

DEFENSIVE AND COMPETITIVE BIDDING

OVERCALL: Style; Rebids; 1st/2nd level; R/O

Style: natural; Rebids: new suit below cue= natural F1, NT natural, cue and higher bids: transfers, see [2]

After Dbl, bids are natural.

4th position: The same

OVERCALL 1NT / 2NT [16]:

over 1m: 15-18 HCP, BAL Rebid: 2X=SO, cue=St; 2NT nat., INV
over 1M: ART, 4 oM, 5+ m, 7-11 hcp

2NT over 2X :nat; cue=St, rest=transfers, RDBl=♣

Escape from Dbl of 1NT: 2X=SO, RDBl=Baron

JUMP OVERCALL:

Style: weak, 6 cards

Rebids: NAT

fixed 2-suiters: over 1♣: 2♣♦/NT ; rest: cue/2NT/3♣ see [5]

Cue bid; Jump cue bid

CB: ART, extra strength or fit, F1

JUMP CB : ASK for stopper (for 3NT) , usually long side suit

VS 1 NT (strong/weak; R/O)

VS strong NT: Cappeletti (see below)

VS weak 1NT: Dbl=that strength+, 2♣=1-suiter, 2♦=majors;
2M=5+M + m; 2NT=minors (Capeletti)

VS 2♦ Multi

Dbl = 13-15, bal, 2NT = 16-19 bal, stop in Majors, [3]

2♦-Dbl-2M-Dbl = 11+ hcp

Defence against preempt

VS WEAK 2X: 2NT=16-18 HCP, X stop (after 3Y= tr. to next av. suit

Rdbl=tr to ♣, cue=Stayman); DBL=T/O (Leb), 4m = m+oM

3rd lev.: Dbl at 3♣/♠=pen. DBL at 3♦/♥=T/O; 3NT to play, 4NT=min[12]

Defence against strong Art Openings and 2 NT

VS 1♣: DBL=♣, 1X=natural, 4+ cards

1NT = minors, 2m= m+M, 2♥=majors

VS 1♠-pass-1♦: DBL=♥+♠; 1♥/1♠=nat, 5+c; 2m=m+M

1NT=♣+♦; 2M= nat, 6+ c; Vs 2NT opening (nat): Dbl=♣+♥ or ♦+♠;
3X that suit and the next one;

After opponent's informative Dbl

RDBL=10+ HCP; after 1M - Dbl: [13];

after 1m: 2m=nat, no M, 6-9 HCP, 3m=nat, 0-5 HCP

OPENING LEADS AND SIGNALLING

OPENING LEADS

4th best below H (A,K,Q,J,10) or 3rd with only 3 cards

2nd best without H ag. suit/NT if 3+ cards, could be top of nothing ag.NT

J, 10, 9, 8 : highest or top from broken sequence

In partners suit (5+ c) we give count when leading

LEADS

LEAD	VS CONTRACT IN: SUIT	NT
A	AKx(x) - AKJx - AKJ10x, Ax, when we want COUNT	same
K	AKx(x), AK, KQx(x), Kx, K, when we want ATT	AKJ10
Q	KQ - KQ109-QJx - QJ - QJ109 - Qx - Q, AQJ	
J	AJ10 - KJ10 - J10 - Jx - J10x(x) - J109x(x) - J108x	
10	A109x(x) - K109x(x) - Q109 - 10x - 109x	
9	H98(x) - 9x - 98(xx)	
high x	Xx - xXx - xXxx - xXxx(x)	
small x	HxX - HxxXx - HxxX - (A, K, Q, J, 10 = H)	4th

SIGNALS IN ORDER OF IMPORTANCE

Suit	Partner's attack	Declarer's play	Discards
1	small=positiv	Count=udca	Odd=positiv
2	Count=udca	odd=pos	Hi/low even:S/P
3			

SIGNALS AGAINST NT:

TRUMP ECHO

DOUBLES

TAKE-OUT DOUBLES:

STYLE : 11+ HCP, min 3 cards in other suits or 16+ HCP

Rebids: pass: penalty; suit: nat, 0-8; jump cue: stop ask, GF

cue and jumps: ART, transfers [4]

1 NT: 6 - 10 HCP, BAL; 2 NT: 11-12 HCP stopper, NF, INV

Artificial and other doubles/redoubles

NEG DBL: 7+ HCP, new suit after NEG DBL = F1

(1X)-overcall-(2X)-Dbl=substitute for cue; rest same as without 2X bid

(1M)-Dbl-(2M): Dbl= 4 c oM; oM=5+ c; 2NT=minors

L/D Double on artificial bid, Lightner dbl, ANTI L/D DBL

DOPI (ROPI): after ask.▶ DBL (RDBL) = 1st step, PASS= 2nd step, etc.

RDBL after opps NEG DBL of our overcall = Rosenkranz (top H)

Support Dbl and RDBl



CONVENTION CARD

WBF - EBL



Bridge Federation of Serbia

System type:

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NATURAL - GREEN

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SYSTEM REVIEW

CHARACTERISTICS - GENERAL ACCESS AND STYLE

1m=3+ cards, 1M=5+ cards, 11+21 HCP, inverted minor;

2♣= strong, 23+ HP or 8½+ tricks, almost GF; or 22-23 (semi) balans

2♦= weak ♥/♠ or 24-25 HCP, bal., maybe with 5M;

2♥/♠= 5 cards in suit bid, 4(5)+ m, 6-10 HCP

2NT= 20-21 (semi) bal, maybe with 5M, or 6m;

3X= preempt

gambling 3NT: AKQxxxx in minor

3 NT in 4th position = to play, usually with long minor

4m = Namyats

Opening 1NT: 15-17 HCP, (semi)BAL, may be with 5M, 6m or singl H

2 over 1 (without jump) rebid: F1, 4+ cards and 10+ HCP, 1♠ - 2♥ =GF

SPECIAL BIDS WHICH SHOULD DEMAND DEFENCE

2♦: WEAK ♥/♠, 6 cards and 6-10 HCP, or 24-25 HCP, BAL

Negativ free bid at 2nd level after 1M. at 1st and 3rd level = F1

Lebensohl: after 1NT-2X overcall [9], after 1X-p-2X-Dbl-p; after 2X(wk)-Dbl-p

4th suit = ART.GF, (F1 after reverse bid [18])

1♣-2♦=5+♥, 4+♠, 4-7 HCP

jump-shift (1X - 3 in lower suit)= weak, good suit, 7 cards

2♥/2♠ - Weak, as jump rebid on partner's opening 1 in suit

IMPORTANT NOTES - NOT MENTIONED BEFORE

After DBL on CUE: RDBL= 1st control ; PASS= 2nd control

BID = without control; NT = stopper, no 1st (2nd) control (on 3rd level)

Bid in PASS-OUT position is weaker than in direct position

SPECIAL FORSING PASS SITUATIONS

After opps overcall up to 3♣, pass is forcing and might be penalty. Opener should

Dbl or something else.

Psychic: Rare

OPENING	ARTIFICIAL	MIN. CARDS	NEG. DBL up to	DESCRIPTION	REBIDS	NEXT ACTIONS	PASSED HAND	
1♣		3	4♥	10 ÷ 21 HCP, all distributions	1♦/1♥/1♠ 1 NT 2/3 ♣ 2♦ 2♥/2♠ 2 NT 3♦/3♥/3♠	Walsh transfers, F1, [6] NAT, 8-10 HCP , no 4+ M strong/weak raise, inverted m [1] wk, 5+♥, 5+♠, 4-7 HCP wk, 6+ ♥/♠, up to 7 HCP ART, 5+♣, up to 6 HCP, no 4M Splinter	1NT = NAT, 11- 14 HCP New suit (with jump) = strong, 17+ HDP, F1 2NT=18÷19 HCP, BAL ▶ 3♣ ART, GF, distr. ask 1♣ - 2 ♣ - 3♣ = RKCB ♣ 1♣ - 1M - 1NT - 2♣ =ART, F1, Checkback [7] After opps overcall 1X we play MISER [10]	The same, just limited
1♦		3	4♥	10 ÷ 21 HCP, all distributions	1♥/♠ 1 NT 2♣ 2M 2/3♦/2NT 3X	NAT, 5+ HCP, 4+ cards, F1 6-10 HCP, without 4 cards in M 10+ HCP, 5+♣, F1 weak, up to 7 pts, 6+ c inverted minor [1], as after 1♣ splinter	natural after 1M respond the rest same as after 1♣ After opps overcall 1X or 2♣ we play MISER [10]	The same, just limited
1♥		5	4♥	10 ÷ 21 HCP, all distributions	1♠ 1 NT 2♣/2♦ 2♥ 2♠ 2 NT / 3NT 3X 3♥ 4♣/4♦/4♠ 4♥ 4♠	NAT, 5+ HCP, 4+cards, F1 6-11, HCP, without 4 ♠, (semi) F1, [17] NAT, 10+ HCP, 4+ cards, F1 6-9 HDP, 3+ cards ♥ 6+ c, 0-7 HCP, max xx ♥, NF ART, 12+ / 8-11 HDP, 4+ cards ♥, GF 7+ c., 2/3 top H, 7÷10 HCP, no fit, NF 0-7 HDP, 4+ cards ♥, NF Splinter, 1+ A, 11-13 HCP SO RKCB	1♥- pass - 2 NT: 3X = singleton or void X 3♥ = 18-20 HDP, no s/v, 3 NT = 15÷17 HDP, no singleton or void 4♥ = 11-14 HDP, no singleton or void 4X = nat, good suit, 5+ c, 16+ HDP, ST 5X = excl RKCB	The same, just limited
1♠		5	4♥	10 ÷ 21 HCP, all distributions	2♥	5+c♥, GF; rest is the same as after 1♥		The same, just limited
1NT		2	-	15÷17 HCP, bal, no 5 c. in M	2♠ = Stayman, 2♥/2♠/2NT = tr; 3m = 6+c, INV; 3M = s/v oM, no 4c M, GF; GERBER (aces); TEXAS	After the opponent's bid: 2NT=Lebensohl; Dbl=T/O Escaping from 1NT- DBL: 2X=SO, Rdbl=Baron	Natural and the same	
2♣	✓	0	-	str, 23+ HCP or 8½+ tricks, GF; 22-23 (semi) bal; semiforsing M	2♦ = waiting, 2♥/2♠/3♠/3♦ = nat. good suit; 2NT = 6-9 semibal; 3M/4m = 6/7+ c; 4M=7+c good suit	2♣-2♦-2M = forsing to 3M. After that 3♣ is ART (no fit, no suit; after that 3M is nat NF). Else is GF. 2♣-2X-2/3NT (22-23/26-27 bal) rebids [8]	The same	
2♦	✓	0	-	WK ♥/♠, 6+ cards and 5-10 HCP or 24-25 HCP, (semi)BAL,	2♥ = NF (P/C); 2♠ = P/C (INV for ♥), 2NT=ART,F1; 3M/ 4♥ = P/C	2♦-p-2NT: 3♣/♦ = MIN ♥/♠; 3♥/♠ = MAX♠/♥; 3NT = 24-25 HCP, bal., 2♦-2M-2NT= 24-25 (semi) bal (rebids [8])	NAT & same. PASS (on 2♦ -Dbl)= 6+ c ♦, NF	
2♥/2♠		5		wk, 5 c & 4+m 6-10 HCP	2NT (ART, F1): 3m=nat, min, 3♥/♠ = ♣/♦, max 3♣/4/5/6m=P/C; 3♦=INV for 4M	SLAM BIDDING		
2NT	✓	2	-	20-21,(semi)bal, may 5M or 6m	[8]	CUE BID: 1st and 2nd controls [11]		
3X	✓	6+	-	Nat., preempt	new suit = F1, jump-shift = asking bid , replies: [14]	RKCB (4NT): 5♣=1/4 KC; 5♦=0/3 KC; 5♥=2 KC; 5♠= 2 KC + tr. Q		
3NT	✓	7	-	AKQxxxx m, max 1 King aside	4/5/6/7♣ = P/C, 4♦ = GF, king ask; 4M = to play	after RKCB: Spiral scan [15]		
4♣		7		Namyats, 8/9 tricks, 1A, long ♥	4♦ = ace ask (NT=♦), new suit=Asking bid (NT=♦) [14]	if minor is agreed : 4m = RKCB		
4♦		7		Namyats, 8/9 tricks, 1A, long ♠	4♥ = ace ask (NT=♥), new suit=Asking bid (NT=♥) [14]	if ♥ are agreed then 4♠ is RKCB and 4NT is cue ♠ (unless 4♠ might be misunderstood)		
4♥/♠		7♥/7♠	-	Preempt	NAT, 5 in opened M.: ASK for quality of trump	Exclusion RKCB: Jump on level 5 in notrump suit = ask. for KC (without Ace in that suit)		
4NT	✓	5+5+ m	-	FG in better minor	5♣/♦ = NAT, 5♥ = RKCB	After opp. bidding: DOPI - ROPI (on 5th level), DOPE-ROPE on 6th level		
5♣/5♦	✓	7♣/7♦	-	To play	1st step = RKCB	JOSEPHINE: 5 NT Responds: 6♣/6♦/6♥/6♠ = 0,1,2, ili 3 (from A,K,Q in trump)		
5♥/5♠		7♥/7♠	-	NAT, 11 tricks, slam invit	NAT, 6♥/♠ = 1 trump H, 7♥/♠ with 2 trump H	Jump in 5♥/♠ = With A,K or A,Q bid 6♥/♠		

NOTE [1] Inverted minors

1m-2m = strong raise: MIN 11 HCP, 4+ cards fit, F (min. up to 3m)!

New suit: control in the suit;

2 NT: bal., 11-14 HCP;

3NT: bal., 18-20 HCP

3m: RKCB

Jump shift: splinter, 16+ HDP

After opener bid again, **responder** must also rebid (descriptive):

New suit: control;

2 NT: bal. hand

3m: min. hand (can be passed);

4m: strong unbalanced hand = RKCB

1m-2NT **ART**, weak hand, 5+ cards m, 0-6 HDP, F1

1m-3m: weak hand 6 - 9 HDP, 5+ cards m, NF

1m-4m : RKCB

NOTE [2] Transfer advances of overcall

After a simple overcall in a suit and pass by opponent, **transfer advances start with cue-bid and end with simple raise**, any bid below cue-bid is natural and F1; all nt bids are natural, raise is natural. Same principal is after our overcall over 1M opening. **Jump cue = 7-9, 4+ cards fit, jump shift = fit bid.**

(1♣)	1♦	(pass)	?	
			1♥/♠	nat, F1
			1nt	nat, NF
			2♣	3+♦, good raise+, F1
			2♦	3+♦, 4-8
			2♥/♠	6+♥/♠, GF
(1♣)	1♥	(pass)	?	
			1♠	nat, F1
			1nt	nat, NF
			2♣	transfer, 5+♦
			2♦	3+♥, good raise+, F1
			2♥	3+♥, 4-7
			2nt	nat, NF
			3♣	mixed raise, 7-9, 4♥
			2♠/3♦	fit bid
			3♥	0-6, 4♥
(1♣)	1♠	(pass)	?	
			1nt	nat, NF
			2♣	transfer, 5+♦
			2♦	transfer 5+♥
			2♥	3+♠, good raise+, F1
			2♠	3+♠, 4-7
			2nt	nat, NF
			3♣	mixed raise, 7-9, 4♠
			3♦/♥	fit bid
			3♠	0-6, 4♠

(1♦)	1♥	(pass)	?	
			1♠	nat, F1
			1nt	nat, NF
			2♣	nat, F1
			2♦	3+♥, good raise+, F1
			2♥	3+♥, 6-9
			2♠/3♣	fit bid
			3♦	mixed raise, 7-9, 4♥
			3♥	0-6, 4♥

(1♦)	1♠	(pass)	?	
			1nt	nat, NF
			2♣	nat, F1
			2♦	transfer 5+♥
			2♥	3+♠, good raise+, F1
			2♠	3+♠, 4-7
			2nt	nat, NF
			3♣	fit bid
			3♦	mixed raise, 4♠, 7-9
			3♥	fit bid
			3♠	4♠, 0-6

(1♦)	2♣	(pass)	?	
			2♦	transfer 5+♥
			2♥	transfer 5+♠
			2♠	3+♣, good raise+, F1
			2nt	nat, NF
			3♣	3+♣, 6-9
			3♦	stop ask, GF

Overcaller accepts transfer if he would pass advancer NF bid.

NOTE [3] Defence against 2♦ - multi

Dbl = 13-15 balans. Response after 2M/pass/RDbl:

Dbl over 2M = 11+ HCP, stop in M, NF

2M (2♠ over 2♥) = nat, NF

2NT = **ART, puppet to 3♣**

pass/3♦ = weak ♣/♦, SO

3♥/♠ = **ART**, GF with ♣/♦

3NT = nat, stopper oM (after 2M)

3♣ = Stayman

3♦/♥ = transfer ♥/♠

3♠ = **ART**, GF with both minors

3NT = SO

4M = SO

2NT = 16 - 19 balans ;

rebids are as after 2NT opening

after Dbl: RDbl=♣, rest are transfers

NOTE [4] – Bidding over T/O Db1

Below cue is natural, 0-8; NT is natural; **3X = 6+ c, 5-8; cue+ = transfers.**

(1♣)	dbl	(pass)	?	
			1♦	nat, 0-8
			1♥	nat, 0-8
			1♠	nat, 0-8
			1nt	bal, 6-10, may be w/o stop
			2♣	transfer 5+♦, 9+
			2♦	transfer 4+♥, 9+
			2♥	transfer 4+♠, 9+
			2♠	10+, 4+4+M, f1 (if 4-4M inv, if 5+4+M GF)
			2nt	bal, 11-12, inv, no 4M
			3♣	ask stop
			3♦/♥/♠	6+, 5-8
			3nt	13-15, bal, no M
			4♣	5+5+M, weak
			4♦	weak
			4♥/♠	to play
(1♦)	dbl	(pass)	?	
			1♥	nat, 0-8
			1♠	nat, 0-8
			1nt	bal, 6-10, may be w/o stop
			2♣	nat, 0-8
			2♦	transfer 4+♥, 9+
			2♥	transfer 4+♠, 9+
			2♠	1) transfer 5+ ♣, 9+ 2) ask stop ♦, 10+
			2nt	bal, 11-12, inv, no 4M
			3♣	10+, 4+4+M, f1 (if 4-4M inv, if 5+4+M GF)
			3♦	ask stop
			3♥/♠	6+, 5-8
			3nt	13-15, bal, no M
			4♣	weak
			4♦	5+5+M, weak
			4♥/♠	to play

- 1) Doubler accepts transfer with min
- 2) (1♣)-dbl-(pass)- 2♣/♦/♥
3♦/♥/♠ - GF
- 3) Responder showed min
 - new suit 17+, NF
 - single raise – min, fit, NF
 - jump raise – fit, inv
 - cue bid – strong, F1
- 4) If responder bids transfer to major, than minor, it is inv, 4M 5m
- 5) If responder bids transfer to minor, than major, it is GF, 4M 5+m
- 6) After transfer to opp suit, 3M min double, cue bid GF, 2nt (after (1♣) – double - 2♠), GF (no 4M, ♣ stop)

(1♥)	dbl	(pass)	?	
			1♠	nat, 0-8
			1nt	bal, 6-10
			2♣	nat, 0-8
			2♦	nat, 0-8
			2♥	4+♠, 9+
			2♠	1) stop ask, inv 2) transfer 5+ ♣, 9+
			2nt	nat, 11-12 bal, stop
			3♣	transfer 5+♦, 9+
			3♦	4♠, GF
			3♥	ask stop, GF
			3♠	6+, 5-8
			3nt	13-15, bal, no 4♠
(1♠)	dbl	(pass)	?	
			1nt	bal, 6-10
			2♣/♦/♥	nat, 0-8
			2♠	1) stop ask, inv 2) transfer 5+ ♣, 9+ 3) 4♥, GF
			2nt	nat, 11-12 bal, stop
			3♣	transfer 5+♦, 9+
			3♦	transfer 5+♥, 9+
			3♥	4♥, inv
			3♠	ask stop, GF
			3nt	13-15, bal, no 4♥
(1♠)	dbl	(pass)	2♠	2nt stop ♠, min, NF
			3♣	no stop♠, min
			3♦	5+♣, 4+♦, GF
			3♥	5+♣, 4♥, GF
			3♠	4♥, GF, no 5m
			3nt	4♥, stop ♠
(1♥)	dbl	(2♥)	?	
			Dbl	4♠
			2♠	5+♠
			2nt	minors

NOTE [5] – Two-suited overcall

Two-suited (Ghestem – Gh) overcalls show at least 5-5, and 5(6) or less losers.
Advancing:

- any 2nt bid is relay
- any bid in Gh-suit is to lay
- any non-jump bid in non-Gh-suit is relay
- 3nt is to play
- A jump in non-Gh-suit is to play

Cover cards are A, K, Q of bid suits plus non-Gh aces.

(1X)	2X (cuebid)	highest and lowest suit
	2nt	two lowest suits
	3♣ (or 2♦ over 1♣)	two highest suits

Relay starts with 2nt or cheapest non-Gh-suit.

When responder starts with relay, it is GF except if two-suiter is bid with 6 losers (ex (1♦)-2♦-p-2nt

P - 3♣ -p-3♦ void ask

3♥/♠ can be passed with 6 losers).

Responder should hold at least 2 cover cards to start a relay.

1st relay is losers ask (ex: (1♣)-2♣-pass-2♦)

1st step – 5(6) losers

2nd step – 4 losers + no void

3rd step – 4 losers + lower void

4th step – 4 losers + higher void

5th step – 3 losers + no void

6th step – 3 losers + lower void

7th step – 3 losers + higher void

8th step – 2 losers

9th step – 1 loser

10th step – 0 losers

2nd relay is void ask (if not shown)

1st step – no void

2nd step – lower void

3rd step – higher void

3rd relay is pattern ask (or 2nd relay if void ask answered)

If there is void:

1st step – 3 cards (5530)

2nd step – 2 cards, lower 6 cards (5620)

3rd step – 2 cards, higher 6 cards (6520)

4th step - 1 card, 66

5th step – 1 card, 7 lower (5710)

6th step – 1 card, 7 higher (7510)

7th step – 0 cards, 7 lower (6700)

8th step – 0 cards, 7 higher (7600)

If there is no void:

1st step – lower singleton (5521)

2nd step – higher singleton (5512)

3rd step – lower 6 cards (5611)

4th step - higher 6 cards (6511)

4th relay is key-card ask (of 6):

1st step – 1 or 4

2nd step – 2 or 5

3rd step – 3 or 6

5th relay is Q in Gh suits ask:

1st step – 0

2nd step – lower

3rd step – higher

4th step – 2

6th relay is K ask:

1st step – 0

2nd step – 1

3rd step – 2

NOTE [6] Walsh transfers after 1♣ opening

1♣ - 1♦/♥/♠ = ART, tr ♥/♠/♦

1♣ - 1♦:

1♥ = 3+ cards ♥, F1 (bal, 3c, 12-14; unbal, 3c, 12-19; bal, 3/4 c, 18-19; or 4c, 6+♣, up to 4 losers)
2♥ = 4 cards, 12-14 HCP, NF
3♥ = 4 cards, 14-17 HCP, **NF**
2♠/3♦ = **singl**, fit, GF
3♠/4♦ = **void**, fit GF
4♣ = fit bid, 6+ cards, GF
rest is natural, 0-2 ♥

1♣ - 1♦ - 1♥:

2♣ = **ART, Checkback [7]**
2♦ = **Canape**, 5+ ♦, 4♥, NF
2NT = **ART, puppet**. After 3♣ replies are:
pass = long ♣, weak
3♦ = nat, 5-5, INV
3♥ = 5♥, 4+♣, INV
3♠ = 4-5-1-3, 11-12 HCP, INV
3NT = 1-5-4-3, 11-12 HCP, NF.
double jump shift = splinter
3♥ = **ST**, no splinter
3♣ = nat, INV

1♣ - 1♦ - 1NT:

2♣ = **ART, Checkback [7]**
2♦ = **Canape**, 5+ ♦, 4♥, NF
2♥ = nat, 6c, 7-9 HCP, NF
2NT = **ART, puppet**, opener must bid 3♣
pass = long ♣, weak
3♦ = nat, 5-5, INV
3♥ = 5♥, 4/5♣, INV
3♠ = 4-5-1-3, 11-12 HCP, INV
3NT = 1-5-4-3, 11-12 HCP, NF.

1♣ - 1♦ - 2♣ - 2♦ = nat **F1**, two way:

4+♦, 5+♥, 10+HCP **OR** 5+♦, 4♥, 6-10 HCP

NOTE [7] Checkback

1m-1M-1NT-2♣ ; 1♣-1M-2♣-2♦ ; 1♣-1♦/♥(tr)-1♥/♠-2♣

1♣-1♥(tr ♠)-1NT-2♣ (style is the same in other sequences):

2♦: **ART, minimal**, no 4♥, no support, F1
2♥: nat, 4 cards, NF;
2♠: Hx, minimal, NF;
2NT: 2344, maximal, GF
3♣: 2335, maximal, GF
3♦: 2245, maximal, GF

1♣-1♦ (tr ♥)-1♥ (accepted transfer)-2♣

- 2♦: **ART, minimal**, unbal, 12-14 HCP, F1
- 2♥: nat, bal., minimal, 12-14 HCP, NF
- 2♠: **ART**, unbal, 15-17 HCP, F1
- 2NT: nat, bal, 18-19 HCP
- 3♣: nat, 6+ cards, 3♥, 17-19 HCP, GF
- 3♦: nat, reverse, 1-3-4-5, 17-19 HCP, GF
- 3♠: nat, 4-3-1-5, 17-19 HCP, GF
- 3NT: **ART**, 4♥, bal, 18-19 HCP, GF
- 4♣: **super fit-bid**, 6+♣, 4♥, up to 4 losers, GF, ST

NOTE [8] Advances after strong NT

2NT or 2♣-2X-2/3NT or 2♦-2X-2NT

2NT (same after 2♦-2M-2NT or 2♣-2X-2/3 NT):

3♣ (Puppet Stayman), replies are:

- 3♦ **ART**, I have at least one 4c major, rebids:
 - 3M 4 cards oM
 - 3NT to play
 - 4♦ 4-4 in Majors, bid 4 in your major
- 3M 5 cards M
- 3NT no 4 or 5 cards Major.

3♦/3♥ transfers to ♥/♠

3♠ **ART**, minor ask (with both minors!)

3NT = no 4c minors, after that

4m = cond. RKCB (5c minor), (after that 4NT by both is neg, SO)

4♣ = 4 cards (may have 4 cards ♦). **After that 4♦ = KICK-RKCB.**

4♦ = 4 cards. **After that 4♥ = KICK-RKCB**

3NT **5♠ + 4♥ , GF**

4m **RKCB for m**

Some sequences:

2NT-3♣-3♦-3M-3NT-4m = **cond. RKCB** (5 cards m, 4 cards oM)

2NT-3♣-3♦-4♣ = ART, minor ask with only one 5 cards minor. Replies are:

4♦/♥/NT = ♣/♦/no minors, after that next step is KICK-RKCB

2NT-3♣-3M:

oM = ART, M fit, ST

4m = cond. RKCB, 5 cards m

after conditional RKCB, NT by either party is NF.

NOTE [9] Lebensohl 1NT - (2X)

We play Lebensohl also after opponent's opening: 1M-pass-2M-Dbl ;
2X (weak or multi) -Dbl-pass or 2X (weak or multi)-pass-pass-Dbl-pass

1NT- 2X - ?

DBL:	T/O
2 in higher suit:	weak, for play (the same after artificial overcall)
2 NT = TRF for 3♣, next, if opp. pass:	
Pass:	weak, 3♣ for play
3 lower suit:	weak, for play
3 higher suit:	5+ cards, GF with stopper
3 cue bid:	STAYMAN with stopper
3 NT:	for play, no stopper
3 m:	GF , 5+ cards, without 4 cards oM
3 cue bid:	STAYMAN without stopper
3 higher suit:	nat, 5+ cards, no stopper , GF
3 NT :	stopper , GF
4♣/♦/♥	GERBER, TEXAS

NOTE [10] MISER

1♣	(1♦)	?	
		dbl	♥, 4+, f1
		1♥*	♠, 4+, f1
		1♠*	single raise to 2♣
		1nt	natural
		2♣*	4+♣, no stop♦, 10+
		2♦*	4+♣, stop ♦, 10+
		2♥/♠	6+♥/♠, weak
		2nt	5+♣, 0-5
		3♣	5+♣, 6-9
1♣	(1♥)	?	
		dbl	♠, 4+
		1♠*	single raise to 2♣
		1nt	natural
		2♣*	transfer ♦
		2♦*	4+♣, no stop♥, 10+
		2♥	4+♣, stop♥, 10+
		2♠	6+♠, weak
		2nt	5+♣, 0-5
		3♣	5+♣, 6-9
1♣	(1♠)	?	
		dbl	4♥, 6+
		1nt	natural
		2♣*	transfer ♦, 8+
		2♦*	transfer ♥, 8+
		2♥*	4+♣, no stop♠, 10+
		2♠	4+♣, stop ♠, 10+
		2nt	5+♣, 0-5
		3♣	5+♣, 6-9

1♦	(1♥)	?	
		dbl	4+♠
		1♠*	transfer♣, 8+
		1nt	natural
		2♣*	single raise 2♦, 3+♦, 6-9
		2♦	4+♦, no stop ♥, 10+
		2♥	4+♦, stop ♥, 10+
		2♠	6+♠, weak, 4-6
		2nt	5+♦, 0-5
		3♣	6+♣, weak
		3♦	5+♦, 6-9
1♦	(1♠)	?	
		dbl	4♥, 6+
		1nt	natural
		2♣	5+♣, f1, 8+
		2♦	transfer ♥, 8+
		2♥	4+♦, no stop ♠, 10+
		2♠	4+♦, stop ♠, 10+
		2nt	5+♦, 0-5
		3♣	6+♣, weak
		3♦	5+♦, 6-9
		3♥	6+♥, weak
1♣/♦	(2♣)	?	
		dbl	negative, at least one 4-card major
		2♦*	transfer ♥, 8+
		2♥*	transfer ♠, 8+
		2♠*	4+♦, no stop♣, 10+
		3♣	4+♦, stop ♣, 10+
		2nt	5+♦, 0-5
		3♦	5+♦, 6-9

NOTE [11] CUE BID

- We cue bid in order and equally 1st and 2nd controls in suits (without trump suit)
- To begin cue bid and to accept cue bid, we must have at least one Ace (after strong opening, Opener must have at least two Aces, and Responder none)
- One who cue bids over Game, must have at least two Aces, (after strong opening, Opener must have at least three Aces)
- 4 NT is always RKCB (the same answers as without cue bid)
- Cue bidding the same suit twice guarantees 1st & 2nd control (AceKing, singleton Ace or void)

NOTE [12] Defence against 3rd level opening

(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, 6+♣ - 4♠

4♦ = art, 6+♦ - 4♠

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

Balancing over a 3-level preempt.

(3♣) - pass - (pass) - ???

Dbl = T/O, could be protective, 10+hcp, F1

3♦/♥/♠ = nat overcall, 10-14 hcp, NF

3NT = to play

4♣ = 5+♥ - 5+♠, FG

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

They open a gambling 3NT: (3NT) - or (3NT) - pass - (pass) -

Dbl = penalty oriented, strongish, sign-off

4♣ = **art, T/O, majors**, FG

4♦ = nat, NF

4♥/♠ = nat, to play, NF.

NOTE [13] Rebids after 1M - Dbl

1♥ - Dbl :

1♠	nat, up to 10 hcp
1NT	transfer ♣, up to 10 hcp
2♣	transfer ♦, up to 10 hcp
2♦	transfer to 2♥, 6-9 hdp, fit
2♥	3 cards, weak, up to 5 hcp
2♠/3m	fit bid, invit +
2NT	4 ♥, invit +
3♥	4 cards, weak
3♠/4m	splinter, GF

1♠ - Dbl: the same except

2♦	transfer ♥
2♥	transfer to 2♠, 6-9 hdp, fit

NOTE [14] Replies to asking bid (jump-shift over 3X or new suit after Namyats)

1st step:	no control
2nd step:	2nd control
3rd step:	1st control

NOTE [15] RKCB and Spiral Scan

After RKCB, we ask for trump Q (if not answered), K♣, ..., trump J, Q♣, ...

With known singl we answer for king in that suit reversely.

With known double fit, we reply to RKCB with 6 key cards.

NOTE [16] Interventions over 1NT

Escaping from 1NT- DBL: 2X=SO, RDbl=Baron, Texas.

We open 1NT, they overcall 2X: Lebensohl.

They open 1NT: Cappelletti.

They open 1m, we overcall 1NT: 2X = SO, 2m = Stayman, INV+, 2NT = INV.

They open 1M, we overcall 1NT (4 oM, 5+ m, 7-11 HCP): 2/3/4/5m=P/C.

They open 2X (weak or multi), we overcall 2NT: cue=St, **rest=transfers into next available suit, RDbl=♣, 3♠ (or 3♥ if X = ♠) = tr to ♣**

17] 1M - 1NT

1) 1♥	1nt	2) 1♥	1nt
?		2♣	?
2♣	15+, less than FG		2♦ 9+, 2♥ 2/3♥, 4-8
			2♠* minors, weak
			2♣* nat
			3♣ 6+♣, inv
2♦	4+♦, 11-15		
2♥	6♥, 11-14		
2♠	4♠, GF		
2♣*	1) 5-5, FG 2) 6+♥, FG		
3♣	5♣, 15-17, inv		
3♦	5♦, 15-17, inv		
3♥	6♥, bal, 15-17, inv		
3♠	5♠, 6♥, GF		
4♣	x/-♣, 7+♥, GF		
4♦	x/-♦, 7+♥, GF		

After 1♥ - 1♠, 2♣ like after 1NT by responder.

1♥	1nt	1♠	1nt
2nt	3♣=relay	2nt	3♣=relay
?			
3♦	nat, 5♦, GF	3♦	nat, 5♦, GF
3♥	nat, 6+♥, GF	3♥	nat, 5♥, GF
3♠*	art, 5♣, GF	3♠*	art, 6+♠, GF
3nt*	art, 6♥, 4♣/♦, GF	3nt*	art, 5♣, GF

Over 2-suiter, 4min-RKC for minor, 4 om or 4♥ over 1♠, cue, M agreed

NOTE [18] Transfer to SO

After reverse by the opener, lower of two bids: 4th suit or NT is transfer to SO. Opener could bid **next step** as acceptance of SO and responder should bid the final contract or pass. **Anything else** by opener is natural, **GF**.