



WBF Convention Card 2.19

| DEFENSIVE AND COMPETITIVE BIDDING | | LEADS AND SIGNALS | | | Category: Natural - GREEN (JULY 2009) | |
|---|--|--|--------------------------|------------------------|---|---|
| OVERCALLS (Style; Responses; 1/2 Level; Reopening) | | OPENING LEADS STYLE | | | | |
| Style: 1 level aggressive; 2 level rule 2/3 | | | Lead | | Country: BRAZIL | |
| Responses : 1/1 F1 ; JUMP RAISE = pre ; CUE = F1; 1NT = 8-10; 2NT = 14-15 | | Suit | 4th | in Partner's Suit | | |
| 2/1 NF ; JUMP SHIFT = fit-showing; JUMP-CUE = 4-card supp distr. values | | NT | 4th | same | Event: ALL EVENTS | |
| Reopening: JUMP SHIFT = intermediate; 2NT = 19-20; CUE = 2-suiter | | Subseq | 4th | same | | |
| 1NT OVERCALL (2ND/4TH Live; Responses; Reopening) | | Other: Vs NT, A asks CT/UB;K asks ATT; K asks count (high-level contracts) | | | Players: CHAGAS, G - BRANCO, M | |
| 2ND/4TH Live =15-18 HCP bal ; | | L/D DBL against high-level contracts; | | | | |
| Responses: stayman,transfers; others like 1NT opening | | LEADS | | | SYSTEM SUMMARY | |
| REOPENING: 11-14 HCP bal over minor; 11-16 HCP bal over major | | Lead | Vs. Suit | Vs. NT | GENERAL APPROACH AND STYLE | |
| Responses: stayman (2♠/♥/♠ = min, 2NT = max w/ or w/o maj), transfers | | Ace | AKx(+) | AKx(+); | NATURAL with 5-card majors; inverted minors (FG); weak two bids; strong 2♣ | |
| | | King | AK ;KQx(+) | KQ(J/10)x(+); AKJ10(+) | 1♥ - 1♠ = like a F NT; 1♥ - 1NT = 5+♠; 1x - 1y - 1z: 2♣ = INV (F to 2♦); 2♦=FG; | |
| JUMP OVERCALLS (Style; Responses; Unusual NT) | | Queen | QJx(+) | QJx(+); KQ109x | 1♣-1♦-1♥-1♠ = F to 1NT/2♣; 1♦ - 1♠ - 2♣ - 2♥ = F to 2♠; | |
| 1-Suit: WEAK: New suit=F1; 2NT=asks | | Jack | J10x(+); KJ10x(+) | same | Reverse seq: Responder: 4th suit level-2 or 2♠ rebid = weak; Raises = NAT FG; | |
| 2-Suit: Tactical (may be a bad hand with a 7-card suit) | | 10 | 109x(+); H109x(+) | 109x; 10x | 4th suit: level-3 = ART FG; 2NT = NAT FG; | |
| | | 9 | 9x ; 98x; H98x(+) | 9x; H98x | 1NT Openings: 14+-18- HCP BAL (may be bad 18) | |
| Reopen: 2NT=BAL(19-20 HCP);JUMP=INTERMEDIATE | | Hi-x | Sx ;xSx ;HxS ;HxxS ;xSxx | same | 2 OVER 1 Responses:FG (unless 1♠ - 2♥); AFTER OVERCALL = F1 (promises rebid) | |
| DIRECT and JUMP CUE BIDS (Style; Responses; Reopen) | | Lo-x | xxS | same | SPECIAL BIDS THAT MAY REQUIRE DEFENCE | |
| (1M)-2M=OM+m ; Response: 2NT asks | | SIGNALS IN ORDER OF PRIORITY | | | INVERTED 1♠/1NT RESPONSES TO 1♥ (1NT shows 5+♠); | |
| (1m)-2m = majors Response: 2NT asks ; | | | Partners Lead | Declarer's Lead | Discarding | |
| (1m) - 3m = Natural pre; (1M)-3M= asks for stopper | | Suit:1st | Hi/lo=E | Hi/lo=O | Hi/lo=O | 1♣ - 2♠ = inv w/ ♦; 1♦ - 2♠ = INV w/ ♣; 1m - 2♥ = 5♥+5♠ 9-11HCP |
| Reopening: (1M) 2M = OM + m; (1m) 2m = Majors | | 2nd | Hi=ENCRG | S/P | Hi=ENCRG | 1♣ - 2♦ = INV w/ supp ; 1♦ - 3♣ = INV w/ supp; 1N (DBL) = system-on |
| VS. NT (vs. Strong / Weak; Reopening; PH) | | 3rd | S/P | Hi=ENCRG | S/P | TRANSFERS: 1X (DBL), 1NT (2X) 3♣ or above, 2M (DBL); 1m (1NT): 1m (1NT) 2♦/♥ |
| AGAINST WEAK NT: DBL = 14HCP+; 2♣ = Ms; 2♦ = one-Major; 2♥/♠ = ♥/♠+minor | | NT: 1st | Hi/lo=E | Hi/lo=O | Hi/lo=O | TRANSFERS: 1M (1NT); 1♦ (2♠); 1♠ (2/3♣ NAT); 1M (2OM); (1x) 1M (DBL); 1m (3♠) |
| 2NT = minors; others = nat | | 2nd | S/P | Hi=ENCRG | Hi=ENCRG | (1x) - 2NT = 2-suiter lowest suits; (1M) - 2M = OM + m; (1m) - 2m = Majors |
| AGAINST STRONG NT (possible 16HCP): the same | | 3rd | Hi=ENCRG | S/P | S/P | 1m - (1x) - 2M (jump) = 4M + 5m 8-10 HCP; 1m-(1M)-3om = 5om + 4OM FG; |
| | | Signals (including Trumps): Trumps:Hi-lo shows interest in ruff or ATT for particular suit | | | 1m - (1x) - 3M = 5m + 5M INV; 1m - (1M) - 3M = 4OM + 5m FG; | |
| | | SMITH ECHO in some situations | | | 1M (1/2x) 2NT =4-card supp INV or better; 1M (3x) 4♣/♦ = 4M w/o or w/ control in x; | |
| VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) | | DOUBLES | | | 1M (2x) 3NT = good 4M bid; (2M) - 3M =OM+♣; 4♣ =♣+♦; 4♦=OM+♦; 4M =♣+♦ stron | |
| Cue=2-suiter; DBL=take-out; Jumps = tactical; NT=nat bal | | TAKEOUT DOUBLES (Style; Responses; Reopening) | | | (3m) - 4♣ = Om + major; (3m) - 4♦ = majors; (2♦ weak) 4♣/♦ =♣+♥/♠; 3♦ = Majors | |
| AGAINST 3m: 4♣ = ♣ + maj, 4♦ = majors; AGAINST 3NT gambling: 4♣=♥+♠; | | May be light (10 HCP) with classic shape | | | 1m (1NT): 2♣ =Ms; 2♠=ms; 2♦/♥= transfers; | |
| 4♦= ♦+ Major; 4♥ / 4♠ = to play; DBL = cards | | CUE-BID is F1 and promises rebid; RESP DBL in many situations; | | | IN COMPETITION; Jump raises = weak; Jump shift = fit-showing; (1x) 1M (DBL) | |
| VS. ARTIFICIAL STRONG OPENINGS | | 2NT for T/O;AFTER (RDL) JUMP IS PRE; Reopening:may be slightly unshaped | | | SPECIAL FORCING PASS SEQUENCES | |
| Against 1♣: DBL=♣+M;1NT=2-suiter w/o ♣;2NT=minors | | SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES | | | NORMALLY SHOWS SHORTNESS IN OPPONENTS SUIT | |
| Jumps=weak | | NEG DBL THRU 4♥ ;1♠-(1♦)-DBL= 4+ cards in both Ms; | | | (2/3X) DBL (5X) or (2/3X) 3Y (5X) PASS = FORCES TO DBL; | |
| Against 2♠: DBL=♠+M;2NT=2-suiter w/o ♣;3NT=minors | | 1m-(1♥)-DBL=exactly 4♠ ; 1m-(1♠)-DBL suggests 4+♥; | | | if opp vul against not PASS = NF | |
| Jumps=weak | | RESP DBL thru: 4♥; (4♠)-DBL=OPT DBL; (4♠)-4NT=T/O; | | | IMPORTANT NOTES THAT DON'T FIT ELSEWHERE | |
| OVER OPPONENTS' TAKE OUT DOUBLE | | SUPP DBL when RHO interferes in low level; MAX DBL when there is no | | | 2♣ DRURY ; 1M - 2♦ by passed hand = bal 9-11; specialized cue bids; | |
| After 1m-(DBL): TRANSFERS ;2NT=inv with supp; RDBL= suit above | | room to invite;2NT for T/O in many situations; | | | SPLINTER BIDS IN FG SITUATIONS=DISTRIBUTIONAL VALUES; | |
| After 1M-(DBL): transfers above 1♠;2NT=inv with supp | | (1/2NT) (3NT) DBL suggests a ♠ lead; | | | LEBENSOHL:AFTER (2X)-DBL.; 2NT t/o in many situations; 2♣ - (2/3X) - DBL = neg | |
| RDBL=10HCP+; JUMP SHIFTS = fit showing; JUMP RAISES = WEAK; | | PROTECTIVE DBL against high-level contracts; | | | Good/Bad: 1♥/♠ (-) 1♠/NT (2♠/♥): 2NT = Good 5m; 3m = NAT competitive | |
| 2M (DBL) = transfers | | (2M) DBL (3M): 4M = 2-suiter; 4NT = Blackwood | | | (2M) 3♣ (-) 3♦ = FG not necessarily with ♦; | |
| After 1NT-(DBL): RDBL forces 2♣; Others = System on | | 1M (3x) 4♣/♦ = good 4M without/with control; 1m (3x) 4m = F | | | Psychics: RARE | |

OPENING BID DESCRIPTIONS

| Opening | Artificial | Min. | Neg Dble thr | Description | Responses | Subsequent Auction | Passed Hand Bidding |
|---------|------------|------|--------------|------------------------------------|--|--|--|
| 1♣ | | 3 | 4♥ | 11-21 HCP NATURAL | NAT; 1NT=6-10 HCP; 2NT=11-12HCP; 2♣=NAT FG | JUMP REBID=F1; RELAYS if opener rebids suit | JUMP SHIFT = FIT SHOWING |
| 1♣ | | | | | 2♦=limit raise; 2♥ = 5♥+5♠ 8-10HCP; 2♠ = 6+♦ INV | Two-way Check-back Stayman; WOLF sign-off | |
| 1♣ | | | | | 3♣=6-9HCP w/ 5♣; 3NT=16-17HCP w/ 4♣; | AFTER 1M response: 3OM=18-20 w/ 4-card support | |
| 1♦ | | 3 | 4♥ | 11-21 HCP NATURAL | NAT; 1NT=6-10 HCP; 2NT=11-12HCP; 2♦=NAT FG | SAME AS ABOVE | AS ABOVE |
| 1♦ | | | | | 3♣=limit raise; 3♦=6-9 HCP w/ 5♦; 2♠ = 6+♣ INV | | |
| 1♦ | | | | | 3NT=16-17HCP w/ 4♦; | | |
| 1♥ | | 5 | 4♦ | NATURAL 11-21HCP | 1♠=RELAY(4-12HCP);1NT=5♠; 2NT=limit raise or better | OVER 1♠: 1NT=5332; 2♣ = 4♣ or 4♠; 3♠=6♥5♠; | TWO-WAY DRURY; 3♣ = NAT INV; JUMP SHIFT= |
| 1♥ | | | | | w/ 4-card supp; 3m = NAT inv;3♥=6-9 w/4-card supp | 2NT=FG many shapes; Jump-shift=FG 55 | FIT-SHOWING; 2NT= 4-card supp + ♣; |
| 1♥ | | | | | 3NT=4/5 card supp singleton OM; 2♠=NAT inv; splinters | 3NT after 1♥-1NT = 4♠ distributional values | 2♣ = DRURY ; 2♦ = bal 10-11 |
| 1♥ | | | | | 2♣/♦ = NAT FG | After single raise: 2NT=INV BAL/UNBAL; New Suit = FG | |
| 1♠ | | 5 | 4♥ | NAT 11-21HCP | 1NT=90% F1; 1♠ - 2♥ = 10+ HCP; Others = as above | As above | AS ABOVE |
| 1NT | | | 3♠ | 15-17 HCP BAL | 2♣=STAYMAN;2♦/♥/♠/NT =transfer ♥/♠/♣/♦ | Responding 2♣ STAY: 2NT/3♣= both majors min/max | SAME |
| 1NT | | | | | 3♣/♦ = both minors FG; 3♥/♠=3-suiter sing ♥/♠ | After STAY: 3♣ asks; Over 2♦: 3♦=SMOLEN | |
| 1NT | | | | | 4♣/♦/♥/♠=trf ♦/♥/♠/♣(RKCB) | 3♥/♠=sing ♥/♠; Over 2M: 3♦ forces 3♥ (long minor) | |
| 2♣ | x | 0 | | ART any shape or BAL 23 HCP+ | 2♦=6HCP+; 2♥=NEG (no Ace); 2♠/3♣/♦=NAT; 2NT=5♥ | AFTER 2♣ - 2♦: 2♥= NAT or bal; 2♠=NAT; 2NT/3♣ = Trf | SAME |
| 2♦ | | 5 | | WEAK TWO-BID (possible 65) | NEW SUIT = F1; 2NT=POSITIVE; RAISES=NF | 2♦ - 2NT: new suit = NAT; Rebid = min; 3NT = max | SAME |
| 2♥ | | 5 | | AS ABOVE | AS ABOVE | AS ABOVE | AS ABOVE |
| 2♠ | | 5 | | AS ABOVE | 3♣=5+♥ F; 3♥=5+♣ F | AS ABOVE | AS ABOVE |
| 2NT | | | | BAL 21-22 HCP | 3♣=STAY; 3♦/♥ =TRF to ♥/♠; 3♠= minors; | AFTER 3♦/♥: 3♥/♠ = 2-card supp; 3NT = 3-card supp; | SAME |
| 2NT | | | | | 4♣/♦/♥/♠=trf ♦/♥/♠/♣(RKCB) | 4♥/♠ = 4-card supp | |
| 3♣ | | 6 | | NAT PRE | 3♦ asks quality of suit; 4♦ asks singleton up-the-line | Over 3♦: 3♥ = bad suit; 3♠ = AK; AQ; AJ10 | SAME |
| 3♦ | | 6 | | NAT PRE | 4♣: asks singleton up-the-line; others NAT | | |
| 3♥ | | 6 | | NAT PRE | 3♠ = NAT F1;MINOR = CUE. | NATURAL | SAME |
| 3♠ | | 6 | | NAT PRE | MINOR=cue; 4♥=to play | | |
| 3NT | x | | | Solid Minor ; 3rd and 4th: To play | 4♣ = pass/correct; 4♦ = asks sing;4NT asks 8th card | NATURAL | NATURAL |
| 4♣ | | 6 | | NAT PRE | NATURAL | | |
| 4♦ | | 6 | | NAT PRE | NATURAL | | |
| 4♥ | | 6 | | NAT PRE | SHARPLES; 4♠=to play | | |
| 4♠ | | 6 | | NAT PRE | SHARPLES; | | |
| 4NT | X | | | LONG MINOR | NATURAL | | |
| 5♣ | | 7 | | NAT | | | |
| 5♦ | | 7 | | NAT | | | |
| 5♥ | | 7 | | NAT | | | |
| 5♠ | | 7 | | NAT | | | |
| 5NT | | | | | | | |

HIGH LEVEL BIDDING

RKC BLACKWOOD; DIPO at 5-level; DEPO at 6-level or above trump suit

EXCLUSION BLACKWOOD; 5NT asking aces when no available room

TRUMP-QUEEN asking;

JUMP to 5NT GSF:

♠/♥ suit: 6♣=0 or Q; 6♦=K or A; 6♥=K or A + extra-length; 6♠=2 H; 6NT = 3H

♣/♦ suit: 6♠=0; 6♦=1 H; others= 2 H

JUMP to 5NT (no clear fit) = pick-up a slam

BRAZIL – OPEN
CHAGAS, Gabriel – BRANCO, Marcelo

Specialized Sequences
Version 2.0
(Updated July, 2009)

- **1♣/♦ OPENING BIDS**

- **JUMP SHIFT RESPONSES**

- 2♦/1♣ or 3♣/1♦ = invitational with support

- 2♥ = 5♥+5♠ 8-10 HCP

- 2NT = FG and asks singleton: 3♣/♦=sing; 3♥/♠=65→3NT asks void:

- 4♣/♦ = void; 4♥=6511

- 2♠ = invitational in the other minor

- 2NT, Rebid, Single raise = to play; New-suit, Jump-raise = FG

- **JUMPS BY OPENER AFTER A 1-LEVEL RESPONSE**

- Jump Rebid = F1

- Jump raise = NAT invitational

- Jump in a new suit = NAT FG, except:

- 1♣ - 1♦ - 2♠ (♦ or ♠) → 2NT or 3♣ asks: 3♦ = 4♦; others = 4♠

- Splinters at 3-level = FG with 4-card support (possible singleton)

- Splinters at 4-level = FG with 4-card support and a void

- 3NT = solid suit, normally with shortness in Responder's suit

- **111 CONVENTION (1x – 1y – 1z)**

- 2♣ = forces 2♦ (a jump support over 2♦ shows shortness in the 4th-suit);

- 2♦ = FG;

- 2NT = forces 3♣ (hands 55 FG or sign-off in ♣);

- 3x or 3z (jump raises) = FG with very good support;

- 3y (jump rebid) = FG solid suit;

- 3-level jump in a lower-rank suit = 55 invitational;

- Example: 1♣ - 1♥ - 1♠

- 2♣ = forces 2♦;

- 2♦ = FG;

- 3♣ = FG with at least Hxxxx support;

- 3♦ = 5♥5♦ INV;

- 3♥ = FG with 6⁺♥ solid suit (KQJ10xx(x) or AQJ10xx(x));

- 3♠ = FG with at least HHxx support;

- 4♣/♦ = SPLINTER with ♠-support

- Special case: 1♣ – 1♦ – 1♥

- 1♠ = forces 2♣ or 1NT (4414) → to pass or invite in ♦;

- 2♣ = forces 2♦ → to play or invite with BAL, 4♣ or 3♥;

- 2♦ = FG;

- 2NT = forces 3♣ (5♦5♣ FG or 6♦+5Major FG);

- 3♣ or 3♥ (jump raises) = FG with very good support;

- 3♦ (jump rebid) = FG 6⁺♦ solid suit (KQJ10xx(x) or AQJ10xx(x));

- 3♠/4♣ = SPLINTER with ♥-support

- TWO RELAYS AFTER REBID BY OPENER

Responses over a relay:

Impossible suit after relay = minimum

Others = NAT Maximum

Notes:

1. Rebid by Responder is always NAT (never relay)
2. Bid 1♠ followed by 2♥ is always NAT (never relay)
3. After 1♦ - 1♠ - 2♦: 2NT = INV no 5♠, no 4♥; 3♣ = either INV with 5♠ or FG; 3♥ = 5♠ + 5♥ FG
4. After 1♣ - 1♥ - 2♣: 2♦=Relay INV; 2♠=Relay FG; 2NT = INV no 5♥

- GAWRYS: 1♦ - 1♠ - 2♣ - ?

2♦ = weak preference;

2♥ = forces 2♠ (sign-off in ♠ or FG);

Others = NAT invitational

- REBIDS BY OPENER WITH GOOD HAND AND 4-CARD SUPPORT

- 1 minor – 1 Major

4 minor = 64 with singleton in the other minor – distributional values

4 Major = 64 with singleton in the other Major – distributional values

- 1♣ - 1♥

3♦ = 18-20 HCP with 4-card support and 3-suiter (4441 or 5440) *

3♠ = 18-20 HCP with 4-card support - BAL or 5-4 (may have a singleton) *

4♦ = 18-20 HCP with 6♣ + 4-card support and ♦ void

- 1♣ - 1♠

3♦ = 18-20 HCP with 4-card support and 3-suiter (4441 or 5440) *

3♥ = 18-20 HCP with 4-card support - BAL or 5-4 (may have a singleton) *

4♦/♥ = 18-20 HCP with 6♣ + 4-card support and ♦/♥ void

- 1♦ - 1♥

3♠ = 18-20 HCP with 4-card support – BAL or UNBAL *

4♣ = 18-20 HCP with 4-card support and ♣ void

- 1♦ - 1♠

3♥ = 18-20 HCP with 4-card support – BAL or UNBAL *

4♣/♥ = 18-20 HCP with 4-card support and ♣/♥ void

*** Suit above asks distribution, and Opener responds as follows:**

1♣ - 1♥ - 3♦ - 3♥ (3♠/3NT=sing. ♦/♠; 4♣/♦=void ♦/♠)

1♣ - 1♥ - 3♠ - 3NT (4♣=sing. ♦; 4♦=sing/void ♠; 4♥=no sing.)

1♣ - 1♠ - 3♦ - 3♥ (3♠/3NT=sing. ♦/♥; 4♣/♦=void in ♦/♥; 4♠=no sing.)

1♣ - 1♠ - 3♥ - 3♠ (3NT/4♣=sing. ♦/♥; 4♦=5422; 4♥=BAL min; 4♠=BAL max)

1♦ - 1♥ - 3♠ - 3NT (4♣=sing/void ♣; 4♦=sing/void ♠; 4♥=no sing.)

1♦ - 1♠ - 3♥ - 3♠ (3NT/4♣=sing. ♣/♥; 4♦/♥=void in ♣/♠; 4♠=no sing.)

- SEQUENCE AFTER 2NT REBID BY OPENER

Over a 1♦ response

3♣ = NAT with 4⁺♣;

3♦ = 5+♦ SI;

3♥/♠ = 4♥/♠ 12+ HCP;

3NT = to play;

4♣ = 5♦+5♠;

Over a 1♥ response

3♣ = forces 3♦; (see below)

3♦ transfer = 5⁺♥ possible 4♣ or 4♠ (Opener: 3♥ = with 3♥; 3♠ = with 4♠ and no 3♥; 3NT = no 3♥ and no 4♠);

3♥ transfer = 4♠+4♥ (over Opener's 3NT: 4♣ = 4414; 4♦ = 4441);

3♠ transfer = 4⁺♣. DENIES 5♥;

3NT = to play

4♣/♦ = 5♥+5♣/♦

4♥ = to play

Over a 1♠ response

3♣ = forces 3♦; (see below)

3♦ = 5⁺♠+4⁺♥;

3♥ = 5⁺♠ possible 4♣ (Opener: 3♠ = with 3♠; 3NT = no 3♠);

3♠ = 4⁺♣. DENIES 5♠;

3NT = to play

4♣/♦ = 5♠+5♣/♦

4♥ = 5♠+5♥ no SI;

4♠ = to play

After 3♣ followed by 3♦, Responder:

1♥ Response:

PASS: sign-off in ♦;

3♥ = sign-off;

3♠ = 5♥+4♦ (ATTENTION);

3NT = 4♥+4♦ 12/13 HCP;

4♦ = 4♥ + 4⁺♦ 14+ HCP;

4♥ = monocolour de 6⁺♥ convite a slam;

1♠ Response:

- PASS: sign-off in ♦;
- 3♥ = 5♠ + 4♦ (ATTENTION);
- 3♠ = sign-off;
- 3NT = 4♠ + 4♦ 12/13 HCP;
- 4♦ = 4♠+4♦ 14+ HCP;
- 4♠ = 6⁺♠ SI;

- SEQUENCE 1♦ - 2♣

- 2♦ = 5⁺♦ 12+ HCP may have a side suit
- 2♥/♠ = 4 cards in ♥/♠ BAL 12-14 HCP
- 2NT = 3-suiter singleton ♣ or BAL 18-20 HCP
 - 3♣ asks: 3♦ = 3-suiter (3♥ asks strength: 3♠ = 12-14 HCP; 3NT = 15-17 HCP; 4♣ = 18-20 HCP)
 - 3♥/♠/NT = NAT with 18-20 HCP BAL
- 3NT = 4♦333 12-14 HCP

- REVERSE SEQUENCES:

1♣ - 1♥/♠ - 2♦

- 4th suit level-3 = 5-8 HCP;
- Others = NAT FG;

1♣/♦ - 1♠ - 2♥

- 2♣ = minimum hand (5-7 HCP)
- Others (raises or 2NT) = NAT FG
- 3♠ = FG with 6⁺♠ with 2 top-honors (AKQ)
- 4th suit = FG with no-raise and no-stopper in the 4th -suit

1♣/♦ - 1♠ - 2♥ - 2♠ (minimum 5-7 HCP)

Opener:

- 2NT/Rebid 1st suit = NAT NF
- 4th suit = FG (19-20 HCP) asking for stopper
- Rebid 2nd suit = 65 FG
- 3NT = to play

The same logic when Responder shows minimum bidding 2♥

1♣ - 1♠ - 2♦ - 2♥ (minimum 5-7 HCP)

Opener:

- 2♠/2NT/Rebid 1st suit = NAT NF
- 3♥ (4th suit) = FG (19-20 HCP) asking for stopper
- 3♠ = 3-card support FG (19-20 HCP)
- Rebid 2nd suit = 65 FG
- 3NT = to play

- SEQUENCE AFTER SINGLE RAISE

| | | | | | | |
|-------------|---|-----------|--|-------------|---|-----------|
| 1♣/♦ | - | 1♥ | | 1♣/♦ | - | 1♠ |
| 2♥ | - | ? | | 2♠ | - | ? |

Responder:

- 2NT = INV or better;
- New suit = SI with 5-card in the supported suit;
- Jump = splinter SI

Opener:

Over 2NT:

- 3♣ = 3-card support with minimum (54 minors);
- 3♦ = 3-card support with Maximum (54 minors);
- 3 trump-suit = 4-card support with minimum;
- 3NT = 4-card support with Maximum
- Jump in a new suit = Splinter with 4-card support and Maximum

Over New suit:

- Bid ♣ = 3-card support with minimum (54 minors);
- Bid ♦ = 3-card support with Maximum (54 minors);
- 3 trump-suit = 4-card support with minimum;
- 3NT = 4-card support with Maximum
- Jump in a new suit = Splinter with 4-card support and Maximum

- 1♣/♦ OPENING BID WITH INTERFERENCE

- 1 minor (DBL) → TRANSFERS

PASS followed by DBL = penalty (except supported suit);

PASS followed by cue = invitational without stopper

PASS followed by NT = 10-11 HCP with stopper

2NT = 5-card support INV (with stoppers) or better (may be UNBAL not proper to 3NT)

1♠ (transfer to 1NT) followed by jump-raise or cue = INV with 5-card support trying to play 3NT in the right place

- 1 minor (1-level OVERCALL)

1/1 = NAT (system-on)

Many 2-suits bids

2 other minor denies 4-card Major

2/1 may be light F1

2NT = BAL invitational

3NT = to play

- Sequence 111

System-on, unless DOUBLE is available.

Examples:

1♣ (DBL) 1♦ (PASS)

1♠/NT (PASS) ?

2♣: forces 2♦; 2♦ = FG; Jump-rebid/raise = NAT FG

1♣ (DBL) 1♦ (1♠)

PASS (PASS) ?

2♣/♦: NAT NF; DBL = take-out; 2♠ = FG; Jump-rebid/raise = NAT INV

1♣ (PASS) 1♥ (1♠)

PASS (PASS) ?

2♣/♦: NAT NF; DBL = take-out; 2♠ = FG; Jump-rebid/raise = NAT INV

1♣ (PASS) 1♦ (PASS)

1♥ (1♠) ?

2♣/♦: NAT NF; DBL = take-out; 2♠ = FG; Jump-rebid/raise = NAT INV

- 1♣ - (2♣ NAT) → transfers and Majors 2-suiters (ATTENTION)
 - DBL = negative (at least one 4-card Major)
 - 2♦ = 5⁺♥ INV or better
 - 2♥ = 5⁺♠ INV or better
 - 2♠ = 5⁺♦ INV or better
 - 3♣ = 5⁺♥ + 5⁺♠ INV (ATTENTION)
 - 3♦/♥/♠ = 7-card suit INV
 - 3NT = to play
 - 4♣ = 5⁺♥ + 5⁺♠ FG (ATTENTION)

- 1♣ - (3♣ NAT) → transfers and Majors 2-suiters (ATTENTION)
 - DBL = negative (at least one 4-card Major)
 - 3♦ = 5⁺♥ INV or better
 - 3♥ = 5⁺♠ INV or better
 - 3♠ = 5⁺♦ INV or better
 - 3NT = to play
 - 4♣ = 5⁺♥ + 5⁺♠ FG (ATTENTION)

- 1♦ - (2♣) → transfers and Majors 2-suiters (SUPER-ATTENTION)
 - DBL = negative (at least one 4-card Major)
 - 2♦ = 5⁺♥ INV or better
 - 2♥ = 5⁺♠ INV or better
 - 2♠ = 4⁺♦ INV or better
 - 2NT = BAL INV
 - 3♣ = 5⁺♥ + 5⁺♠ INV (SUPER-ATTENTION)
 - 3♦ = 4/5-card support 6-9 HCP
 - 3♥/♠ = 7-card suit INV
 - 3NT = to play
 - 4♣ = 5⁺♥ + 5⁺♠ FG (SUPER-ATTENTION)

- 1♣ - (2♦ weak) → NAT
 - DBL = negative (at least one 4-card Major)
 - 2♥ = 5⁺♥ INV or better
 - 2♠ = 5⁺♠ INV or better
 - 2NT = BAL INV
 - 3♣ = 4/5-card support 6-9 HCP
 - 3♦ = 4/5-card support INV or better
 - 3♥/♠ = 7-card suit INV
 - 3NT = to play
 - 4♣ = 4/5-card support FG
 - 4♦ = 5⁺♥ + 5⁺♠ FG

- 1 minor (1NT)
 - 2♣ = shows both Majors
 - 2♦/♥ = transfers to ♥/♠
 - 2♠ = both minors
 - 2NT = invitational with support
 - Jump shift = fit-showing
 - Others = NAT

- 1 minor (1NT) PASS (PASS)
 - DBL = shortness in the lowest-rank-suit

- 1 minor (2♠ - weak)
 - 3 other minor = 5⁺♥
 - 3♥ = 5⁺ other minor

- 1 minor (2♥/♠ - weak) PASS (PASS) DBL
 - 2NT = scramble (2 places to play)
 - 3x = one place to play

- 1♦ (2♥/♠ - weak) PASS (PASS)
 - 3♣ = promises 5♣

- 1 minor (3♦/♥ preemptive) 4minor support = NAT FG

- 1 minor (3♠)
 - Transfers
 - 4♣ = 5⁺♦ FG
 - 4♦ = 5⁺♥ FG
 - 4♥ = 5⁺♣ FG
 - 4♠ = RKCB

- 1 minor (1Major) 2x (pass)
 - Opener rebids:
 - Rebid or 2NT = NAT NF
 - Cue = 15+ FG many shapes or ambiguous when there is no room
 - 4th suit at level-2 = weak hand (catch all)
 - Support a minor = NAT INV
 - Support a Major = NAT FG
 - 3NT = 18-20 NAT 2/3 stoppers
 - Jump-rebid or Jump-raise in a Major = system on (4-card support + singleton)

 - Responder rebids:
 - 2NT, rebid suit, 3-level-raise in a minor = NF
 - Cue, 4th suit, 4-level/jump-raise in a minor = FG

- If OVERCALLER rebids suit

- 1♦ (1♥/♠) 2♣ (pass)

2♦ (2♥/♠)

PASS = NF

DBL = FG (not for penalties)

2♠ (if available) = FG

2NT = NAT NF

3♣/♦ (rebid/ single raise) = NAT NF

3♦/♠ = ♦ 4-card support, splinter

4♣/♦ (jump rebid / jump raise) = NAT FG

- 1♣ (1♥/♠) 2♦ (pass)

2x (2♥/♠)

Same idea

- When ADVANCER supports

- 1♣/♦ (1♥) DBL (2♥)

DBL = 15+ HCP

2♠ = 4-card support 12-14 HCP

2NT = NAT 16-17 HCP

3♣ or 3♦ (rebid) = NAT competitive

3♦ (reverse) = NAT 18-20 HCP FG

Cue (3♥) = 4-card support, 18-20 HCP (3NT asks singleton)

3♠ = 4-card support 15-17 HCP

Level -4 = system on (like 1♣/♦ - 1♠ with no interference)

- 1♣/♦ (1♠) DBL (2♠)

PASS = minimum

DBL = 15+ HCP

2NT = 4♥ 15+ HCP

3♣/♦/♥ = competitive

Cue (3♠) = 4-card support, 18-20 HCP (3NT asks singleton)

Level -4 = system on (like 1♣/♦ - 1♥ with no interference)

- 1m (1♥/♠) 2 other minor (2♥/♠)

PASS = minimum

DBL = 15+ FG many shapes

2♠ (if available) = NAT 5m+4♠ 15+ HCP

2NT = NAT FG

3m (rebid) = NAT competitive

3 other minor (support) = NAT competitive

Cue (3♥/♠) = splinter with 4-card support 14+ FG

3NT = to play, 2/3 stoppers

NOTE: Cue-bid means support ONLY when ADVANCER supports partner's suit. Otherwise, cue-bid means good-hand (many shapes) and is FG.

Examples:

1♣ (1♥) DBL (Pass)

Opener rebids identical to 1♣ (Pass) 1♠ (Pass), except 2♥ = FG many shapes (normally BAL/Very-strong-one-suited without stopper)

1♣ (1♠) DBL (Pass)

Opener rebids identical to 1♣ (Pass) 1♥ (Pass), except 2♠ = FG many shapes (normally BAL/very-strong-one-suited without stopper)

- Reopening if OPENER passes

- 1♣/♦ (1♥) DBL (2♥)

(P) (P) ?

DBL = 9-11 HCP

2♠ (rebidding a 4-card suit) = FG

2NT = NAT INV 11-12 HCP with 2 stoppers

3♣/♦ (support or new suit) = NAT NF

Cue (3♥) = 4⁺-card support, FG

4♣/♦ (jump-raise) = FG

- 1♣/♦ (1♠) DBL (2♠)

(P) (P) ?

DBL = 9+ HCP (tends to have 5♥)

2NT = NAT INV 11-12 HCP with 2 stoppers

3♣/♦ (support or new suit) = NAT NF

Cue (3♠) = 4⁺-card support, FG

4♣/♦ (jump-raise) = FG

- **1♥/♠ OPENING BIDS**

- **1 LEVEL RESPONSES**

- 1♠/1♥ or 1♠/1NT = like a F NT (see below)

- 1NT/1♥ = shows 5⁺♠

- **2/1 RESPONSES**

- 2♣/♦ = NAT FG

- 1♠ - 2♥ = NAT FG unless rebid suit over 2♠ by Opener

- Opener:

- 2♠ = NAT undefined strength (may have 3♥ with bad hand)

- 2NT/3♣/3♦ = NAT FG

- 3♥ = good hand with 3/4-card support

- 3♠ = solid-suit FG

- 3NT = splinter, 4-card-support, Maximum (4♣ asks singleton)

- 4♣/♦ = splinter, 4-card-support, minimum (12-14 HCP)

- 4♥ = bad hand with 4 card support 5422

- 1♠ - 2♥ - 2♠ - ?

- 2NT = FG

- 3♣ = FG one-suited in ♥ or ♣ + ♥ (3♦ asks: 3♥ = one-suited)

- 3♦ = Natural FG

- 3♥ = one-suited NF

- 3♠ = 4-card support SI

- 3NT = 3-card support SI

- 4♣/♦ = Splinter with 4-card support and minimum 12-13 HCP

- 4♥ = solid suit SI

- 4♠ = to play, minimum

- **JUMP SHIFT RESPONSES**

- 1♥/2♠ = NAT invitational (3♠ by Opener is FG)

- 1♥/♠ - 3♣/♦ = NAT 7-card suit NF (4♣/♦ by Opener is FG)

- **JUMPS BY OPENER AFTER a 1-LEVEL RESPONSE**

- Jump Rebid = NAT NF

- Jump raise (1♥-1NT-3♠) = 3-card support 15-17 HCP

- Jump in a new suit = NAT 55 FG

- 2NT = F with many shapes (see below)

- 3NT after 1♥-1♠ or 1♠-1NT = to play

- 3NT after 1♥-1NT = 4-card support in ♠, distributional values

- After 1♥-1NT: splinters at 4-level with 4-card support and singleton/void

- After 1♥-1♠ or 1♠-1NT: auto-splinters with void

- SEQUENCE 1♥ - 1♠

Opener:

1NT = 5332 with 12-14 HCP (rare 15-17 HCP);
2♣ = 5♥+4♣/♠ or 5332 with 16-17 HCP or;
2♦ = NAT with 4 cards
2♥ = NAT 6⁺♥
2♠ = 5⁺♥ + 4♠ with 16-17 NF
2NT = 18-20 FG many shapes;
3x = 55 FG;

Responder:

Over 1NT:

2♣ = forces to 2♦ (2♥ by Opener = 15-17 HCP)
PASS = sign-off in ♦;
2♥ = BAL INV with 2♥;
2♠ = 5♣5♦ INV;
2NT = INV;
2♦ = invitational with 3♥ (10-11 HCP).
Over 2♥ by Opener, Responder can show a singleton:
2♠/3♦/3♦ = singleton ♠/♣/♦;
2♥ = to play;
2♠ = 5♣5♦ weak;
2NT = forces 3♣ (sign-off in ♣)
3♣/♦ = invitational with 6-card suit;

Over 2♣:

2♦ = asks (2♥=5♥+4⁺♣ 12-14 HCP; 2♠=5♥+4♠; 2NT= 5♥4♣
16-17 HCP; 3♣ = 5♥5♣ 16-17 HCP)
2♥ = NAT to play;
2♠ = invitational with 4♠;
2NT = invitational without 4♠;
3♣/♦ = NAT invitational with 6-card suit
3♥ = invitational with 3-card support;

Over 2♦, 2♥:

2♠ = invitational with fit;
Others = NAT;

Over 2NT:

See below;

Over 3x;

4♥ = to play;
Others = NAT or stopper

1♥ - 1♠ - 2NT

Responder:

- 3♣ = asks (see below)
- 3♦ = a long minor (3♥ asks: 3♠=♣; 3NT=♦);
- 3♥ = 3-card support 10–11 HCP
- 3♠ = 5♣ + 5♦;
- 3NT = to play
- 4♣/♦ = splinter with 3-card support 10-11 HCP
- 4♥ = to play, weak hand

After 3♣ by Responder, Opener bids:

- 3♦ = no 4-card minor (3♥ asks: 3♠ = 5♥+4♠; others = ♥ one-suited);
- 3♥ = 4♣;
- 3♠ = 4♦;
- 3NT = 5332;
- 4♣/♦ = one-suited in ♥, auto-splinter with singleton;

- SEQUENCE 1♠ - 1NT

Opener:

- PASS = 5332 with 12-14 HCP;
- 2♣/♦ = NAT (possible 3-card suit)
- 2♥/♠ = NAT;
- 2NT = 18-20 FG many shapes (see below);
- 3x = 55 FG;

1♠ - 1NT - 2♣

Responder:

- PASS/2♠ = to play;
- 2♦ = ART (♥-suit; ♦-sign-off; INV with ♠ or ♣ support)
Opener: 2♥ = with 2/3♥; 2♠/3♣ = singleton ♥; 2NT = good hand with singleton ♥; 3♦ = 3♥ + singleton ♦
- 2♥ = NAT sign-off
- 2NT/3♣ = NAT INV;
- Jump-shift = fit-showing with ♣ support

1♠ - 1NT - 2♥

Responder:

- PASS/2♠ = to play;
- 2NT/3♥/3♦ = NAT INV;
- 3♣ = forces 3♦ (over 3♦: PASS = ♦-sign-off; 3♥ = MAX INV with 4♥; 3♠/NT/4♣ = 5♥ + sing ♣/♦/♠; 4♥ = 5♥ + ♠-void)

1♠ - 1NT - 2NT

Responder:

- 3♣ = asks (see below);
- 3♦ = a long minor (3♥ asks: 3♠=♣; 3NT=♦; 4♠=both minors);
- 3♥ = NAT;
- 3♠ = 3-card support, 10–11 HCP;
- 3NT = to play;
- 4♣/♦/♥ = splinter with 3-card support, 10-11 HCP;
- 4♠ = to play, weak hand;

After 3♣ by Responder, Opener bids:

- 3♦ = no 4-card minor (3♥ asks: 3♠ = 5♠+4♥; others = ♠ one-suited);
- 3♥ = 4♣;
- 3♠ = 4♦;
- 3NT = 5332;
- 4♣/♦ = auto-splinter with singleton;

- SEQUENCE 1♥ - 1NT - 2NT

Responder:

- 3♣ = asks (see below);
- 3♦ = 5♠+5m and Opener:
 - 3♥ asks: 3♠=♣; 3NT=♦; 4♦=♦ too strong
 - 3NT=6♥
 - 4m=6♥+singleton;
- 3♥ = NAT support;
- 3♠ = NAT, with 6⁺♠;
- 3NT = to play;
- 4♣/♦ = splinter with 4-card support, weak hand 6-9 HCP;
- 4♥ = to play, weak hand;
- 4♠ = to play, weak hand;

After 3♣ by Responder, Opener bids:

- 3♦ = no 4-card minor (3♥ asks: 3♠ = 5♥+4♠ 15-17 HCP; 3NT = one-suited in ♥; 4♣/♦ = 6♥+3♠ singleton ♣/♦);
- 3♥ = 4♣ without 3♠;
- 3♠ = 4♦ without 3♠;
- 3NT = 5332 without 3♠;
- 4♣ = 4♣ with 3♠ (Responder: 4♠ = to play; 4NT = RKCB to ♠; others = cue);
- 4♦ = 4♦ with 3♠ (Responder: 4♠ = to play; 4NT = RKCB to ♠; others = cue);
- 4♠ = 5332 with 3♠;
- 4♥ = 6♥3♠22

- SEQUENCE 1♥/1♠ - 2NT = 10 – 13 HCP with 4-card support (possible singleton with 10-11 HCP)

Opener rebids:

- 3♣ = one-suited serious SI or 4♣;
- 3♥/♠ (rebid) = weak opening bid, NF;
- 3x = NAT with 4/5 cards SI;
- 3NT = one-suited mild SI;
- 4x = 55 with 3⁺ top-honors and controls in side-suit(s) below x;
- 4♥/♠ (game) = to play;

Responder rebids:

With 10 – 11 HCP:

- .. Over rebid: PASS;
- .. Over 3x: trump-suit at lowest level = no singleton; 4♣/♦ = singleton ♣/♦; 4♥ = singleton in Major
- .. Over 3NT: trump-suit at lowest level; Cue = singleton

With 12-13 HCP:

- .. Over 3x: 3 in a new suit without 4x; 3NT with 4x;
- .. Over 3♥/♠ (rebid): bid 4♥/♠
- .. Over 3NT: 4x = cue or sign-off with bad 12-13 HCP

- 2/1 and subsequently supporting a Major at 2-level

Situations:

1♥ 2♣
2♦ 2♥

1♠ 2♣
2♦ 2♠

1♠ 2♣
2♥ 2♠

1♠ 2♦
2♥ 2♠

Opener:

With minimum (11-13 HCP)

2♠ or 2NT (1st step)

Next step by Responder asks distribution. See below

With maximum (14-21 HCP)

Rebid 1st suit = 64

Next step by Responder asks shortness:

1st/2nd steps: sing lower/higher rank; 3rd/4th steps: void lower/higher rank

Rebid 2nd suit = 55

Next step by Responder asks shortness:

1st/2nd steps: sing lower/higher rank; 3rd/4th steps: void lower/higher rank

Bid partner-suit at 3-level = 54 + a singleton

Next step by Responder asks the singleton:

1st/2nd steps: sing lower/higher rank;

4th suit at 3-level = 544

2/3NT = 5422

4-level support: 5422 with 2 top-honors (AK, AQ or KQ) in partner's suit

Sequence after 1st step showing minimum and next step by Responder asking:

Follow exactly the logical above except:

1♠

2♦/♥

2NT (minimum)

4♣ = 54 + one singleton

4♥/♠ = singleton lower/higher rank

2♣

2♠

3♣ (asks distribution)

4♦ (asks singleton)

- SEQUENCE 1♥ - 2♦ - 3♦ - ?

3♥ = may have Hx in ♥

3♠ = stopper or strong hand

3NT = to play

4♣ = support in ♥ SI (with or without ♣ control). Establish ♥ as trumps.

4♦ = RKCB to ♦

4♥ = to play, minimum

- PASSED HANDS

Responses:

2♣ = 3/4 card-support 10-11 HCP (2♦ asks: 2Major = 3-card-support; others = 4-card support)

2♦ = 10-11 HCP with 2-card support (3M = transfer to 3NT)

2NT = 5-card support

Jump-shift = fit-showing, at least 54

3NT = good 4-Major bid

- PASSED HANDS WITH INTERFERENCE

Over DOUBLE:

Transfers: System-on

Jump-shift = fit-showing

2NT = INV with 4-card support

3NT = good 4-Major bid

Over OVERCALL:

1♥ (1♠) 2♣ = 3-card support 10-11 HCP

New-suit = NAT

Jump-shift = fit-showing

Cue = INV with 3-card support

2NT = INV with 4-card support

- 1♥/♠ OPENING BID WITH INTERFERENCE

- 1Major (DBL) → TRANSFERS

- 1♥ (1♠) or 1Major (2♣/♦)

2NT = 4-card support INV or better

Cue = 3-card support INV or better

3NT = good 4♥ bid

- 1♠ - (2♥) or 1♥ - (2♠)

DBL = negative

Support = NAT NF

2NT = 5⁺♣ either with stopper or support

3♣ = 5⁺♦ 10+ HCP

Cue = 4-card support INV or better

3♦ = 3-card support INV or better

3NT = good 4♥/♠ bid

- 1♠ - (2♥) – PASS - (PASS) – DBL

Responder:

2NT = minimum (LEBENSÖHL)

3♣/♦ = invitational (8-10 HCP)

- 1♥ - (2♠) – PASS - (PASS) – DBL

Responder:

2NT = scramble

3♣/♦ = long suit

- 1♥/♠ – (2x) - PASS - (PASS)

3y = promises a 5-card suit

- 1♠ - (2♥) – DBL - (PASS) or 1♥ - (2♠) – DBL – (PASS)

Opener:

2NT = minimum (LEBENSÖHL)

Suit = 15 – 17 HCP

Cue, 4♣/♦ = FG

- 1Major – (1NT)
 - Transfers
 - Jump shift = fit-showing (4-card support)
 - 2NT = 4-card support invitational

- 1Major – (1NT) – PASS (PASS)
 - DBL = shortness in the lowest-rank-suit

- 1Major – (2NT = ♣+♦)
 - DBL = cards;
 - PASS followed by DBL = penalty
 - 3♣ = 5⁺ cards in the other Major, invitational
 - 3♦ = 3/4-card support invitational or better
 - Raise = NAT
 - 3 in the other Major = NAT FG

- 1Major – (3x)
 - 4♣ = good 4♥/♠ bid without control in the opponent suit
 - 4♦ = good 4♥/♠ bid with control in the opponent suit
 - 1♠ (3♥) 4♥ = singleton with distributional values

- 1Major – (PASS) – 1NT – (2x)
 - New-minor at 3-level (no jump) = 5M + 5m competitive
 - 2NT = 5M + 5m 15+ HCP F1
 - Cue and Jump to a new suit at 3-level = FG

- **1NT Opening Bid**

- **HIGH-LEVEL RESPONSES**

- 4-level Responses → TRANSFERS

- 1NT - 4♠ RKCB to ♣

- 1NT - 4NT transfer to 5♣

- 1NT - 5♣ transfer to 5♦;

- **SEQUENCES AFTER STAYMAN RESPONSE BY OPENER**

- 1NT - 2♣ - 2♦

- 2♥ = weak with 5/4 in the majors

- 2♠ = INV with either 5⁺/4 in the majors or 5♠+5minor (see below)

- 2NT = invitational

- 3♣ = asks distribution (see page 18)

- 3♦ (SMOLEN like) = FG with 54, 55 or 64 in the Majors

- Opener:

- 3♥ = 3♥, possible 3♠

- 3♠ = 3♠, no 3♥

- 3NT = 54 in the minors (4♦/♥ = transfers)

- 4♣ = Max with 3♥ + 3♠ (4♦/♥ = transfers)

- 3♥/♠ = 4M+5/6m singleton ♥/♠

- Opener over 3♥:

- 3♠ = asks (3N=5♣; 4♣=5♦; 4♦=6♣; 4♥=6♦)

- 3NT/4♠ = to play

- Opener over 3♠:

- 3NT/4♥ = to play

- 4♣ = asks (4♦=5♣; 4♥=5♦; 4♠=6♣; 4NT=6♦)

- 4♣ = RKCB to ♣;

- 4♦ = transfer to 4♥;

- 4♥ = transfer to 4♠;

- 4♠ = RKCB to ♦;

- 1NT - 2♣ - 2♦ - 2♠

Opener:

2NT = min;

3♣ = Max;

Responder:

Over 2NT:

PASS = to play with 54 Majors;

3♣ = 5♠ + 5♣;

3♦ = 5♠ + 5♦;

3♥ = 6♥ + 4♠;

3♠ = 6♠ + 4♥

Over 3♣:

3♦ = 5♠ + 5♦;

3♥ = 5♥ + 4♠;

3♠ = 5♠ + 4♥;

3NT = 5♠ + 5♣

- 1NT - 2♣ - 2♥

2♠ = INV with 5♠ + 5m (2NT asks the minor: 3♣ = ♣; 3♦ = ♦)

2NT = invitational

3♣ = asks distribution (see below)

3♦ = forces 3♥ to show a long minor or fit-showing (see page 25)

3♥ = NAT INV

3♠ = 4-card support SI, may have ♠ shortness (see page 24)

3NT = to play

4♣/♦ = 4-card support SI, singleton ♣/♦

4♥ = to play;

4NT = quantitative

4♠/5♣/5♦ = exclusion RKCB

- 1NT - 2♣ - 2♠

2NT = invitational

3♣ = asks distribution (see below)

3♦ = forces 3♥ to show a long minor or fit-showing (see page 26)

3♥ = 4-card support SI, may have ♥ shortness (see page 25)

3♠ = NAT INV

3NT = to play

4♣/♦ = 4-card support SI, singleton ♣/♦

4♥ = 4♠ + 5♥ SI;

4♠ = to play;

4NT = quantitative

5♣/5♦/5♥ = exclusion RKCB

- 1NT - 2♣ - 2NT/3♣ = both Majors min/max
 3♣/2NT or 3♠/3♣ = asks tripleton (see below)
 3/4♦ = transfer to 3♥
 3/4♥ = transfer to ♠

- 1NT - 2♣ - 2♦ - 3♣
 3♦ = 5♣/♦ (3♥ asks: 3♠=♣; 3NT=♦);
 3♥/♠ = tripleton;
 3NT = 4333 (4♣ asks: 4♦=♣; 4♥=♦)
 4♣ = 5♣ + 4♦
 4♦ = 5♦ + 4♣

- 1NT - 2♣ - 2♥ - 3♣
 3♦ = 4♣;
 3♥ = 5♥;
 3♠ = 4♦;
 3NT = 4333

- 1NT - 2♣ - 2♠ - 3♣
 3♦ = 4♣;
 3♥ = 4♦;
 3♠ = 5♠;
 3NT = 4333

NOTE (*ATTENTION*): 4m by Responder implies fit in that suit and:
 Opener: 1st step = minimum; 2nd step = maximum
 Responder: 4♠ = RKCB; 4NT = to play

- 1NT - 2♣ - 2NT - 3♣ (asks tripleton)
 3♦ = 3♣
 3♥ = 3♦

- 1NT - 2♣ - 3♣ - 3♠ (asks tripleton)
 3NT = 3♣
 4♣ = 3♦

NOTE (*ATTENTION*): After these two sequences above:
 Responder: 4♠ = RKCB (trump-suit = tripleton); 3/4NT = to play

- SLAM APPROACH AFTER STAYMAN

SUPPORTING A MAJOR

1NT 2♣

2♥ 3♠ = ♥ support, SI; may have shortness in ♠

Opener bids:

3NT = mild acceptance (good hand)

4♣/♦ = Cue, super-acceptance

4♥ (bid game) = Bad hand

Over 3NT, Responder bids:

4♣ = singleton in ♠ (4♦ = last train)

4♦ = void in ♠

4♥ = to play (mild slam interest, no singleton)

4NT (RKCB) = very strong (no shortness)

1NT 2♣

2♠ 3♥ = ♠ support, SI; may have shortness in ♥

Over 3♥, Opener bids:

3♠ = bad hand (see below)

3NT = mild acceptance

4♣/♦ = super-acceptance

4♥ = super-acceptance with ♥A (no other honour)

Over 3♠ or 3NT, Responder bids:

3NT = no singleton, serious SI

4♣ = singleton ♥, serious SI

4♦ = void in ♥

4♠ = to play

4NT = RKCB

SUPPORTING A MAJOR + FIT-SHOWING OR SHOWING A LONG MINOR

1NT 2♣
2♥ 3♦ = Forces to 3♥ to show a 5 card minor
3♥

Responder bids:

3♠ = ♣

3NT = ♦

4♣ = 5♣+4♥

4♦ = 5♦+4♥

4♥ = 5♦, too strong to bid 3NT

4♠ = 6♦, too strong to bid 3NT

1NT 2♣
2♠ 3♦ = Forces to 3♥ to show a 5 card minor
3♥

Responder bids:

3♠ = ♣

3NT = ♦

4♣ = 5♣+4♠

4♦ = 5♦+4♠

4♥ = 5♦, too strong to bid 3NT

4♠ = 6♦, too strong to bid 3NT

1NT 2♣
2♠ 4♥ = 5♥+4♠ SI

ESTABLISHING A MINOR-FIT

1NT 2♣
2♦ 3♣
3♦ (5m) 3♥ (asks)
3♠ (5♣) 4♣ = fit

Opener bids:

1st step (4♦) = min;

2nd step (4♥) = Max

Same idea in all similar sequences that uses 3♣ to find a minor-fit

- TRANSFER SEQUENCES

- 1NT - 2♦ (transfer to ♥)
 - 2♥ = NAT (3♠/4♣/♦ = sing SI; 4♥ = SI no sing)
 - 2NT = minimum with 4-card support (follows retransfer)
 - 3♥ = maximum with 4-card support (follows 3NT = mild SI; Cue = serious SI)

- 1NT - 2♦ - 2♥ - 2♠ (5♥ + 5 another suit, invitational)
 - 2NT asks:
 - 3♣ = ♥+♣;
 - 3♦ = ♥+♦;
 - 3♥ = ♥+♠

- 1NT - 2♦ - 2♥ - 3minor
 - Opener:
 - New suit 3-level = 4-card support in the minor suit no 3♥
 - 3♥ = 3-card support, no 4-card minor support
 - 4 minor (support) = Maximum with support in both suits
 - 4♥ = minimum with support in both suits

- 1NT - 2♥ (transfer to ♠)
 - 2♠ = NAT (4♣/♦/♥ = sing SI; 4♠ = SI no sing)
 - 2NT = minimum with 4-card support (follows retransfer)
 - 3♠ = maximum with 4-card support (follows 3NT = mild SI; Cue = serious SI)

- 1NT - 2♥ - 2♠ - 3♥ (5♠+5♥ no SI)
 - Opener:
 - 3NT = 54 in the minors 22
 - 4♥/♠ = to play

- 1NT - 2♥ - 2♠ - 3minor
 - Opener:
 - New suit 3-level = 4-card support in the minor suit no 3♥
 - 3♠ = 3-card support, no 4-card minor support
 - 4 minor (support) = Maximum with support in both suits
 - 4♠ = minimum with support in both suits

- 1NT - 2♠/NT (transfer to ♣/♦): used with WEAK, INV or FG hands
 - 3♣/♦ (accepting the transfer) = good support
 - 2NT/3♣ (breaking the transfer) = bad support

Responder: Over bad support:

- Bid long-minor = weak hand (sign-off)
- New suit = Shortness FG
- 3NT = SI with no-shortness
- 4minor = no-shortness too strong

Over good support

- Bid long-minor = weak hand (sign-off)
- New suit = Shortness FG
- 3NT = to play (invitational hand)
- 4minor = no-shortness too strong

- SHOWING A 3-SUITER FG

1NT - 3♥ (singleton ♥) or 1NT - 3♠ (singleton ♠)

Opener bids:

- 3NT = to play
- 4 MAJOR = to play
- 4 minor = fit
- Bid the singleton = super-maximum for a minor

- SHOWING A MINOR 2-SUITER WITH SINGLETON

1NT - 3♣/♦ (at least 54 in the minor FG)

Suit above by Opener= asks the singleton (Responder shows the singleton “up-the-line)

- BIDDING WITH 5-5 OR 6-4 IN THE MAJORS

With 5♠+5♥

GAME HAND: 2♥ (transfer to ♠) followed by 3♥

SI HAND: 2♣ STAYMAN followed by 3♦ SMOLEN-like over 2♦

With 6♠+4♥ or 6♥+4♠

GAME HAND: STAYMAN followed by 4♦/♥ = transfer to ♥/♠, over 2♦ response

SI HAND: STAYMAN, followed by 3♦ SMOLEN-like over 2♦ and retransfer over 3NT

- BIDDING WITH OTHERS 55 2-suiters

GAME or SI HANDS: transfer to the Major suit

- 1NT OPENING BID WITH INTERFERENCE

- 1NT (DBL)

REDBL = forces 2♣ (sign-off)

Others = system on

- 1NT (2♣/♦ NAT)

DBL = take-out;

2♦/♥/♠ = NAT NF

2NT /3♣ (transfer to opponent suit) = 54 Majors FG

Suit at 3-level = transfer, invitational or better;

3NT = to play, with stopper;

4♣/♦/♥/♠ = transfer to 4♦/♥/♠/♣;

4NT/5♣ = transfer to ♣/♦;

- 1NT (2♥ NAT or 2♠ NAT)

DBL = take-out;

2♠ = NAT NF;

Cue-bid = STAYMAN without stopper;

2NT = LEBENSOHL;

3♣ = transfer to ♦, invitational or better;

3♦ = transfer to ♠, invitational or better;

3 Other Major = transfer to ♣, invitational or better;

3NT = to play, with stopper;

4♣/♦/♥/♠ = transfer to 4♦/♥/♠/♣;

4NT/5♣ = transfer to ♣/♦;

- 1NT (2♣ = one-suited)

DBL = take-out;

PASS followed by DBL = penalty

2x = natural NF;

2NT/3♣/3♦/3♥ = transfer invitational or better;

3NT = to play, with stopper

4♣/♦/♥/♠ = transfer to 4♦/♥/♠/♣;

4NT/5♣ = transfer to ♣/♦;

- 1NT (2♣/♦ ASPTRO)

Double = NEGATIVE (normally with 4-card in Other-Major)

PASS followed by DOUBLE = penalty;

2x = NAT NF

Cue level-2 = STAYMAN INV or better

2NT or above: like 1NT - 2♥/♠ NAT over 2♣/♦ respectively

- 1NT (2♣/♦ both Majors)
 - DBL = take-out;
 - PASS followed by DBL = penalty
 - 2♦ = natural NF;
 - 2♥/♠ = stopper, invitational or better;
 - 2NT = LEBENSOHL
 - 3♣ = transfer to ♦, invitational or better;
 - 3♦ = 5⁺4⁺ in the minors, singleton ♥ FG;
 - 3♥ = 5⁺4⁺ in the minors, singleton ♠ FG;
 - 3♠ = transfer to ♣, invitational or better;
 - 3NT = to play with stoppers;
 - 4♣/♦/♥/♠ = transfer to 4♦/♥/♠/♣;
 - 4NT/5♣ = transfer to ♣/♦;

- 1NT – (2♦/♥ transfer to ♥/♠)
 - DBL = take-out;
 - PASS followed by DBL = penalty
 - Cue = 4 cards Other Major, invitational or better;
 - 2NT = LEBENSOHL
 - Jump-cue = FG STAYMAN without stopper;
 - 3♣/3♦ = transfer ♦/♥, invitational or better
 - 3 Other-Major = transfer to ♣;
 - 3NT = to play with stoppers;
 - 4♣/♦/♥/♠ = transfer to 4♦/♥/♠/♣;
 - 4NT/5♣ = transfer to ♣/♦;

- 1NT – (2♦ showing ♥ or ♠)
 - DBL = take-out;
 - PASS followed by DBL = penalty
 - 2♥/♠ = NAT NF
 - 2NT LEBENSOHL
 - 3♣/3♦/3♥/3♠ = transfer, invitational or better
 - 3NT = to play with stoppers;
 - 4♣/♦/♥/♠ = transfer to 4♦/♥/♠/♣;
 - 4NT/5♣ = transfer to ♣/♦;

- 1NT – (2NT both minors)
 - DBL = cards intending to penalize;
 - PASS followed by DBL = penalty
 - 3♣ = STAYMAN
 - 3♦/3♥ = transfer, invitational or better
 - 3NT = to play with stoppers;
 - 4♣/♦/♥/♠ = transfer to 4♦/♥/♠/♣;

- 1NT – (3x)
 - DBL = cards;
 - 3y = NAT FG
 - Level-4 = transfers

- 1NT – (3♥)
 - 3♠ = asks stopper
 - DOUBLE = 4+♠ (Opener: 3♠ = 3-card in ♠; others = logical)

- Doubled STAYMAN
 - PASS = no stopper in ♣ (RDBL by responder = STAYMAN; others = to play)
 - RDBL = 2 stoppers (responder: 2♦ = STAYMAN invitational; 2♥/♠ = 5card-suit invitational; 2NT = invitational without major; 3♣ = STAYMAN GF)
 - Bid = 1 stopper

- **2NT Opening Bid**

- **RESPONSES**

- 3♣ = STAYMAN (3NT= both Majors)
- 3♦/♥ = transfers (3NT = 3-card support)
- 3♠ = both minors
- 3NT = to play
- 4♣/♦/♥/♠ (RKCB) = transfers
- 4NT/5♣ = transfers to ♣/♦

- **BIDDING WITH 5-5 IN THE MAJORS**

- With 5♠+5♥ always bid 3♣ and over 3♦:
- GAME HAND: bid 3♥ (showing 5♠+4♥) followed by 4♥
- SI HAND: bid 3♠ (showing 5♥+4♠) followed by 4♠

- **BIDDING WITH OTHERS 55 2-suits**

- GAME or SI HANDS: transfer to the Major suit
- 3♠ with both minors

- **BIDDING WITH 6♥ or 6♠**

- GAME OR SURE-SLAM HANDS: transfer in 4♦/♥
- SI HAND: transfer in 3♦/♥ → over 3♥/♠ bid 3♠/4♥

- **SEQUENCES AFTER 3♦/3♥ transfers:**

| | | | |
|-----|----------------------------------|-----|----------------------------------|
| 2NT | 3♦ | 2NT | 3♥ |
| 3♥ | ? | 3♠ | ? |
| | 3♠ = 6 ⁺ ♥ serious SI | | 3NT = to play |
| | 3NT = to play | | 4♣/♦ = NAT SI |
| | 4♣/♦ = NAT SI | | 4♥ = 6 ⁺ ♠ serious SI |
| | 4♥ = one-suited mild SI | | 4♠ = one-suited mild SI; |
| | (with no SI bid 4♦ directly) | | (with no SI bid 4♥ directly) |
| 2NT | 3♦ | 2NT | 3♥ |
| 3NT | ? | 3NT | ? |
| | 4♣ = NAT SI | | 4♣ = NAT SI |
| | 4♦ = retransfer | | 4♦ = NAT SI |
| | 4♠ = ♦ suit SI | | 4♥ = retransfer |
| | 4NT = invitational with 5332 | | 4NT = invitational with 5332 |

- **2♣ Opening Bid**

- **RESPONSES**

- 2♦ = 6+ HCP; one Ace; KQ in the same suit; 6-card suit with Q or K
- 2♥ = 0 – 5 HCP (no Ace, no KQ)
- 2♠ = NAT 6+ HCP
- 2NT = 5+♥ 6+ HCP
- 3♣/♦ = 6+♣/♦ with two top honors

- **OPENER REBIDS**

- **2♣ - 2♦**

- 2♥ = NAT or Bal 23 HCP+ (2♠ by responder is waiting bid)
- 2♠ = NAT
- 2NT = 5+♣ (3♣ by responder asks: 3♦=4♦; 3♥=4♥; 3♠=4♠; 3NT=one-suited)
- 3♣ = 5+♦ no 4♣ (3♦ by responder asks: 3♥=4♥; 3♠=4♠; 3NT=one-suited)
- 3♦ = 5♦ + 4♣
- 3♥ = 6♣ + 4♦
- 3♠ = 6♦ + 4♣
- 3NT: Bal. 25-26 HCP (4♣ = STAYMAN; 4♦/♥ = transfer; 4♠ = minors; 4NT = baron)
- 4 in a suit: 3-suiter singleton same ranking (bidding the singleton = asks for controls: 1st step = 6 controls)
- 4 NT = Bal. 29-30 HCP (responder bids suit naturally; 5NT = BLACKWOOD)

- **2♣ - 2♥**

- 2♠ = Either NAT or BAL 22-23 with at least one 4-card Major or BAL 24+ with or without 4-card Major
- 2NT = Bal. 22-23 no 4-card Major
- 3♣/♦/♥ = NAT
- 3♠ = 5♥ + 4♠
- 3NT = to play
- 4 in a suit = 3-suiter (singleton = same ranking)

- **SEQUENCE 2♣ - 2♥ - 2♠**

- 2NT = a 6-card-suit (3♣ asks and Responder shows up-the-line)
- 3♣ = one or two majors (3♦ asks: 3♥=4♥; 3♠=4♠; 3NT=4♥+4♠)
- 3♦ = no major
- 3♥ = 5♥
- 3♠ = 5♠

- **3x Opening Bids**

3♣/♦/♥/♠ = NAT preemptive
3NT = solid minor

SPECIAL SEQUENCES

3♣ - 3♦ asks the hand

OPENER REBIDS:

- 3♥ = bad suit
- 3♠ = solid or semi-solid suit
- 3NT = bad suit, good hand

3♣ - 4♦ asks possible singleton

OPENER REBIDS:

- 4♥ = singleton ♦
- 4♠ = singleton ♥
- 4NT = singleton ♠
- 5♣ = no singleton

3♦ - 4♣ asks possible singleton

OPENER REBIDS:

- 4♦ = no singleton
- 4♥ = singleton ♣
- 4♠ = singleton ♥
- 4NT = singleton ♠

3NT - 4♣ = pass/correct

3NT - 4♦ asks possible singleton

- 4♥ = singleton minor
- 4♠ = singleton ♥
- 4NT = singleton ♠
- 5 long suit = no singleton

3NT - 4NT asks extra-length

- 5 long minor = no extra-length
- 6 long minor = extra-length

- **LEBENSÖHL agreements**

(2M) – DBL – (Pass) – 2NT or

(2M) – Pass – (Pass) – DBL – (Pass) – 2NT

- 2NT forces to 3♣ (doubler with a very strong hand may bid another suit)

Then:

Pass = to play in ♣

3♦ = to play

3♥ (over a 2♠ opening) = to play

3♠ (over a 2♥ opening) = invitational with 4-card suit

Cue-bid = GF with one or two minors

3NT = 4 cards in other major with stopper

4♣/♦ = GF with slam interest

- 3-suit = invitational

- Cue-bid = 4 cards in the other major without stopper

- Jump in a suit below game = invitational

- 3NT = to play

1NT - (2M) – 2NT or

1NT - (2♣/♦ = ASPTRO) – 2NT or

1NT - (2♦ = one Major) – 2NT

- 2NT forces to 3♣

Then:

Pass = to play in ♣

3♦ = to play

3♥ (over a 2♠ overcall) = to play

3♠ (over a 2♥ overcall = FG with 5⁺♠ and stopper

Cue-bid = STAYMAN FG with stopper

- Cue at level-3 = STAYMAN without stopper

- Others at level-3 = transfers

- 3NT = to play with stopper

- Level-4 = transfers

- 4NT/5♣ = transfers to ♣/♦

- **INTERFERING WITH 55 HANDS**

- **Against 1♣/♦**

Cue-bid = 5♠+5♥
2NT = two lowest suit

- **Against 1♥/♠**

Cue-bid = 5 Other Major + minor
2NT = ♣+♦

- **Against 1NT**

2♣ = ♥ and another
2♦ = ♠ and another
2NT = ♣+♦

- **Against strong 1♣ or 2♣ (may be 54)**

DBL = ♣ + Major
NT = 2 suits without ♣
Jump NT = ♣+♦

- **Against weak 2♦**

3♦ = ♥+♠
4♣ = ♣+♥
4♦ = ♣+♠

- **Against weak 2♥**

3♥ = ♠+♣
4♣ = ♣+♦
4♦ = ♦+♠

- **Against weak 2♠**

3♠ = ♥+♣
4♣ = ♣+♦
4♦ = ♦+♥

- **Against 2♦ MULTI**

4♣ = ♣+♦

- **Against 2NT strong**

DBL = 55 Majors
3♣/♦ = 6♣/♦ + 5 Major
3 Major = NAT
3NT = minors

- **Against 3♣/♦ preemptive**

4♣ = other-minor +Major
4♦ = ♥+♠

- **Against 3NT GAMBLING**

4♣ = ♥+♠
4♦ = ♦+Major

- **SPECIAL SITUATIONS**

- **Opponents DBL 3NT suggesting a lead in a suit we have bid**

RDBL by any player = no stopper in that suit

- **Opponents DBL 3NT we have bid under pressure**

RDBL by Partner = business

RDBL by player who had bid 3NT = asking for some help (a stopper or an honor in our long suit)

- **(1x) - 1y - (DBL) - ?**

1NT or above = transfer

2NT = 4-card support INV or better (10+ HCP)

3x = 4-card support mixed-raise (6-9 HCP)

RDBL = 9+ HCP

Jump-shift = fit-showing

- **(1M) - PASS – (2M) – DBL – (RDBL) - ?**

PASS = bid your longer suit or 2NT without a 5-card suit

2NT = scramble (2 places to play)

Suit = NAT (one place to play)

- **1M – (3♣/♦) – PASS- (PASS) – DBL - ?**

Cue = accepts 4M (Hx) or 5 in the other-minor

- **(3M) – 4m – (PASS) - ?**

4NT = to play

4M (cue) = RKCB

- **(1x) - 1y - (1z) - ?**

1NT = NAT

2x (lower cue) = 3-card support INV or better

2z (higher cue) = 3-card support INV or better (with 4-card in the 4th-suit if this is a Major)

DBL = 9+ HCP (with 4-card in the 4th- suit if this is a Major)

2NT = 4-card support INV or better (10+ HCP)

3x/z = 4-card support mixed-raise (6-9 HCP). Choose the shorter suit between x or z.

Jump-shift = fit-showing

- Double RKCB when 2-suiter is showed

5♣ = 0-3

5♦ = 1-4

5♥ = 2 no Q

5♠ = 2 + lower-ranking Q

5NT = 2 + higher-ranking Q

6♣ = 2 + both Q