ♦ values
2♦	Good raise with 3(4) cards
2♥	Weak raise
2♠	Fit showing
2NT	Invitational and more with 4 cards
3x	Fit showing
4x	Splinters (void)

1♠ - (dbl)

Rdbl	Transfer to 2♣
1NT	Natural
2♣	Transfer to 2♦, diamonds or invitational with fit and ♦ values
2♦	Transfer to 2♥, hearts or invitational with fit and ♦ values
2♥	Good raise with 4 or 3 good cards, balanced
2♠	Weak raise
2NT	Invitational and more with 4 cards
3x	Fit showing
4x	Splinters (void)

General rules and ideas

We use transfers to bid one suiter any strength or invitational hands with 3 cards support. As result main advantage is ability to bid invitational hands on the second level, we can bid onesuiters without using rdbl. Direct raise is weak, the suit below the opener's suit is good raise. With strong hand we can pass and than double for penalty.

Rubensohl after opponent's intervention on the second level

1♣ - (2♦) – Natural

1♣/♦ - (2♥)

Pass	Weak or trapping
Dbl	Negative 7+
2♠	Natural F1
2NT	Transfer to 3♣
3♣	Transfer to 3♦
3♦	Invitational with 5+♦ after 1♣ or weak raise after 1♦ opening.
3♥	CUE short in ♥
3♠	Natural, weak with spades
4♣	5+♠-5+♣ - 5-10
4♦	5+♠-5+♦ - 5-10

1♣/♦ - (2♠)

Pass	Weak or trapping
Dbl	Negative 7+
2NT	Transfer to 3♣
3♣	Transfer to 3♦
3♦	Transfer to 3♥, inv+
3♥	6+♥ NF
3♠	CUE short in ♠
4♣	5+♥-5+♣ - 5-10
4♦	5+♥-5+♦ - 5-10

1♥ - (2♠)

Pass	Weak or trapping
Dbl	Negative 7+
2NT	Transfer to 3♣
3♣	Transfer to 3♦
3♦	Transfer to 3♥, inv+
3♥	3+♥ To play
3♠	CUE short in ♠, 4+♥
4♣	Fit showing
4♦	Fit showing

1x – 2y

2♠ = Natural F1

2NT = Transfer to ♣

3♣ = Transfer to ♦

3♦ = Transfer to ♥ or minors if y = ♥

3♥ = ♥ weak 6+ cards, if y = ♥ cue short in ♥, 4♠

3♠ = ♠ weak 6+ cards, if y = ♠ cue short in ♠, 4♥

4m = 5m + 5oM or fit showing if x = ♥

We play rubenshol after 1NT – (2M) too. Transfer to M is asking for stopper and 4 cards in other major.

General rules

1. We play support doubles by opener if can bid supported suit on the second level. Double over natural 1NT overcall is not support double, is penalty double.
2. If opponent bid a suit, then a jump in new suit is fit showing, and jump in opponents' suit is splinter. If opponents didn't bid we don't play a fit-showing. 4♥ is never a fit showing.
3. We play fit showing only after an opening in one major.
4. When we open 1♥/♠, 2NT is always support with 4+ cards, invitational or more.
5. When we open 1♥/♠, cue is 3 card support invitational or more opener bids naturally, new suit is game try.
6. When we open 1♥/♠, and opponents bid on the third level, cue shows solid raise to game.
1♠ - (3♥) – 4♥ = solid raise to 4♠, with or without ♥ control.
7. Double of opponents' jump bid in direct seat is penalty oriented.
8. Against unusual 2NT: 3♣ shows ♥ (limit+) and 3♦ shows ♠ (limit+), 3 in other major is non forcing. Double is penalty for at least one minor suit.
9. Defense against michaels cue bid, double is strong without support, cue of opponents' major is limit+ with 3 card support. 2NT is invitational or more with 4+card support; a new suit is natural forcing.

Competitive bidding – they open

Defense vs. 1♣ (not when 1♣ shows 3+♠s)

Description: Canapé overcalls, 1♦ one major could be balanced.

Pass	Natural
Double	Natural, “43” majors or [14+]
1♦	Overcall in one major, regularly with 4 cards [8-13] NF
1♥	(3nv)4 cards with 5+ cards in other suit (♠ or ♦ or ♣ when opener can't have natural unbalanced hand with ♠s) [8-12], could be very weak if partner is passed
1♠	(3nv)4 cards with 5+ cards in other suit (♠ or ♦ or ♣ when opener can't have natural unbalanced hand with ♠s) [8-12], could be very weak if partner is passed
1NT	Natural, [14-17] balanced
2♣	5+♦ - 5+M, any strength
2♦	Natural, overcall usually 6 cards
2♥/♠	Weak two, could be stronger up to 13 points
2NT	5+♥-5+♠, any strength
3♣	Asking for stopper if 1♠ is 4 cards otherwise solid ♣ [8-13]

Development after (1♣) - X

Pass	Natural, to play
1♦	4(3)+♥, any strength
1♥	4+♠, any strength
1♠	Weak without 4 cards in majors {usually 3♠ or long ♣} {rdbl shows 4♦}
1NT	Natural, [7-11] balanced
2♣	5+♦, any strength
2♦	4♥-4♠, invitational
2♥/♠	5+♥/♠, invitational
2NT	Natural, [12-13] balanced

Development after (1♣) - 1♥/♠ - (Pass)

Pass	Natural, to play
1NT	Natural, [7-11] balanced NF
2♣	Asking for strength and distribution, invitational or more
2♦(oM)	Pass or correct
2♥/♠	To play, 5+ cards (overcall suit)
2NT	Short in overcall suit or balanced [12-14], 3♣ = maximum, 3♦ = minimum
3♣	5 cards in overcall suit, invitational or more
3x	Preemptive, new suit is pass or correct

Defense vs. 1♦ (and natural 1♣)

1♥/♠	natural, could be 4 cards, aggressive (unless a misfit situation)
1NT	[14-18] natural
2♣	natural, aggressive
2♦	5♥-5♠
2♥/♠	weak
2NT	5♥-5♣
3X	preemptive
3♦	strong one suiter

Defense vs. 1♥

1♠	natural, 5 cards, aggressive (unless a misfit situation)
1NT	[14-18] natural
2♣/♦	natural, aggressive
2♥	5♠-5♣/♦
2♠	weak, (normally 6♠, could be 5 very rare)
2NT	5♦-5♣
3X	preemptive
3♥	strong one suiter

Defense vs. 1♠

1NT	[14-18] natural
2♣/♦/♥	natural, aggressive
2♠	5♥-5♣/♦
2NT	5♦-5♣
3X	preemptive
3♠	strong one suiter

If 1♣ is natural (3+ cards) and brown sticker is not allowed, 2♣ shows majors 5-5, and 2NT shows 5♥-5♦.

Transfers after overcalls

(1♦) - 1♥ - (Pass)

1♠	Natural with ♠ or good raise with 3♥ or GF, F1, partner bids 2♦ to show 3+♠
1NT	Natural 8-12
2♣	Natural 5+ ♣ F1
2♦	Good raise with 4 cards
2♥	Weak raise 3+♥
2♠	Fit showing
2NT	Invitational and more with 4 cards
3x	Fit showing

(1♦) - 1♠ - (Pass)

1NT	Natural 8-12
2♣	Natural 5+ ♣ F1
2♦	Transfer to 2♥, or fit and ♥ values
2♥	Good raise with 3 cards
2♠	Weak raise 3+♠
2NT	Invitational and more with 4 cards
3x	Fit showing
4x	Splinters (void)

(1♦) - 1♥ - (Dbl)

Rdbl	4+♠
1♠	Transfer to 2♣, clubs or fit and ♣ values
1NT	Natural
2♣	Good raise with 4 cards
2♦	Good raise with 3 cards
2♥	Weak raise
2♠	Fit showing
2NT	Invitational and more with 4 cards
3x	Fit showing
4x	Splinters (void)

(1♦) - 1♠ - (Dbl)

Rdbl	Transfer to 2♣, clubs or fit and ♣ values
1NT	Natural
2♣	Good raise with 4 cards
2♦	Transfer to 2♥, hearts or fit and ♥ values
2♥	Good raise with 3 cards
2♠	Weak raise
2NT	Invitational and more with 4 cards
3x	Fit showing
4x	Splinters (void)

(1♥) - 1♠ - (Dbl)

Rdbl	Transfer to 2♣, clubs or fit and ♣ values
1NT	Natural
2♣	Transfer to 2♦, ♦ or fit and ♦ values
2♦	Good raise with 4 cards
2♥	Good raise with 3 cards
2♠	Weak raise
2NT	Invitational and more with 4 cards
3x	Fit showing
4x	Splinters (void)

(1♥) - 1♠ - (Pass)

1NT	Natural
2♣	Transfer to 2♦, diamonds or fit and ♦ values
2♦	Transfer to ♣, clubs or fit and ♣ values
2♥	Good raise 3+♠
2♠	Weak raise 3+♠
2NT	Invitational and more with 4 cards
3x	Fit showing
4x	Splinters (void)

(1♦) - 2♣ - (Pass/Dbl)

Rdbl	Natural, strong
2♦	Transfer to 2♥, 8+ with 5♥ and short ♣, otherwise could be less
2♥	Transfer to 2♠, 8+ with 5♠ and short ♣, otherwise could be less
2♠	Transfer to 3♣, 8+, could be balanced without ♦ stopper.
2NT	Natural 9-12 balanced
3♣	Up to 7 and 3+♣
3x	Fit showing
4x	Splinters (void)

(1♥) - 2♣ - (Pass/Dbl)

Rdbl	Natural, strong
2♦	Natural F1
2♥	Transfer to 2♠, 8+ with 5 spades and short ♣, otherwise could be less
2♠	Transfer to 3♣, 8+, could be 4342 with 10+ without ♥ stopper.
2NT	Natural 9-12 balanced
3♣	Up to 7 and 3+♣
3x	Fit showing
4x	Splinters (void)

(1♥) - 2♦ - (Pass/Dbf)

Rdbl	Natural, strong
2♥	Transfer to 2♠, 8+ with 5 spades and short ♦, otherwise could be less
2♠	Transfer to 3♣, 8+, could be 4324 with 10+ without ♥ stopper.
2NT	Natural 9-12 balanced
3♣	Transfer to 3♦, 8+
3♦	Up to 7 and 3+♦
3x	Fit showing
4x	Splinters (void)

(1♠) - 2♣ - (Pass/Dbf)

Rdbl	Natural, strong
2♦	Transfer to 2♥, 8+ with 5♥ and short ♣, otherwise could be less
2♥	Transfer to ♦, 8+ with 5♦ and short ♣, otherwise could be less
2♠	Transfer to 3♣, 8+, could be 3442 with 10+ without ♠ stopper.
2NT	Natural 9-12 balanced
3♣	Up to 7 and 3+♣
3x	Fit showing
4x	Splinters (void)

(1♠) - 2♦ - (Pass/Dbf)

Rdbl	Natural, strong
2♥	Natural 5+♥ F1
2♠	Transfer to 3♣, 8+, could be 3424 with 10+ without ♠ stopper.
2NT	Natural 9-12 balanced
3♣	Transfer to 3♦, 8+
3♦	Up to 7 and 3+♦
3x	Fit showing
4x	Splinters (void)

(1♠) - 2♥ - (Pass/Dbf)

Rdbl	Natural, strong
2♠	Invitational+ with 3+♥
2NT	Natural 9-12 balanced, this is exception so probably we can change it
3x	Natural
4x	Splinters (void)

Summary

RHO Passed (GR = Good raise)

	1♥	1♠	2♣	2♦	2♥
1♦	1♠ = muly 2♦ = GR	2♦ = ♥ 2♥ = GR	2♦ = ♥ 2♥ = ♠ 2♠ = GR	--	--
1♥	--	2♣ = ♦ 2♦ = ♣ 2♥ = GR	2♥ = ♠ 2♠ = GR	2♥ = ♠ 2♠ = ♣	--
1♠	--	--	2♦ = ♥ 2♥ = ♦ 2♠ = GR	2♠ = ♣	2♠ = GR

RHO Doubled (GR = Good raise)

	1♥	1♠	2♣	2♦	2♥
1♦	Rdbl = ♠ 1♠ = ♣ 2♣ = GR 4 2♦ = GR 3	Rdbl = ♣ 2♣ = GR 4 2♦ = GR 3 2♥ = Spl ♥3c	2♦ = ♥ 2♥ = ♠ 2♠ = GR	--	--
1♥	--	Rdbl = ♣ 2♣ = ♦ 2♦ = GR 4 2♥ = GR 3	2♥ = ♠ 2♠ = GR	2♥ = ♠ 2♠ = ♣	--
1♠	--	--	2♦ = ♥ 2♥ = ♦ 2♠ = GR	2♠ = ♣	2♠ = GR

The first level we play different after RHO pass and double. The second level we play same.

(1x) – 1/2y – (pass/dbl)

Rdbl (1st level) = Transfer to higher suit or strong 2nd level

1♠ = natural F1 or transfer to ♣ after double

1NT = Natural 8-12

2♣ = if x = ♦ than natural F1 or good raise if RHO dbl, if x = ♥ than transfer to ♦

2♦ = shows ♥, if x = ♥ than transfer to ♣ after (1♥) - 1♠ - (Pass) and natural after (1♥) -

1♣

2♥ = weak raise ♥ or good raise ♠ or transfer to ♠, (1♠) - 2♣ = transfer to ♦

2♠ = weak raise or fir showing or transfer to 3y

2NT = invitational and more if y = M, natural if y = m

3♣ = fit showing after 1y, weak up to 7 (1x)-2♣ or natural 5+ F1 after (1x)-2♦

Defense vs. 1NT

dbl	penalty oriented
2♣	4+♥-4+♠, see Conventions
2♦/♥/♠	natural
2NT	5♦-5♣
3X	preemptive

Special Convention

1) When we overcall 1NT or 2NT over their 1♥/♠ or 2♥/♠ bid

(1♥) - 1NT - (pass) or (2♥) - 1NT - (pass)

2♣	shows ♠	2♦	4♠	2♥	inv to 4♠		
				2♠	sign off		
				2♥	max, 2-3♠	2♠	sign off
						2NT	inv 4♠
						3♣/♦	nat inv 45
		2♠	min, 2-3♠	3♥	GF 5♠		
				3♠	inv 6♠		
				2NT	sign off		
				3♣/♦	nat inv		
		2♦	sign off (over 2NT 3♦ 5+ cards is invitational)				
2♥	5-4 in minors	2♠	bad hand				
		2NT	good stopper				
		3♣/♦	good hand for a minor				
2♠	5+♣	2NT	max				
		3♣	min				
2NT	invitational						
3♣/♦	invitational						
3♥	4♠ GF (choice of game)						
3♠	6♠ invitational						
4♣	transfer to 4♠						

(1♠) - 1NT - (pass)

2♣	shows ♥	2♦	max	2♥	sign off
				2♠	inv+ 5♥
				2NT	inv 4♥
				3♣/♦	nat inv 45
				3♥	inv 6♥
				3♠	splinter
		2♥	min	2♠	inv+ 5♥
				2NT	inv 4♥
				3♣/♦	nat inv 45
				3♥	inv 6♥
				3♠	splinter
2♦	sign off (over 2NT 3♦ 5+ cards is invitational)				
2♥	5-4 in minors	2♠	bad hand		
		2NT	good stopper		
		3♣/♦	good hand for a minor		
2♠	5+♣	2NT	max		
		3♣	min		
2NT	inv				
3♣/♦	inv				
3♥	4♠ GF (choice of game)				
3♠	6♠ inv				
4♣	transfer to 4♠				

Defense when opponents bid two suits

(1x) – pass – (1y)

double = natural

1NT = natural, balanced hand

2x = if x could be less than 3 cards natural, otherwise strong one suiter in higher suit

2y = natural

2NT = 5-5 two other suits

Conventions

Landy

Description: 2♣ over opponent's 1NT (or 2NT) shows 4+-4+ majors. We play it both in direct and pass out position. Could be very weak with good distribution. 2NT over opponent's 1NT shows 5+-5+ minors

Responses over (1NT) - 2♣

Pass	Natural, weak with clubs
2♦	Asks for longer suit, could be weak, invitational or GF
2♥	To play
2♠	To play
2NT	Asks for better minor. The partner can jump with 4 cards in m and good hand
3♣/♦	Splinters, support for one major
3♥/♠	Good support, weak invitational
3NT	To play
4♣/♦	Void, support for one major
4♥/♠	To play

Responses over (1NT) - 2♣ - (X)

Pass	5+ clubs, the opener redouble is t/o with 5♠, 2♦ shows ♦ or same length in M
Redouble	Bid your longer major or 2♦ with 4 cards
2♦	5+ diamonds
2♥	To play (usually 4 cards support)
2♠	To play (usually 4 cards support)
2NT	Asks for better minor.
3♣/♦	Splinters, support for one major
3♥/♠	Good support, weak invitational
4♣/♦	Void, support for one major
4♥/♠	To play

General rules

1. The opener's double are negative, the responder's double are for penalty.
2. Could be very weak with good distribution. With 4-4 minimum is 8(10) points, with "4432" 10(13) points, with "5-4" 6(10), with 5-5 4(6) points.
3. We bid 2♦ with weak hand without support, invitational hand with support, balanced invitational hand or invitational hand with one minor.
(1NT) – 2♣ - (Pass) – 2♦; (pass) – 2♥ - (pass) – 2♠ = invitational with 4+ cards in ♠

(1NT) – 2♣ - (Pass) – 2♦; (pass) – 2♥ - (pass) – 2NT = invitational to 3NT
 (1NT) – 2♣ - (Pass) – 2♦; (pass) – 2♥ - (pass) – 3♣ = invitational with ♣

Defense against strong or polish 1♣

Description: 1st level overcalls can be very weak and strong. We try to disturb opponents bidding.

Pass	Natural
Double	4+-4+ majors, any strength
1♦	Overcall in one major, any strength
1♥	3-4 cards with 5+ cards in other suit, any strength
1♠	3-4 cards with 5+ cards in other suit, any strength
1NT	Any two suiter, any strength
2X	Weak two, could be 5 cards non vulnerable
2NT	Minors, any strength
3X	Preemptive

Development after (1♣) – 1♦ - (Double)

Pass	4+ cards, to play
Redouble	Take out for major
1♥/♠	To play
1NT	Minors
2♣/♦	To play or short in this suit
2♥/♠	Pass or correct
2NT	Support for majors, good hand
3♣/♦	Splinters
3♥/♠	Pass or correct

Development after (1♣) - 1♥/♠ - (Pass)

Pass	Natural, to play
1NT	F1, first shows 4 cards in the opened suit, than longer suit, jump with maximum
2x	Pass or correct
2♥/♠	To play, 5+ cards (overcall suit)
2NT	Short in overcall suit
3x	Pass or correct

Development after (1♣) - 1♥/♠ - (Double)

Pass	To play
Redouble	Take out for longer suit
1♠	To play or short in ♠
1NT	Natural to play or take out with ♣ and one higher suit
2x	To play or short in this suit
2♥/♠	To play, 5+ cards (overcall suit)
2NT	Short in overcall suit
3x	Pass or correct

Blackwood

Description: 4NT is Roman key card Blackwood. In some situation when we have at least 4-4 fit on one major 3NT is Blackwood. When we exit relay and show slam try 4♣ is Blackwood. Sometimes, when we are in GF situation and we have at least 4-4 fit in minor; this minor on the 4th level is Blackwood.

Responses to Blackwood

5♣	0 or 3 key cards
5♦	1 or 4 key cards
5♥	2 key cards, without Q of trump
5♠	2 key cards, with Q of trump
5NT	2 key cards, plus void. If we have the void in partner's long suit we don't bid it.
6x	1 or 3 key cards and void

The first step is queen asking, 5NT is asking for kings.

When we have at least 4-4 in major 3NT is key card Blackwood:

1M-3M

1♣-1♦;2♥-2NT

1♣-1♦;2♥-2♠;2NT-3NT – is for play

1♣-1♦;3♦/♥

1♣-1♥;3♦/♥/♠

1♦-1♥;2♥ - if we use relay, 3NT is for play only if the opener has 2425

When we have a fit in minor and we are in GF situation, 4 in this minor is Blackwood:

1♣-2♣;3♣-4♣

1♣-2♣;2♣-2NT;3♣-4♣

1♣-2♦;3♦-4♦

1♣-2♦;4♦

When we exit relay in slam try situation 4 clubs is Blackwood:

1NT-2♣;2♦-2♥;2NT-4♣

1NT-2♣;2♥-2♠;2NT-3♥;3♠-4♣

1♣-1♦;1NT-2♣;3♦-4♣

General rules for both offensive and defensive bidding

1. In the competitive action pass always shows weaker hand.
2. When we bid GF in second level 2NT is strong and slam try.
3. In offensive action 2NT always shows strong bid, both by opener and responder.
4. When we open on the first level, the first possible bid in suit by responder could be waiting bid, but in more than 90% auctions is natural.
5. When we open in the major on the first level, 2♣ by opener is artificial.
6. In the competitive action a new suit by the opener doesn't promise extra value. The opener shows strength with cue bid of opponent's suit or in with double on higher level (when this double doesn't show 3 cards support in partners suit).
7. If 1♣ or 1♦ doesn't promise 2 cards: we don't play Michaels cue bid, double of opening bid is still takeout, we use this suit to show strength in subsequent auction.
8. In reopening, jumps are intermediate one suiter, over 1NT we double with strong hand or with weaker hand and 4♠.
9. If an opponent double relay, the opener redouble is penalty, pass shows stopper and bid is relay without stopper. If the opener distribution is shown, the redouble is the first control and pass the second control. After redouble the responder bids the first step to continue relay. After pass the responder redoubles to continue relay.
 1NT – pass – 2♣ – pass
 2♦ – pass – 2♥ – dbl
 ?
 rdbl = for penalty, pass stopper ♥, 2♠ = 4 spades without ♥ stopper
10. If an opponent double response on relay, redouble is for penalty, pass exit relay, the first step is relay. If the responder knows distribution redouble is for penalty and pass is the first step of relay.
 1NT – pass – 2♣ – pass
 2♦ – dbl – ?
 rdbl = for penalty, pass exit relay, 2♥ = continue relay
 1♣ – pass – 1♦ – pass
 1♥ – pass – 1♠ – pass
 2♠ – pass – 2NT – pass (opener shows his distribution 4333)
 3♦ – . dbl – **pass*** – pass – pass* = continue relay, rdbl = to play, bid exit relay
 rdbl = first step
11. We differently show controls for different point ranges:
 11-14 – (0-2) or 5;3 or 6;zoom with 4
 15-17 – (2-4) or (7-8);6;zoom with 5
 17-19 – (2-4) or (8-9);7;6;zoom with 5

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