



OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		2	3♣	11-20	2♣=12+(NOTE 1), 3♣=WEAK, 1♥/♠=4+,	AFTER 1♣-1♥/♠, 2♥/♠ - 2♣/2NT=WAITING BID - NOTE(2)	SAME
1♦		4	3♣	11-20	2♦=12+(NOTE 3), 3♦=WEAK, 1♥/♠=4+, 2NT=G. F. WITH ♦ & MAJOR (NOTE 4)	AFTER 1♦-1♥/♠, 2♥/♠ - 2♣/2NT=WAITING BID, NOTE(5)	SAME
1♥		5	3♣	11-20	3♣/♦BERGEN, 2NT=JACOBY, 3♠/4♣/4♦=SPLINTER, DIR RAISES WEAK	TRIAL BIDS, SEE NOTE(6) FOR JACOBY RESPONSES	2♣ = DRURY
1♠		5	3♥	11-20	3♣/♦BERGEN, 2NT=JACOBY, 4♣/4♦/4♥=SPLINTER, DIR RAISES WEAK	TRIAL BIDS, SEE NOTE(6) FOR JACOBY RESPONSES	2♣ = DRURY
INT			3♣	15-17, MAY HAVE 5-CARD MAJOR (RARE)	2♣=STAYMAN, 2♦/♥/♠=TFER, 4♣=GERBER 3♣=WEAK MINORS, 3♦=STRONG MINORS	AFTER TFER 4NT=QUANT., AFTER TEXAS 4NT=RKCB	SAME
					4♦/♥=TEXAS, 4NT=QUANTITATIVE		
2♣	X	0	3♣	GAME FORCE, 23+ BALANCED OR 20+ UNBALC.	2♣=0-7, 2♥/2♠/3♣/3♦=5+ CARDS & 8+ PTS 2NT=8-10, 3NT=11-12, 3♥/3♠=SOLID	CUE BID CONTROLS, 2NT AFTER 2♦ =2 <sup>ND</sup> NEGATIVE	SAME
2♦	X	0	NO	STRONG (USL 19+) UNBAL., 4 LOSERS / 9 PLAYING TRICKS	2♥=0-7, 2♠=8+ ANY	2NT REBID = 4-4-4-1 IN ANY, 3♣ ASKS FOR SHORTNESS	SAME
2♥		6	NO	4-10, 6-7 VUL. DEPENDENT	2♠=OGUST, 3♥=PRE-EMPT, OTHERS SLAM INVITATION	SEE NOTE(7) FOR OGUST RESPONSES	SAME
2♠		6	NO	4-10, 6-7 VUL. DEPENDENT	2NT=OGUST, 3♠=PRE-EMPT, OTHERS SLAM INVITATION	SEE NOTE(8) FOR OGUST RESPONSES	SAME
2NT			3♣	20-22, SAME AS INT SHAPE	3♣=BARON, 3♦/♥/♠=TFER, 4♣=GERBER 4♦/♥=TEXAS, 4NT=QUANTITATIVE	AFTER TFER 4NT=QUANT., AFTER TEXAS 4NT=RKCB	SAME
3♣		6	NO	PRE-EMPT VUL. DEPENDENT	3NT=TO PLAY, ♣ RAISES PREEM,CUE BIDS		SAME
3♦		6		PRE-EMPT VUL. DEPENDENT	3NT=TO PLAY, ♦ RAISES PREEM,CUE BIDS		SAME
3♥		6	NO	PRE-EMPT VUL. DEPENDENT	3♠=FORCE, 3NT=TO PLAY, 4♣/♦=CUE BID, 5♣/♦=NAT.	4♥=NO INTEREST IN SLAM, REST CUE BIDS	SAME
3♠		6	NO	PRE-EMPT VUL. DEPENDENT	3NT=TO PLAY, 4♣/♦=CUE BID, 4♥/5♣/♦=NAT.	4♠=NO INTEREST IN SLAM, REST CUE BIDS	SAME
3NT	X	7	NO	GAMBLING- SOLID MINOR	4♣=PASS/CORRECT, 4♦=SHORT ASK, 4♥/♠=NATURAL, 4NT=INVITATIONAL		
4♣		7	NO	PRE-EMPT VUL. DEPENDENT	4♦/♥/♠=CUE BID, 4NT=RKCB		
4♦		7	NO	PRE-EMPT VUL. DEPENDENT	4♥/♠/5♣=CUE BID, 4NT=RKCB		
4♥		7	NO	PRE-EMPT VUL. DEPENDENT	4♠/5♣/♦=CUE BID, 4NT=RKCB		
4♠		7	NO	PRE-EMPT VUL. DEPENDENT	5♣/♦/♥=CUE BID, 4NT=RKCB		
4NT	X		NO	SPECIFIC ACE REQUEST	5♣=NO, 5♦/♥/♠/6♣=SUIT,5NT=2 NO TOUCH		
5♣		7	NO	PRE-EMPT VUL. DEPENDENT		<b>HIGH LEVEL BIDDING</b>	
5♦		7	NO	PRE-EMPT VUL. DEPENDENT		RKCB->5♣=0/3, 5♦=1/4, 5♥=2, 5♠=2+Q	
5♥		8	NO	SOLID, ASKING FOR ♥ AK	PASS=NO, 6♣=K, 6♦=A, 6♥=Axx, 7♥=A & K	5NT=GRAND SLAM FORCE	
5♠		8	NO	SOLID, ASKING FOR ♠ AK	PASS=NO, 6♣=K, 6♦=A, 6♥=Axx, 7♠=A & K,	P0D1/P0R1 AFTER 4NT RKCB & INTERFERENCE SPLINTERS	

## SUPPLEMENTAL NOTES : PHILIPPOS FRANGOS / FROSSO TYLLIRIS

**Note1:** After 1♣ - 2♣, showing 12+, opener rebids:

- 2♦ showing a minor two-suiter and reversing values (16+) with no 4-card major
  - 2♥/♠ to show the major – this is NO reverse
  - 2NT with balanced hand and 11-14 HCPs – this **does not promise stops in all suits**.
  - 3♣ to show minimum unbalanced hand but no second suit (usually 5+cards in minor)
  - 3♦ to show 18 – 19 HCPs and balanced hand – like a 2NT rebid over a one-level response
  - 3NT with balanced hand (4-3-3-3) and 13-14 HCPs – this promises stops in all suits
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**Note 2:** After 1♣ 1♥  
2♥ 2♠ = waiting bid – opener (=11-14) responds:

- 2NT = singleton or void in spades
- 3♣ = maximum, no singleton/void
- 3♦ = singleton/void in diamonds
- 3♥ = minimum, no singleton/void
- 3NT = balanced with extra strength

A similar structure exists after 1♣ 1♥  
3♥ 3♠ = waiting bid. Opener now is 15-17, and his responses are as above but one level higher

Similarly, after 1♣ 1♠  
2♠ 2NT = waiting bid – opener (=11-14) responds:

- 3♣ = maximum, no singleton/void
- 3♦ = singleton/void in diamonds
- 3♥ = singleton/void in hearts
- 3♠ = minimum, no singleton/void
- 3NT = balanced with extra strength

Again, a similar structure exists after 1♣ 1♠  
3♠ 3NT = waiting bid. Opener now is 15-17, and his responses are as above but one level higher

**Note3:** After 1♦ - 2♦, showing 12+, opener rebids:

- 2♥/♠ to show the major – this is NO reverse
  - 2NT with balanced hand and 11-14 HCPs – this **does not promise stops in all suits**.
  - 3♣ to show 18 – 19 HCPs and balanced hand – like a 2NT rebid over a one-level response
  - 3♦ to show minimum unbalanced hand but no second suit (usually 5+cards in minor)
  - 3NT with balanced hand (4-3-3-3) and 13-14 HCPs – this promises stops in all suits
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**Note 4:** After 1♦ 2NT = G.F. with ♦ + major, opener rebids:

- 3♣ = minimum hand
- 3♦ = better than minimum hand

After this rebid, responder bids:

- 3♥ = major is hearts
- 3♠ = major is spades

After this, opener bids:

- 3NT = singleton/void in responder's major
  - 4♣ = doubleton in responder's major
  - 4♦ = prefer diamonds, ask for controls for slam
  - 4♥/4♠ = simple raise to game, minimum hand with 3+ support
  - 5♦ = no slam interest
  - Other = Cue bid, slam interest in major
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**Note 5:** After 1♦ 1♥  
2♥ 2♠ = waiting bid – opener (=11-14) responds:

- 2NT = singleton or void in spades
- 3♣ = singleton/void in clubs
- 3♦ = maximum, no singleton/void
- 3♥ = minimum, no singleton/void
- 3NT = balanced with extra strength

A similar structure exists after 1♦ 1♥  
3♥ 3♠ = waiting bid. Opener now is 15-17, and his responses are as above but one level higher

Similarly, after 1♦ 1♠  
2♠ 2NT = waiting bid – opener (=11-14) responds:

- 3♣ = singleton/void in clubs
- 3♦ = maximum, no singleton/void
- 3♥ = singleton/void in hearts
- 3♠ = minimum, no singleton/void
- 3NT = balanced with extra strength

Again, a similar structure exists after 1♦ 1♠  
3♠ 3NT = waiting bid. Opener now is 15-17, and his responses are as above but one level higher

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**Note 6:** After 1♥/1♠ - 2NT (Jacoby), opener bids as follows:

- If he has a singleton, he bids it at the three level
- If he has a void, he bids it at the four level
- If has a singleton AND a void, he shows the void

With no singleton or void, he bids:

- 4♥/♠ if he is weak with a bare minimum opening
- 3NT to show 14-15 points – this does NOT deny a 6-card suit
- 3♥/♠ to show 16+ HCPs

After opener's initial rebid, responder's 3♥/♠ rebid (if available) asks opener for key cards, as per RKCB. If 3♥/♠ is not available, then 3NT is used for key cards. If 3NT is not available then 4NT is used as RKCB.

After opener's response to the key card question, any suit bid (except trumps or queen ask) by responder is a control ask in the specific suit. Similarly, any suit bid at the four level (except trumps), thus bypassing the key card ask described above, is a control ask bid – it means that the responder is not interested in the key cards held by opener.

The answers to the control ask are:

- Step1 = No control (first or second round)
- Step2 = King
- Step3 = Singleton
- Step4 = Ace
- Step5 = Void
- Step6 = A + K
- Step7 = A + K + Q

If a singleton or void is impossible, the other steps simply drop down one or two notches. If king singleton or ace singleton is held, show the honour, not the singleton. Partner can make a repeat ask to locate a singleton king or singleton ace.

**Note 7:** After 2♥ - 2♠ (Ogust), opener bids:

- 2NT = Max points – good suit
  - 3♣ = Max points – weak suit
  - 3♦ = Min points – good suit
  - 3♥ = Min points – weak suit
  - 3♠ = Heart suit headed by AKQxxx
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**Note 8:** After 2♠ - 2NT (Ogust), opener bids:

- 3♣ = Max points – good suit
  - 3♦ = Max points – weak suit
  - 3♥ = Min points – good suit
  - 3♠ = Min points – weak suit
  - 3NT = Spade suit headed by AKQxxx
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**Note 9:** Defence after Multi 2♦ by ops

Suits = Natural, intermediate  
DBL = 16+, any hand  
2NT = 19-21 balanced  
3NT = 22-24 balanced

After DBL, responses are:

2-level suits = weak  
2NT = relay for minors  
3-level suits = forcing  
3♦ = strong ♣♦ & slam interest

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**Note 10:** Defence after Gambling 3NT by ops

DBL = Strong hand, suggestive of penalties if they run to 4-minor  
4♣ = Takeout for the majors with preference for hearts  
4♦ = Takeout for the majors with preference for spades  
4♥ = to play  
4♠ = to play

**Note 11:** Defence against 4♣/4♦ by ops showing strong ♥/♠ (NAMYATS)

Against 4♣ opening, showing strong ♥

- DBL = Takeout, not as strong as 4♥ - can play in 4♦
- 4♦ = Natural, generally denying 4 spades
- 4♥ = Strong takeout, with 0-1 hearts
- 4♠ = Natural, generally one-suited hand
- 4NT = Strong two-suiter in minors

Against 4♦ opening, showing strong ♠

- DBL = Takeout, not as strong as 4♠ - wish to keep 4♥ available
  - 4♥ = Natural, generally one-suiter hand
  - 4♠ = Strong takeout, with 0-1 spades, suggestive of slam
  - 4NT = Strong two-suiter in minors
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