

NIEUW_AMSTELVEENS

conventional Acol with many gadgets
alla Garozzo

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Explanation of abbreviations:

NF	= not forcing
SO	= sign-off
GF	= forcing for game
FIR	= forcing for one round
R	= relay
H	= honorcard (Ace, King or Queen)
MB1	= must bid first

Opening bids:

1C = 4⁺C, 11-20 HCP

1D = 4⁺D, 11-20 HCP

1H = 4⁺H, 11-20 HCP

1S = 4⁺S, 11-20 HCP

1NT = a. not-vuln. 1st + 2nd position
10-12 HCP
b. 4th position 12-14 HCP
c. other positions 15-17 HCP
N.B. 5H/5 possible but not common

2C = a. weak-two in C
b. semi-forcing in H/S
c. GF in C/D
d. s-f in D + 4H/5, s-f in C, no 4H/5
e. solid 7C/D + all stops

2H = a. weak-two in H
b. GF in S
c. balanced, 23-24 HCP
d. 4-4-4-1, xC/D, 17-24 HCP
e. balanced, 27-28 HCP

Special responses:

2C = 4⁺C, 10⁺ HCP, FIR, no singleton
2D = 4⁺C, xD, H/S, limit or strong
2NT = 6⁺D, 13⁺ HCP, GF
3C = 4⁺C, 5-8 HCP, unbalanced
3D = 4⁺C, xD, 12-14 HCP
3H = 4⁺C, xH, 12-14 HCP
3S = 4⁺C, xS, 12-14 HCP

2D = 4⁺D, 10⁺ HCP, FIR, no singleton
2H = 4⁺D, xC/H/S, limit or strong
2NT = 6⁺H, 13⁺ HCP, GF
3D = 4⁺D, 5-8 HCP, unbalanced
3H = 4⁺D, xH, 12-14 HCP
3S = 4⁺D, xS, 12-14 HCP

2S = 4⁺H, xC/D/S, limit or strong
2NT = 6⁺S, 13⁺ HCP, GF
3H = 4⁺H, 10-12 HCP, limit, no singleton
3S = 4⁺H, xS, 12-14 HCP
3NT = 4⁺H, 13-15 HCP, no singleton
4C = 4⁺H, xC, 12-14 HCP
4D = 4⁺H, xD, 12-14 HCP

2NT = 4⁺S, xC/D/H, limit or strong
3NT = 4⁺S, 13-15 HCP, limit, no singleton
4C = 4⁺S, xC, 12-14 HCP
4D = 4⁺S, xD, 12-14 HCP

2C = extended Stayman
2D/H = transfer to 2H/5
2S/NT = transfer to 2NT/3C
3C/D = 5⁺C/D, GF
3H/5 = 6⁺H/5, invit.
4C/D = Texas, transfer to 4H/5
2D = NF-relay
2H = FIR-relay
2S/3C = 5⁺S/C, FIR
2NT = 5⁺H, FIR
3D = 5Q opposite weak-two in D

2H = NF-relay
2S = FIR-relay
2NT = 5⁺S, FIR
3C/D = 5⁺C/D, FIR
2H = 5Q opposite weak-two in H

CHAPTER 1

Introduction & Schedule of opening bids

Schedule of opening-bids and special responses (1)

Opening-bid:

1C = 4⁺C, 11-20 HCP

1D = 4⁺D, 11-20 HCP

1H = 4⁺H, 11-20 HCP

1S = 4⁺S, 11-20 HCP

1NT = a. not-vuln. 1st + 2nd position
10-12 HCP
b. 4th position 12-14 HCP
c. other positions 15-17 HCP
N.B. 5H/S possible but not common

2C = a. weak-two in D
b. semi-forcing in H/S
c. GF in C/D
e. s-f in D + 4H/S, s-f in C, no 4H/S
f. solid 7C/D + all stops

2D = a. weak-two in H
b. GF in S
c. balanced, 23-24 HCP
d. 4-4-4-1, xC/D, 17-24 HCP
e. balanced, 27-28 HCP

Special responses:

2C = 4⁺C, 10⁺HCP, FIR, no singleton
2D = 4⁺C, xD/H/S, limit or strong
2NT = 6⁺D, 13⁺HCP, GF
3C = 4⁺C, 5-8 HCP, unbalanced
3D = 4⁺C, xD, 12-14 HCP
3H = 4⁺C, xH, 12-14 HCP
3S = 4⁺C, xS, 12-14 HCP

2D = 4⁺D, 10⁺HCP, FIR, no singleton
2H = 4⁺D, xC/H/S, limit or strong
2NT = 6⁺H, 13⁺HCP, GF
3D = 4⁺D, 5-8 HCP, unbalanced
3H = 4⁺D, xH, 12-14 HCP
3S = 4⁺S, xS, 12-14 HCP

2S = 4⁺H, xC/D/S, limit or strong
2NT = 6⁺S, 13⁺HCP, GF
3H = 4⁺H, 10-12 HCP, limit, no singleton
3S = 4⁺H, xS, 12-14 HCP
3NT = 4⁺H, 13-15 HCP, no singleton
4C = 4⁺H, xC, 12-14 HCP
4D = 4⁺H, xD, 12-14 HCP

2NT = 4⁺S, xC/D/H, limit or strong
3S = 4⁺S, 10-12 HCP, limit, no singleton
3NT = 4⁺S, 13-15 HCP, no singleton
4C = 4⁺S, xC, 12-14 HCP
4D = 4⁺S, xD, 12-14 HCP

2C = extended Stayman
2D/H = transfer to 2H/S
2S/NT = transfer to 2NT/3C
3C/D = 5⁺C/D, GF
3H/S = 6⁺H/S, invit.
4C/D = Texas, transfer to 4H/S
2D = NF-relay

2H = FIR-relay
2S/3C = 5⁺S/C, FIR
2NT = 5⁺H, FIR
3D = SO opposite weak-two in D

2H = NF-relay
2S = FIR-relay
2NT = 5⁺S, FIR
3C/D = 5⁺C/D, FIR
3H = SO opposite weak-two in H

Opening bid:

- 2H = a. weak-two in S
 b. GF in H
 c. balanced, 25-26 p
 d. 4-4-4-1, xH/S, 17-24 HCP
- 2S = a. preemptive in C
 b. s-f in C + 4H/S, s-f in D, no 4H/S
 c. balanced, 29-30 HCP
- 2NT = balanced, (good) 20-22 HCP,
 5H/S possible

Special responses:

- 2S = NF-relay
 2NT = FIR-relay
 3C/D/H = 5⁺C/D/H, FIR
 3S = SO opposite weak-two in S
- 2NT = FIR-relay
 3C = NF-relay
 3D/H/S = 5⁺D/H/S, FIR
- 3C = extended Stayman
 3D/H = transfer to 3H/S, 5⁺H/S
 3S = transfer to 3NT
 3NT = 5S-4H, NF
 4C/D = 6⁺C/D
 4H/S = 6⁺H/S, slam try, NF
 4NT = 5S-4H, slam try, NF
- 3D = GF-relay
 3H = NF-relay
 3S = 6⁺S, FIR
 4C = 6⁺H, FIR

- 3C = "Sharif", solid 7C/D/H/S,
 1 Queen in sidesuit is allowed

- 3D }
 3H } = normal preemptive, rule of 2 and 3
 3S }

- 3NT = preemptive in C or D,
 destructive character

- 4C = 8 solid H or 7 solid H + Ace

- 4D = 8 solid S or 7 solid S + Ace

- 4H }
 4S } = normal preemptive, rule of 2 and 3

- 4C = NF-relay
 4D = GF-relay

- 4D = relay

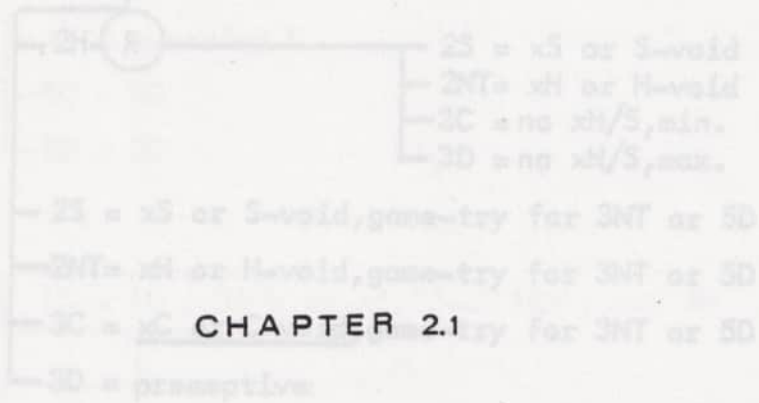
- 4H = relay

new suit = control-asking in that suit

CHAPTER 2

Opening bids of one in a suit responder's suit

1C = 1D = 2D = 4D, denies 4H/5



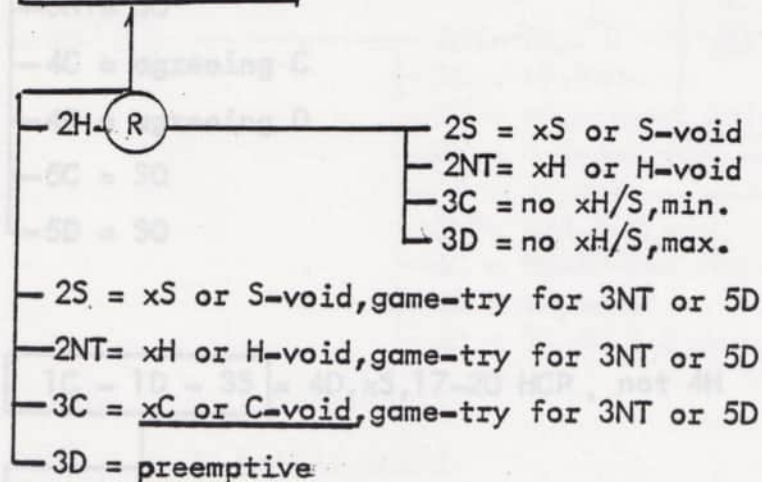
The development with a fit in responder's suit

1C = 1D = 3D = limit raise

- 3H = H-stop, forcing thru 4D
- 3S = S-stop, forcing thru 4D
- 4C = agreeing C, slow try
- 4D = agreeing D, slow try

1C - 1D - 3H = 4D, xH, 17-20 HCP, not 4S

1C - 1D - 2D = 4D, denies 4H/S



1C - 1D - 3D = limit raise

- 3H = H-stop, forcing thru 4D
- 3S = S-stop, forcing thru 4D
- 4C = agreeing C, slam try
- 4D = agreeing D, slam try

1C - 1D - 4C = 13-16 HCP, 10/11 cards in C/D, not suitable for NT

1C - 1D - 3H = 4D, xH, 17-20 HCP, not 4S

- 3NT = S0
- 4C = agreeing C
- 4D = agreeing D
- 5C = S0
- 5D = S0

1C - 1D - 3S = 4D, xS, 17-20 HCP, not 4H

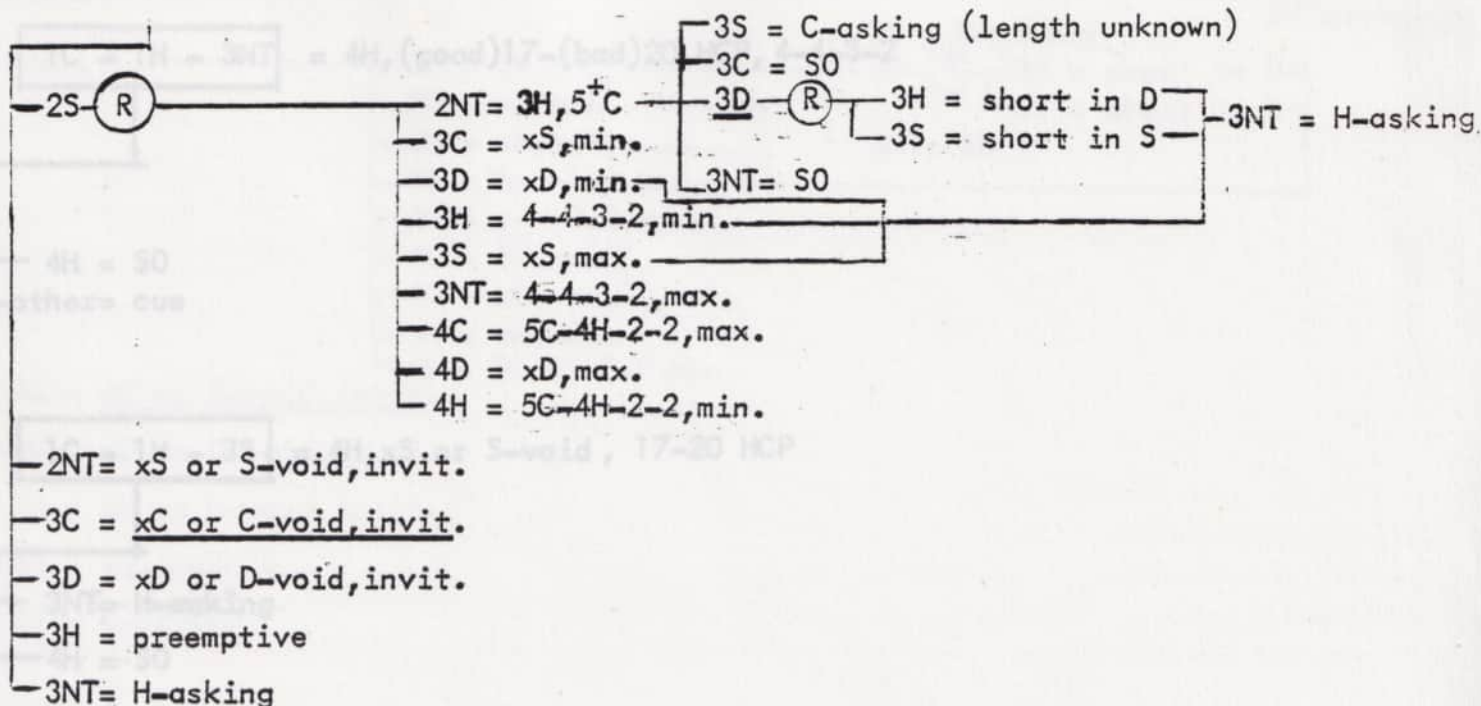
- 3NT = S0
- 4C = agreeing C
- 4D = agreeing D
- 5C = S0
- 5D = S0

1C - 1D - 3NT = 4D, 18-20 HCP, no singleton in sidesuit, in most cases 5-4-2-2, A/K singleton in H/S possible

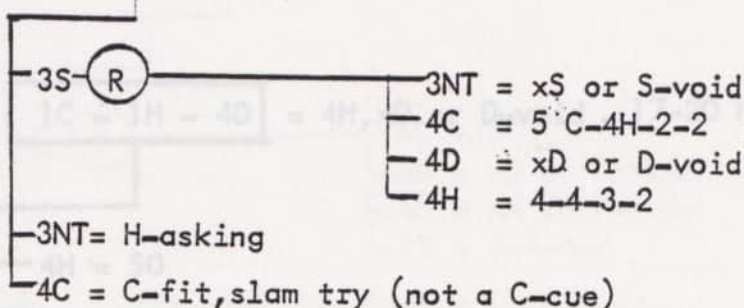
- 4C = agreeing C
- 4D = agreeing D
- 5C = S0
- 5D = S0

1C - 1D - 4C = 13-16 HCP, 10/11 cards in C/D, not suitable for NT

1C - 1H - 2H



1C - 1H - 3H = limit raise



N.B. a fit = Hxx, xxxx or better.

1C = 1S = 2S

1C - 1H - 3NT = 4H, (good) 17-(bad) 20 HCP, 4-4-3-2

4H = SO
other = cue

1C - 1H - 3S = 4H, xS or S-void, 17-20 HCP

3NT = H-asking
4H = SO
other = cue

1C - 1H - 4C = 6⁺C-4H, 13-15 HCP, but HCP concentrated in length-suits

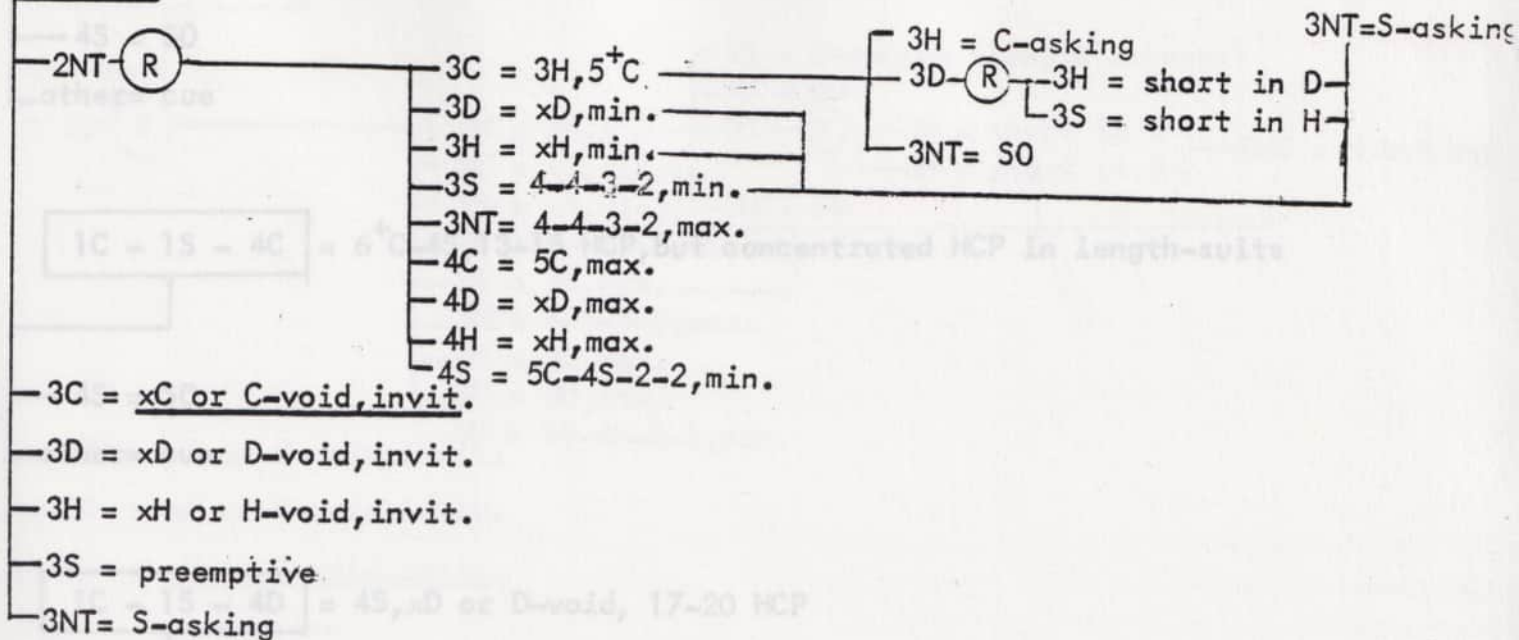
4H = SO
other = cue

1C - 1H - 4D = 4H, xD or D-void, 17-20 HCP

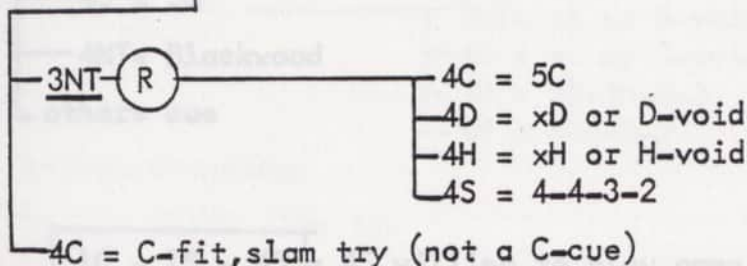
4H = SO
other = cue

1C - 1H - 4H = 4H, willing to play game but not belonging to any earlier described special category, by instance strong 5-4-2-2's or strong hands containing a singleton A/K, 17-20 HCP

1C - 1S - 2S



1C - 1S - 3S = limit raise



1C - 1S - 3NT = 4S, (good) 17-(bad) 20 HCP, 4-4-3-2

4S = S0

other = cue

1C - 1S - 4C = 6⁺C-4S, 13-15 HCP, but concentrated HCP in length-suits

4S = S0

other = cue or S-void, invit.

1C - 1S - 4D = 4S, xD or D-void, 17-20 HCP

4S = S0

other = cue

1C - 1S - 4H = 4S, xH or H-void, 17-20 HCP

4S = S0

4NT = Blackwood

other = cue

1C - 1S - 4S = 4S, willing to play game, but not belonging to any earlier described special category, by instance strong 5-4-2-2's or strong hand containing a singleton A/K, 17-20 HCP

1D - 1H - 2H

2S (R)

2NT = 3H, 5⁺D

3C = xC, min.

3D = xS, min.

3H = 4-4-3-2, min.

3S = xS, max.

3NT = 4-4-3-2, max.

4C = xC, max.

4D = 5D, max.

4H = 5D-4H-2-2, min.

3S = D-asking (length unknown)

3D = SO

3C (R)

3D = short in C

3H = short in S

3NT = H-asking

3NT = SO

2NT = xS or S-void, invit.

3C = xC or C-void, invit.

3D = xD or D-void, invit.

3H = preemptive

3NT = H-asking

1D - 1H - 3H = limit raise

3S (R)

3NT = xS or S-void

4C = xC or C-void

4D = 5D-4H-2-2

4H = 4-4-3-2

3NT = H-asking

cue = D-fit slam try

1D - 1H - 3NT = 4H, (good) 17-(bad) 20 HCP, 4-4-3-2

4H = S0

other = cue

1D - 1H - 3S = 4H, xS or S-void, 17-20 HCP

3NT = H-asking

4H = S0

other = cue

1D - 1H - 4C = 4H, xC or C-void, 17-20 HCP

4H = S0

other = cue

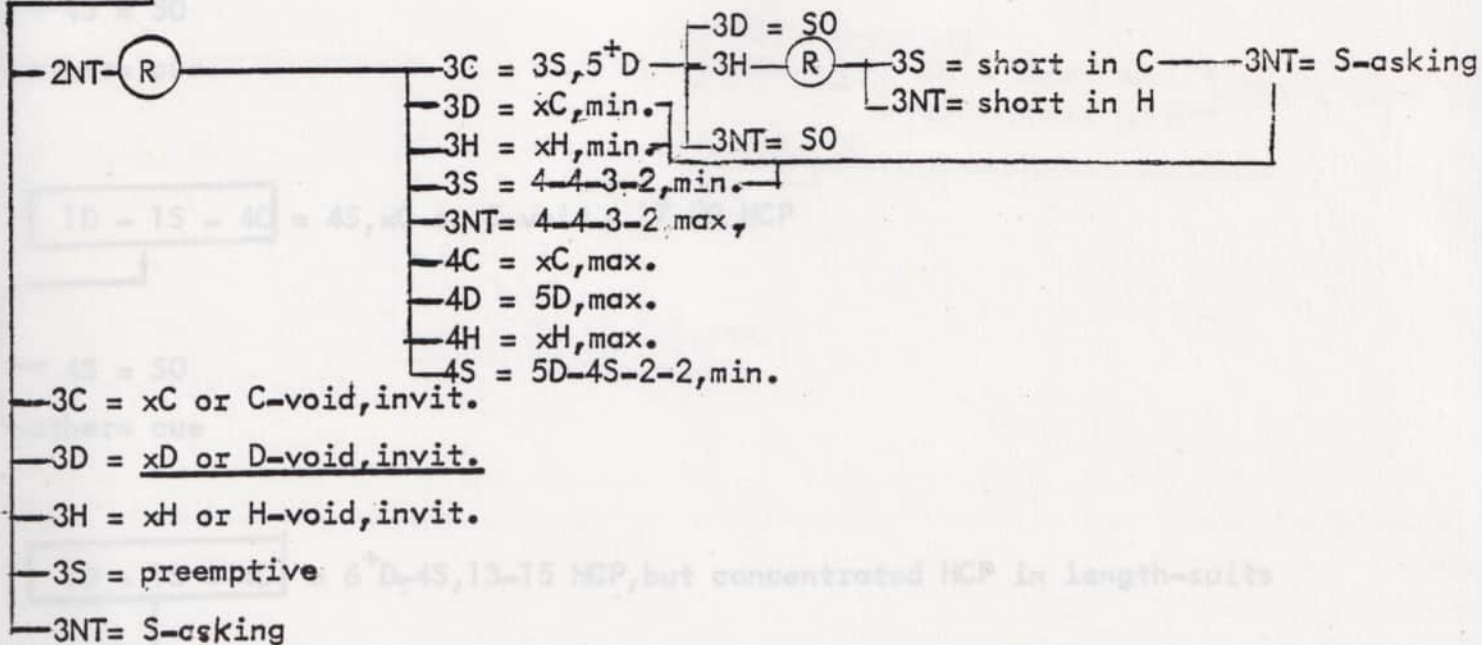
1D - 1H - 4D = 6⁺D-4H, 13-15 HCP, but HCP concentrated in length-suits

4H = S0

other = cue

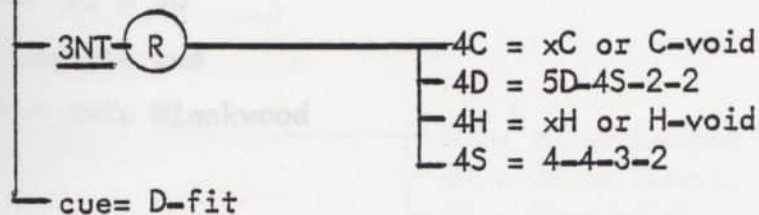
1D - 1H - 4H = 4H, willing to play game but not belonging to any earlier described special category, by instance strong 5-4-2-2's or strong hands containing a singleton A/K, 17-20 HCP

1D - 1S - 2S



N.B. Because of lack of space the D-asking is not possible over the sequence 1D-1S-2S-2NT-3C.

1D - 1S - 3S = limit raise



1D - 1S - 3NT = 4S, (good) 17-(bad) 20 HCP, 4-4-3-2

4S = S0

other= cue

1D - 1S - 4C = 4S, xC or C-void, 17-20 HCP

4S = S0

other= cue

1D - 1S - 4D = 6⁺D-4S, 13-15 HCP, but concentrated HCP in length-suits

4S = S0

other= cue

1D - 1S - 4H = 4S, xH or H-void, 17-20 HCP

4S = S0

other= cue

4NT= Blackwood

1D - 1S - 4S = willing to play game, but not belonging to any earlier described special category, by instance strong 5-4-2-2's or a strong hand containing a singleton A/K, 17-20 HCP

1H - 1S - 2S

2NT (R)

3C = 3S, 5⁺H

3D = xD, min.

3H = xC, min.

3S = 4-4-3-2, min.

3NT = 4-4-3-2, max.

4C = xC, max.

4D = xD, max.

4H = 5H-4S-2-2, max.

4S = 5H-4S-2-2, min.

3H = H-asking

3D (R)

3H = short in C

3S = short in D

3NT = S-asking

3NT = SO

3C = xC or C-void, invit.

3D = xD or D-void, invit.

3H = xH or H-void, invit.

3S = preemptive

3NT = S-asking

1H - 1S - 3S = limit raise

3NT (R)

4C = xC or C-void

4D = xD or D-void

4H = 5H-4S-2-2

4S = 4-4-3-2

other = cue

1H - 1S - 3NT = 4S, (good) 17-(bad) 20 HCP, ~~4-4-3-2~~

- 4C = C/D-cue
- 4D = D-cue
- 4H = H-cue
- 4S = S0

1H - 1S - 4C = 4S, xC or C-void, 17-20 HCP

- 4D = D-cue
- 4H = H-cue
- 4S = S0

1H - 1S - 4D = 4S, xD or D-void, 17-20 HCP

- 4H = H-cue
- 4S = S0

1H - 1S - 4H = natural, S0, but probably with S-tolerance

- 4S = S-cue
- 4NT = Blackwood

1H - 1S - 4S = 4S, willing to play game, but not belonging to any earlier described special category, by instance a strong 5-4-2-2 or a strong hand containing a singleton A/K, 17-20 HCP

1D = 2C = 10⁺HCP, 5⁺C (but 4C-3-3-3 is possible)

2D = 5⁺D, FIR

3H = R

2S = 4S, 12-14 HCP

2NT = no C-fit, 12-14 HCP

1-suited, NF

3C = 3C, 12-14 HCP,

4H/5 possible,

NF

3D = R

3H = 4H

3S = 4S

3NT = C-fit

4C = C-fit

4D = C-fit

4H = C-fit

4S = C-fit

4NT = C-fit

4C = 6D, C-fit

4D = 6D, C-fit

4H = 6D, C-fit

4S = 6D, C-fit

4NT = 6D, C-fit

4C = 5D, 15-17 HCP

4D = 5D, 15-17 HCP

4H = 5D, 15-17 HCP

4S = 5D, 15-17 HCP

4NT = 5D, 15-17 HCP

4C = 6D, 15-17 HCP

4D = 6D, 15-17 HCP

4H = 6D, 15-17 HCP

4S = 6D, 15-17 HCP

4NT = 6D, 15-17 HCP

4C = 5D, 18-20 HCP

4D = 5D, 18-20 HCP

4H = 5D, 18-20 HCP

4S = 5D, 18-20 HCP

4NT = 5D, 18-20 HCP

4C = 6D, 18-20 HCP

4D = 6D, 18-20 HCP

4H = 6D, 18-20 HCP

4S = 6D, 18-20 HCP

4NT = 6D, 18-20 HCP

4C = 5D, 12-14 HCP

4D = 5D, 12-14 HCP

4H = 5D, 12-14 HCP

4S = 5D, 12-14 HCP

4NT = 5D, 12-14 HCP

4C = 6D, 12-14 HCP

4D = 6D, 12-14 HCP

4H = 6D, 12-14 HCP

4S = 6D, 12-14 HCP

4NT = 6D, 12-14 HCP

4C = 5D, 15-17 HCP

4D = 5D, 15-17 HCP

4H = 5D, 15-17 HCP

4S = 5D, 15-17 HCP

4NT = 5D, 15-17 HCP

4C = 6D, 15-17 HCP

4D = 6D, 15-17 HCP

4H = 6D, 15-17 HCP

4S = 6D, 15-17 HCP

4NT = 6D, 15-17 HCP

CHAPTER 2.2

Two-over-one sequences

3D = no C-fit,

15⁺HCP, GF

3H = R

3S = 4S, 12-14 HCP

3NT = 4D-3-3-3, 19-20 HCP (only in 10-12 situations)

2NT = natural, NF

3C = 5C

3D = NF

3H/5 = 5H/5, GF

3NT = 3-3-2-5 (in most cases), 12-15 HCP

3H/5 = 4H/5, 15⁺HCP (or by exception 6D-5H/5, 12-14 HCP), 5D not necessary, GF

2NT = balanced (5D or 4D-4H/5 possible), 12-14 HCP (13-15 HCP in 10-12 situations)

3C = 4⁺C, FIR

3D = FIR

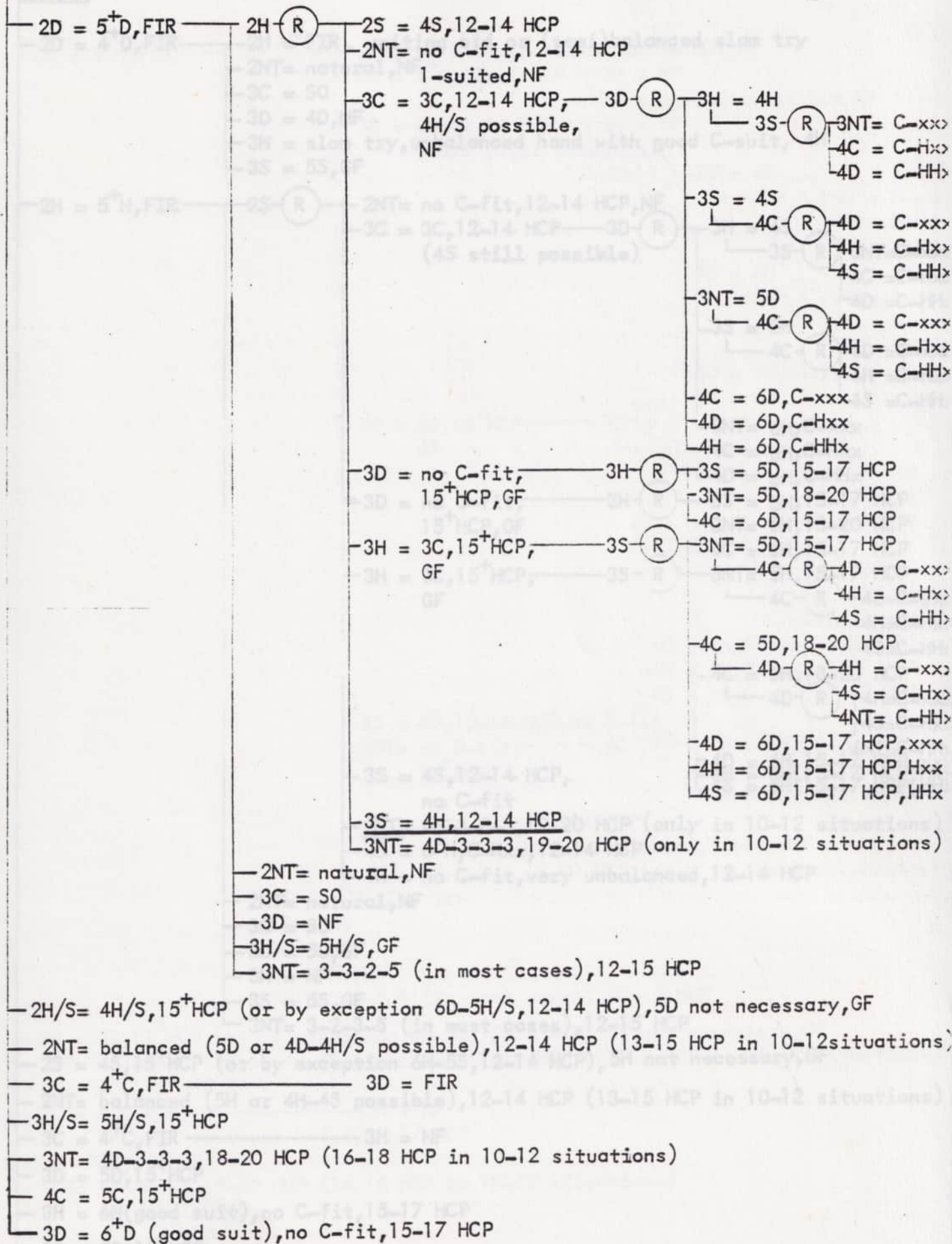
3H/5 = 5H/5, 15⁺HCP

3NT = 4D-3-3-3, 16-20 HCP (16-18 HCP in 10-12 situations)

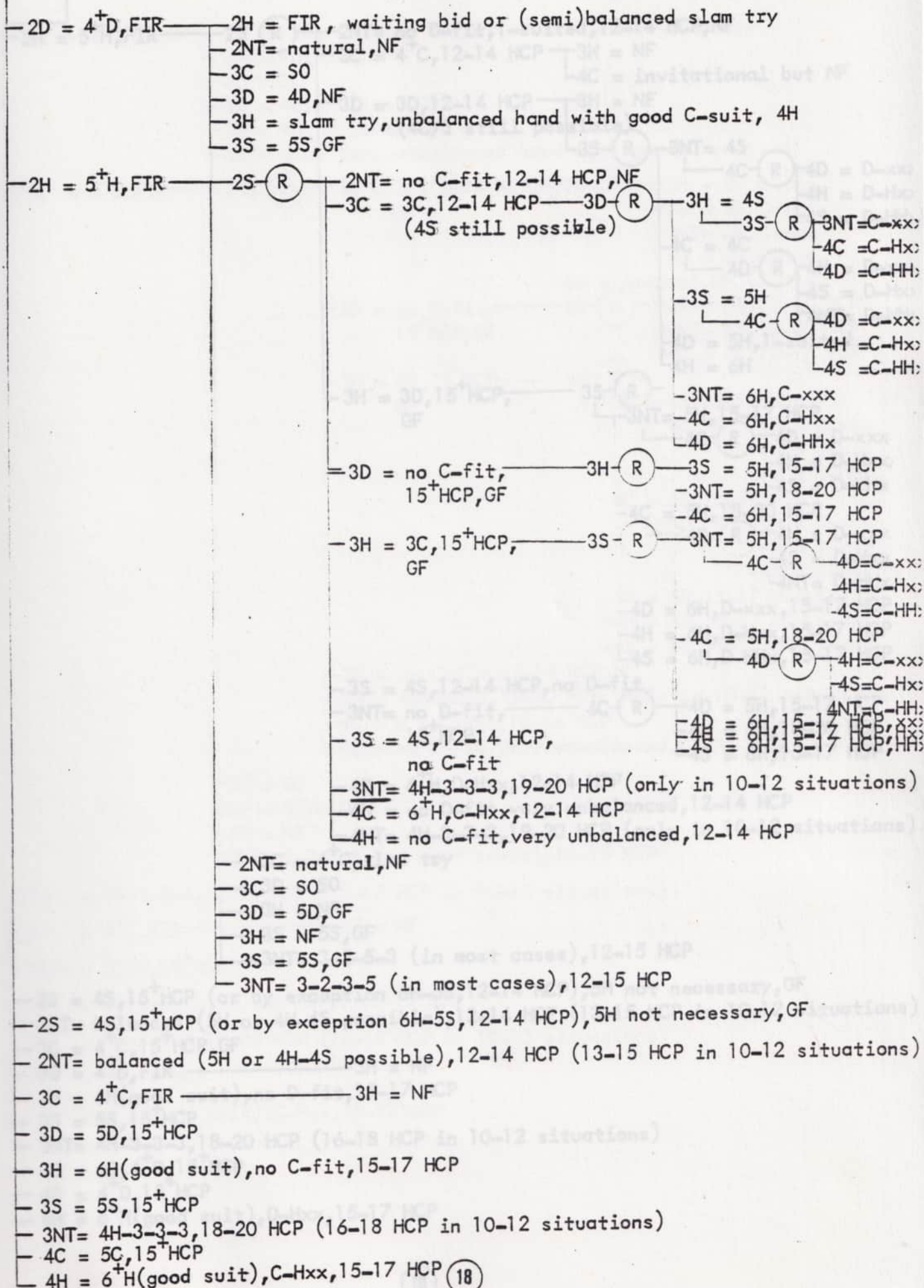
4C = 5C, 15⁺HCP

3D = 6⁺D (good suit), no C-fit, 15-17 HCP

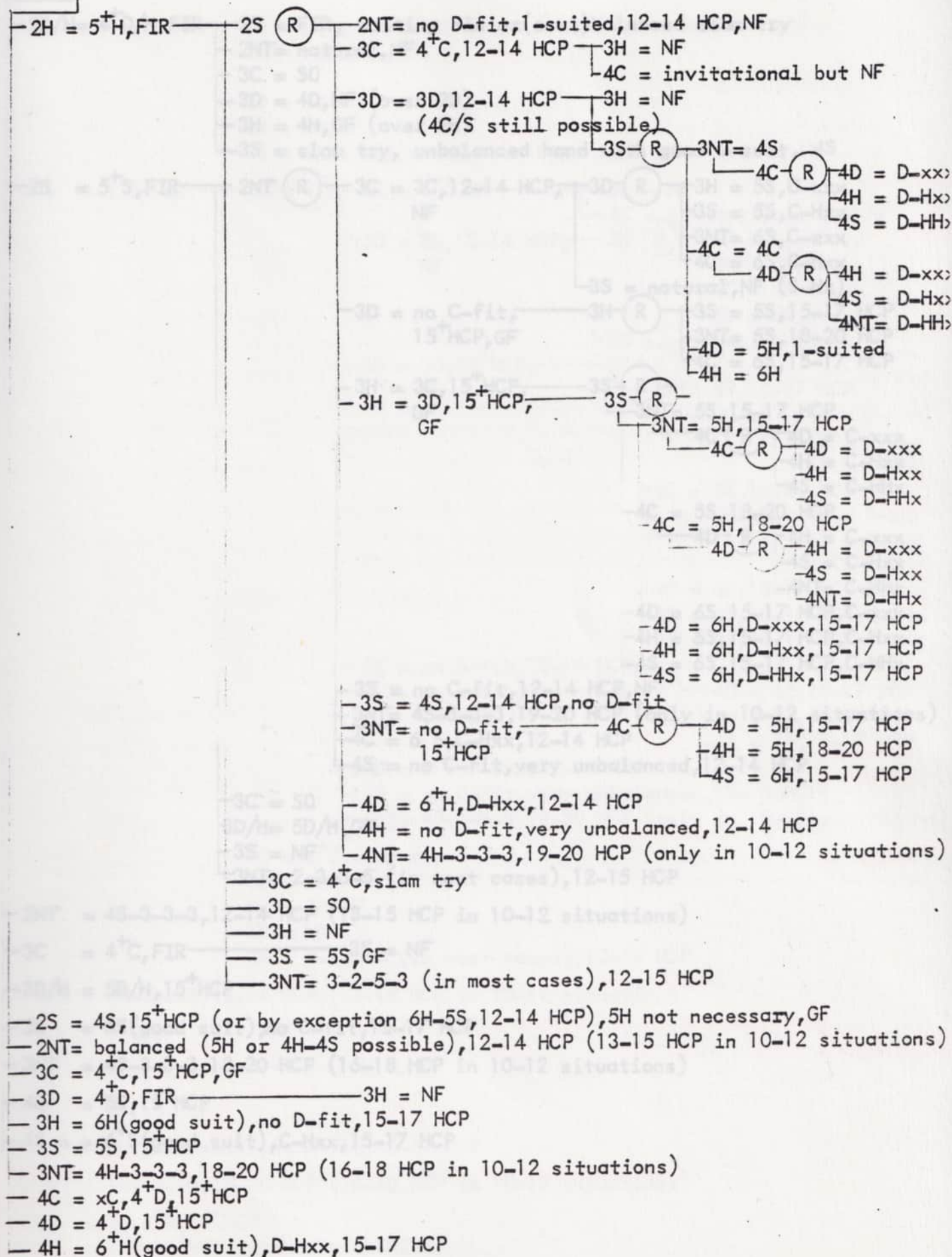
1D - 2C = 10⁺HCP, 5⁺C (but 4C-3-3-3 is possible)



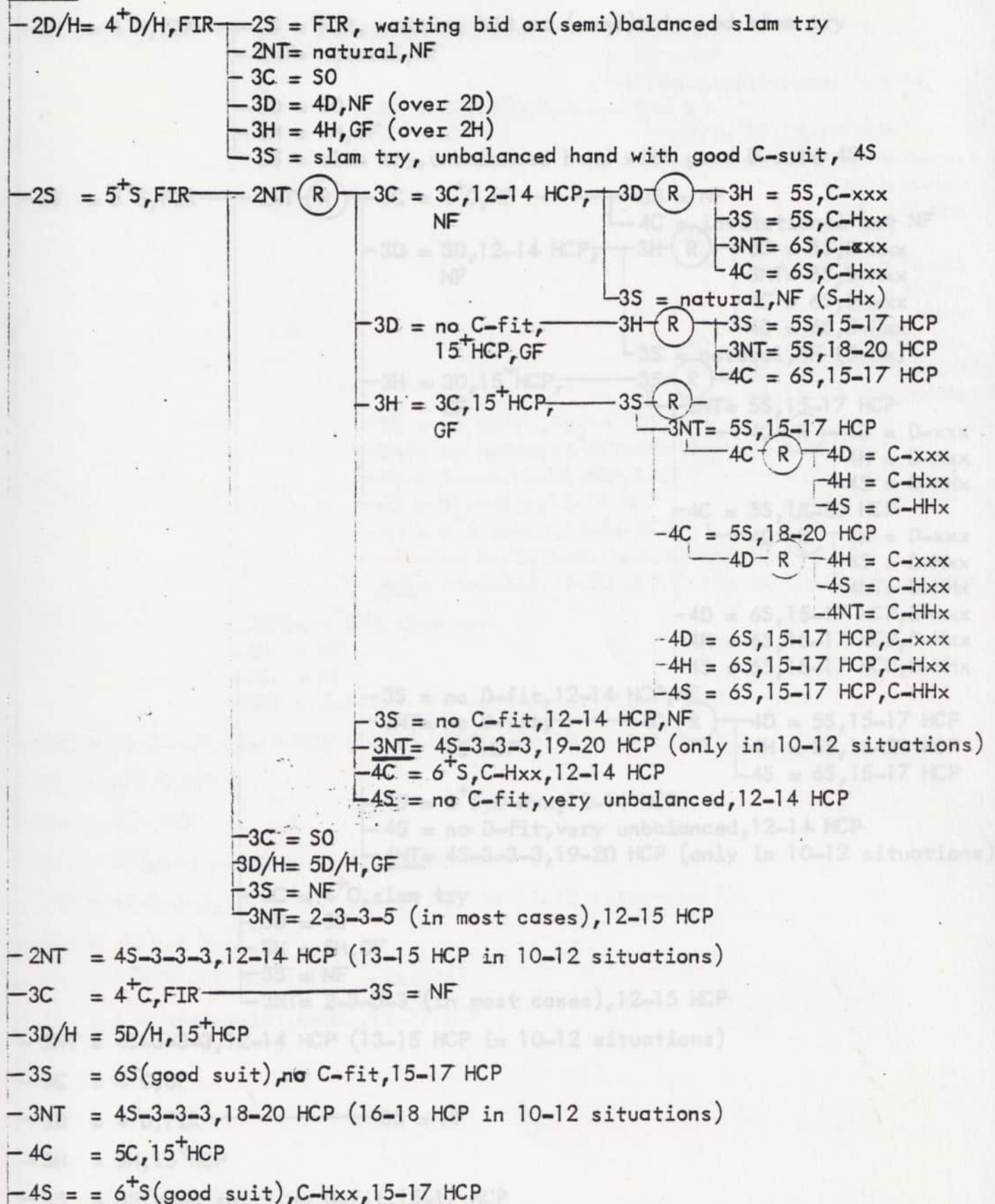
1H - 2C = 10⁺HCP, 4⁺C (but 3C is possible with 4D)



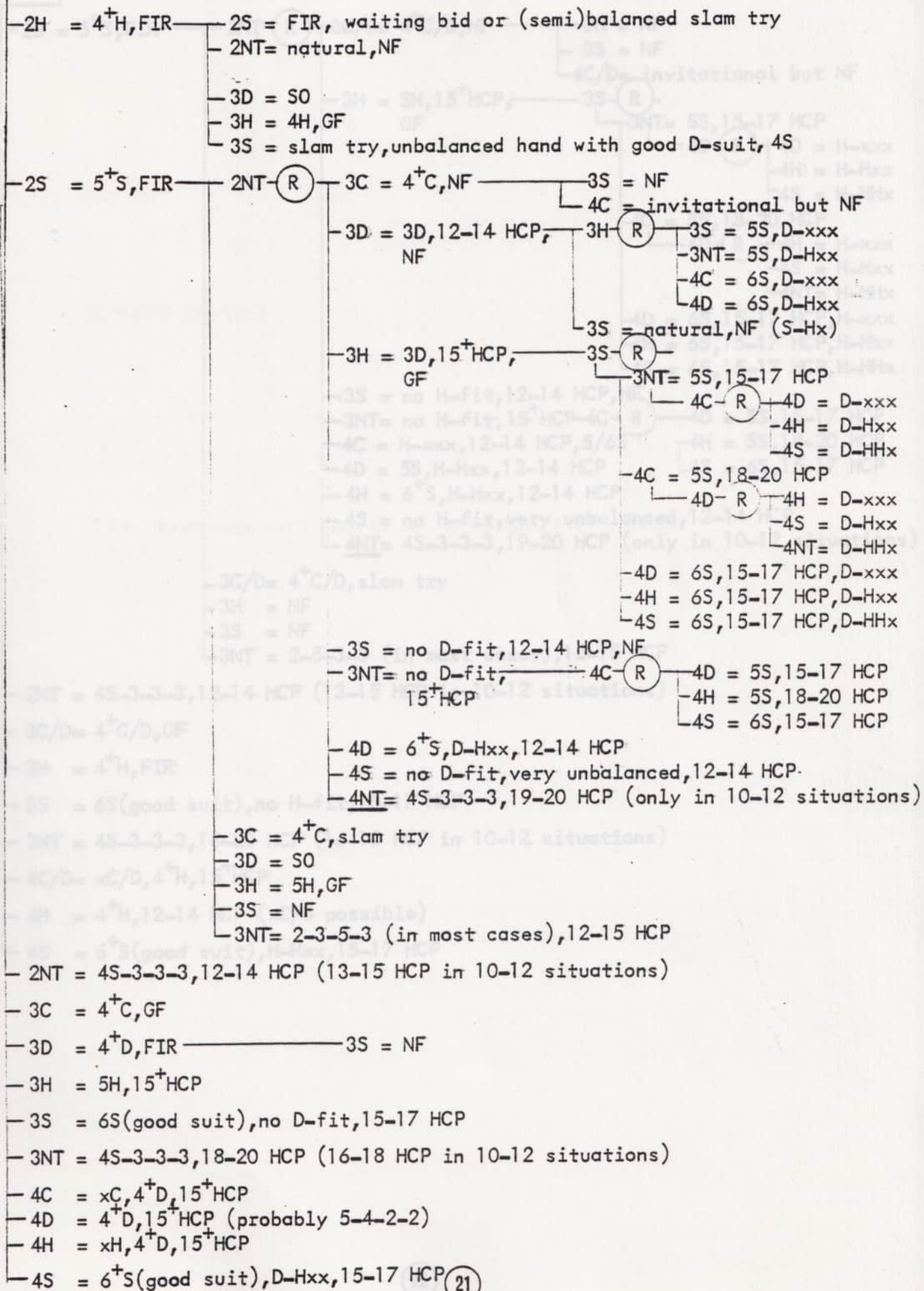
$$1H - 2D = 10^+HCP, 5^+D \text{ (but 3C is possible with 40 or 41)}$$



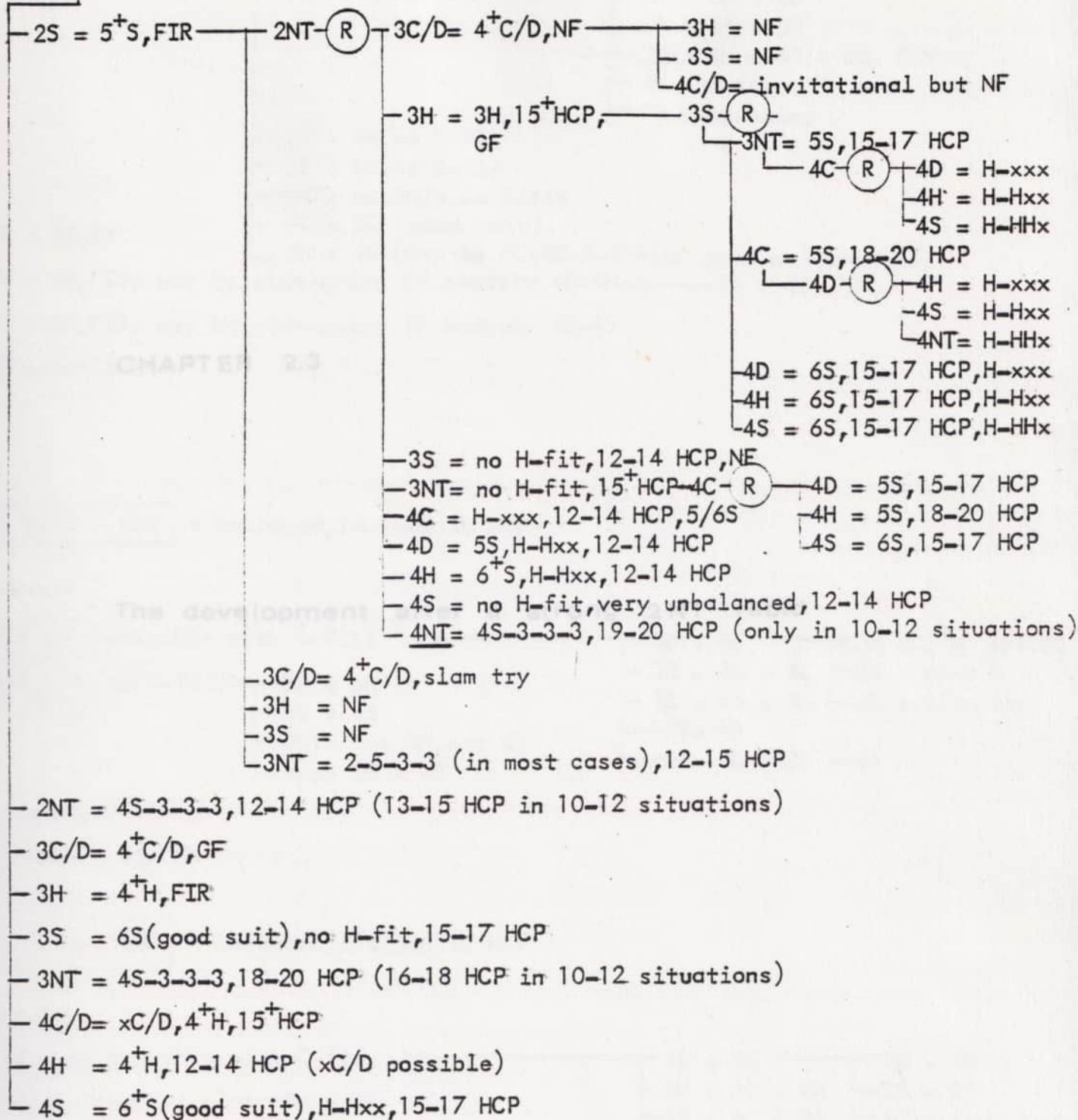
1S - 2C = 10⁺HCP, 4⁺C (but 3C is possible with 4D or 4H)



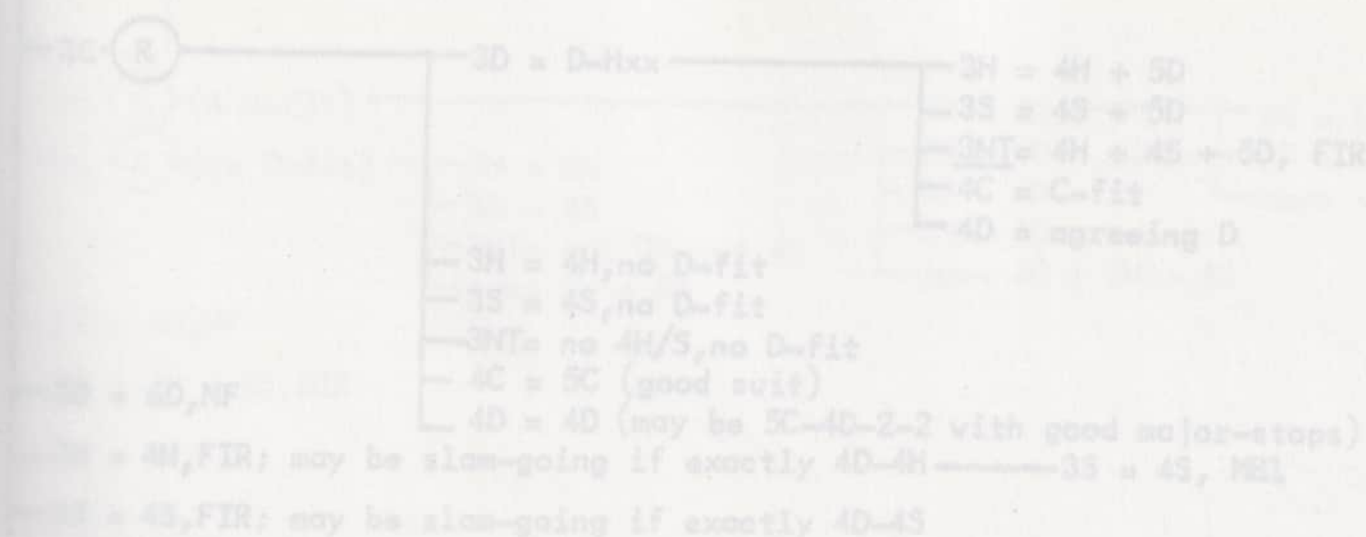
1S - 2D = 10⁺HCP, 5⁺D (but 4D is possible with 4D-4H)



1S - 2H = 10⁺HCP, 5⁺H



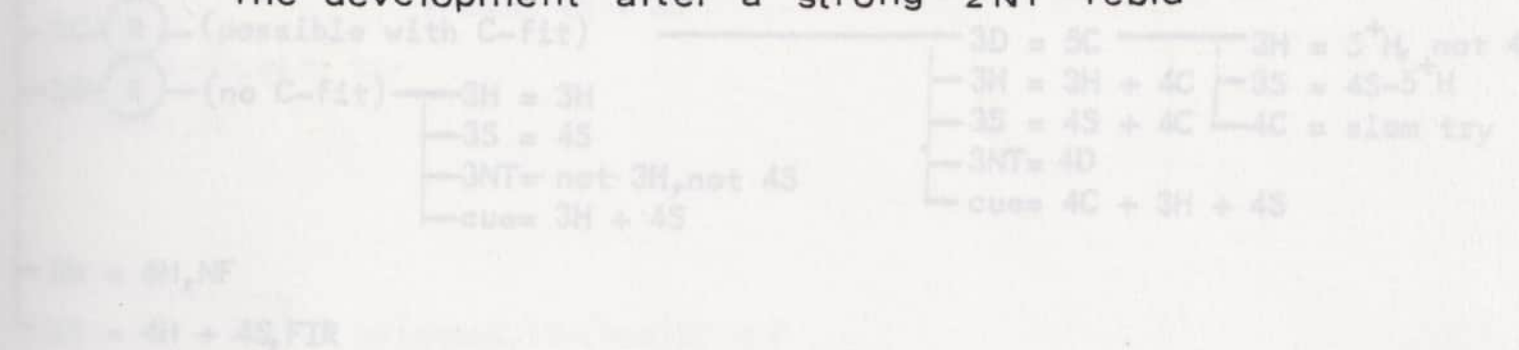
1C - 1D - 2NT = balanced, 18-(bad)20 HCP



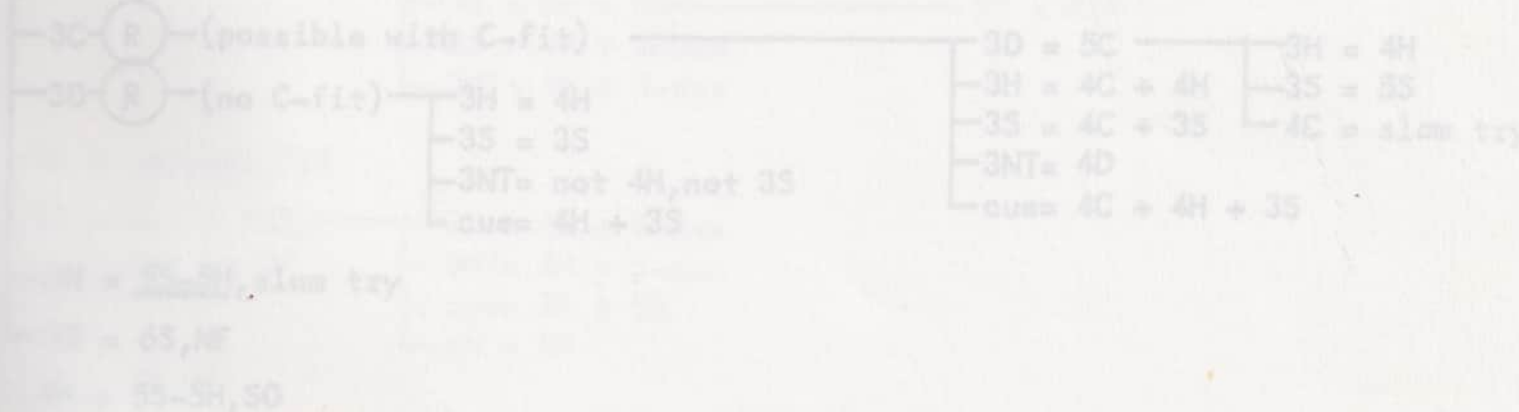
CHAPTER 2.3

1C - 1H - 2NT = balanced, 18-(bad)20 HCP

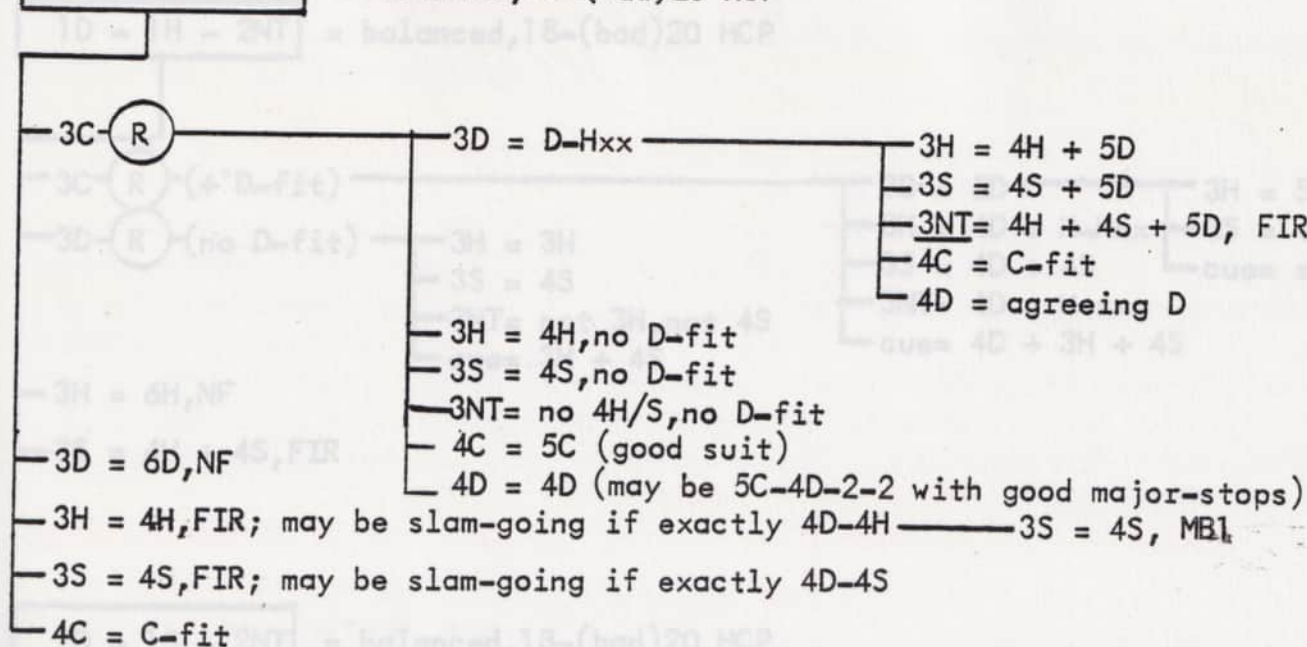
The development after a strong 2NT rebid



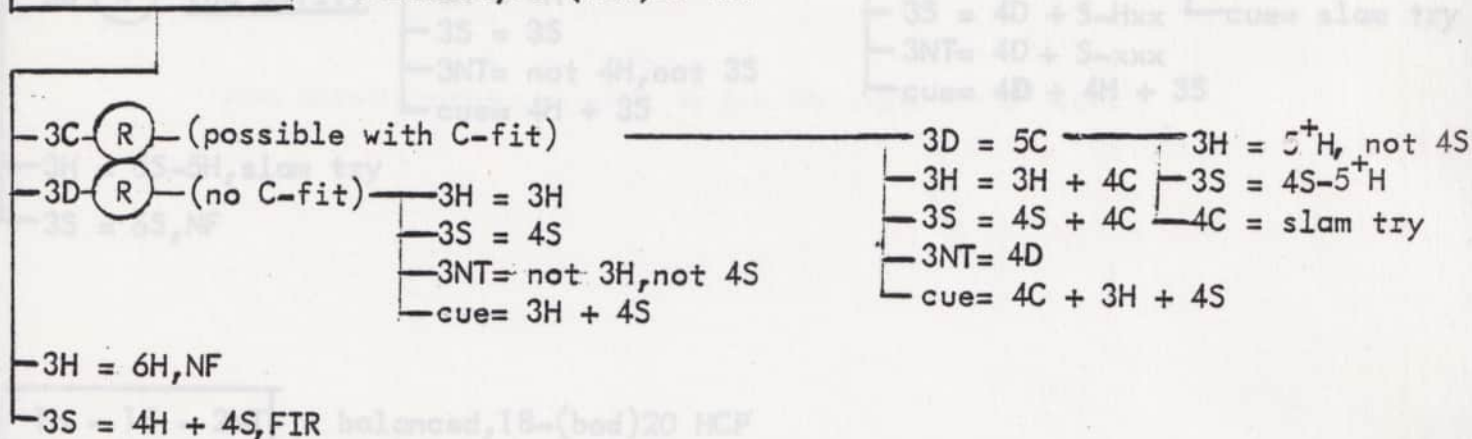
1C - 1S - 2NT = balanced, 18-(bad)20 HCP



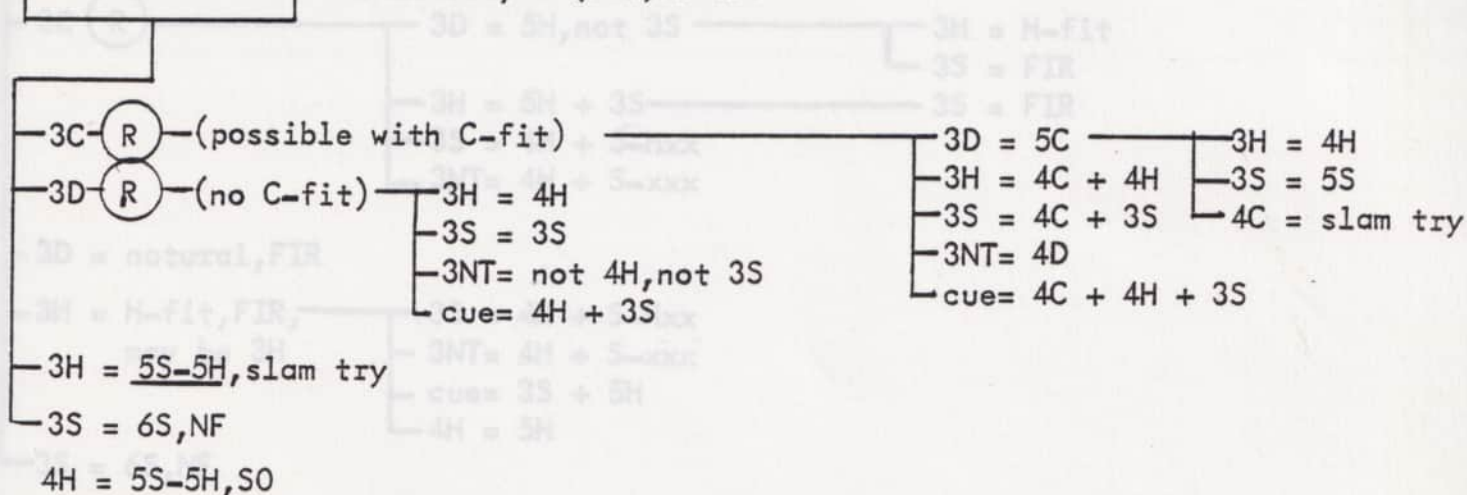
1C - 1D - 2NT = balanced, 18-(bad)20 HCP

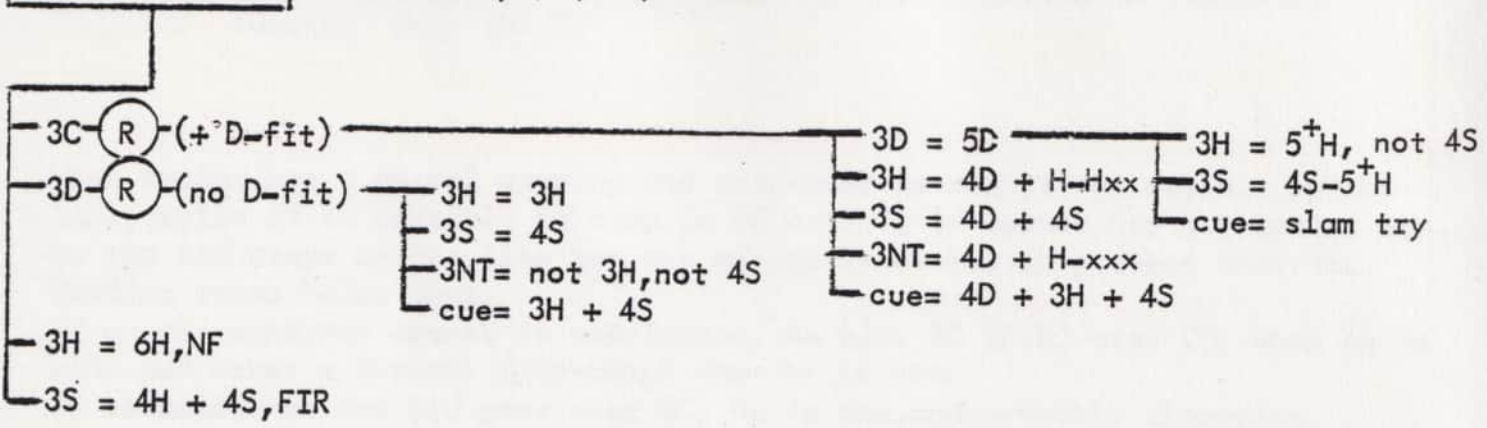
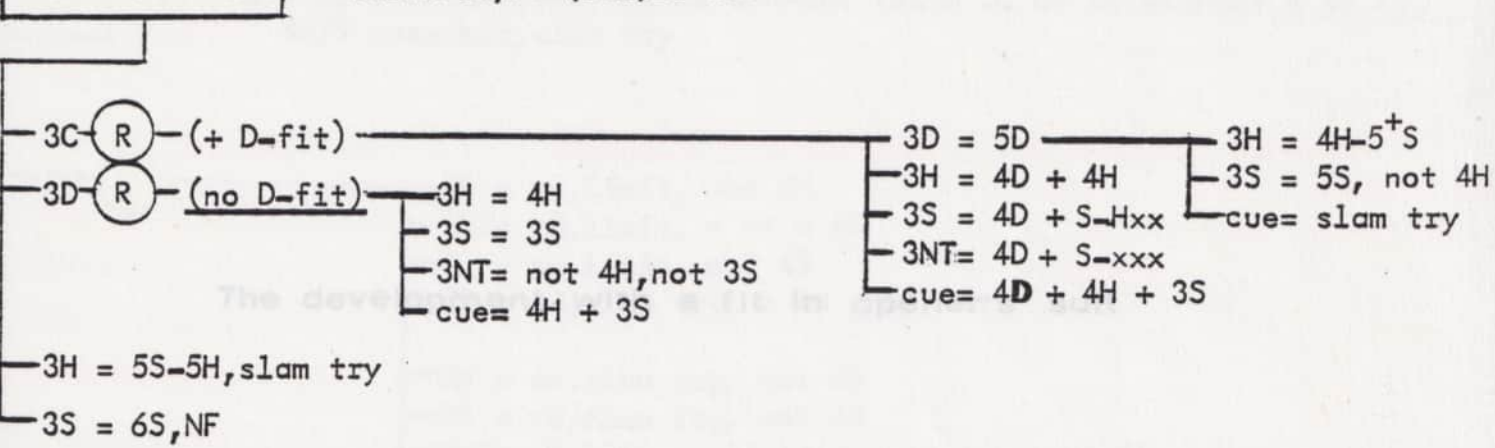


1C - 1H - 2NT = balanced, 18-(bad)20 HCP

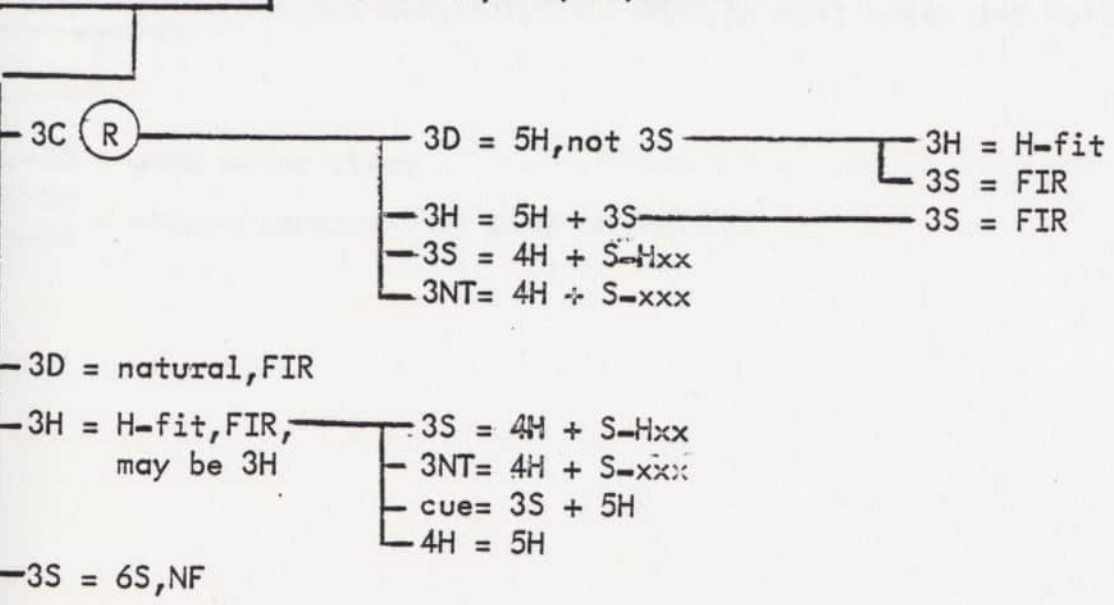


1C - 1S - 2NT = balanced, 18-(bad)20 HCP



$$1D - 1H - 2NT = \text{balanced}, 18 - (\text{bad}) 20 \text{ HCP}$$

$$1D - 1S - 2NT = \text{balanced}, 18 - (\text{bad}) 20 \text{ HCP}$$


$1H - 1S - 2NT$ = balanced, 18-(bad) 20 HCP



1C - 2C = "inverted minor", 4⁺C, 10⁺HCP, no 4H/5, no singleton in sidesuit, forcing thru 2NT/3C

When opener has a normal opening and responder is min., stops are bid up the line, while it is possible to stop in 3C or 2NT; if opener has a balanced max. he can bid stops up the line too and of course he has to prevent that the bidding stops below game.

If on the contrary opener is unbalanced, he bids 3C (FTR) over 2C, when he is min. and makes a natural jump-rebid when he is max.

If responder as 2nd bid goes over 3C, he is max. and probably slugging.

1C - 2D = 4⁺C, 11⁺HCP, no D/H/S, limit

CHAPTER 2.4

4⁺C, 11⁺HCP, 4-4-4-1 or 5-4-3-1 (with 5C or 5D without A or K), 4H/5 possible, also try

2H =

2S = xS, limit, not 4H

2NT = xD, limit, + 4H + 4S

3C = xH, limit, not 4S

The development with a fit in opener's suit

3H = xH, also try, not 4S

3S = xS, also try, not 4H

3NT = xH, between limit & splinter, not 4S

1C - 3C = 4⁺C, 5-8 HCP, no D/H/S, no 4H/5, in most cases not suitable for 3NT

3D = asks major stops

3H =

3S = natural, proposal to play in 4-3 fit

1C - 2C = "inverted minor," 4^+C , 10^+HCP , no $4H/S$, no singleton in sidesuit, forcing thru $2NT/3C$

When opener has a normal opening and responder is min., stops are bid up the line, while it is possible to stop in $3C$ or $2NT$; if opener has a balanced max. he can bid stops up the line too and of course he has to prevent that the bidding stops below game.

If on the contrary opener is unbalanced, he bids $3C$ (FIR) over $2C$, when he is min. and makes a natural jump-rebid when he is max.

If responder as 2nd bid goes over $3C$, he is max. and probably slamgoing.

1C - 2D = a. 4^+C , 8-11 HCP, $x D/H/S$, limit
 b. 4^+C , 15-17 HCP, 4-4-4-1 or 5-4-3-1 (with $5C$ or $5D$ without A or K), $4H/S$ possible, slam try

2H (R) —

- 2S = xS , limit, not $4H$
- 2NT = xD , limit, + $4H + 4S$
- 3C = xH , limit, not $4S$
- 3D = xD , slam try, + $4H + 4S$
- 3H = xH , slam try, not $4S$
- 3S = xS , slam try, not $4H$
- 3NT = xH , between limit & splinter, not $4S$

1C - 3C = 4^+C , 5-8 HCP, $x D/H/S$, no $4H/S$, in most cases not suitable for $3NT$

— 3D = asks major stops
 — 3H
 — 3S = natural, proposal to play in 4-3 fit

1C - 3D = 4⁺C, 12-14 HCP, xD, + 4H + 4S

3H = 4H

3S = 4S

3NT = 50

4C = slam try

1D - 3H = 4⁺D, 8-11 HCP, xC/H/S, limit

1C - 3H = 4⁺C, 12-14 HCP, xH, not 4S

3NT = 50

4C = slam try

1C - 3S = 4⁺C, 12-14 HCP, xS, not 4H

3NT = 50

4C = slam try

1D - 3D = 4⁺D, 5-8 HCP, xC/H/S, no 4H/S, in most cases not suitable for 3NT

3S = natural, proposal to play in 4-3 fit

1D - 2D = "inverted minor", $4^+D, 10^+HCP$, no $4H/S$, no singleton in sidesuit, forcing thru $2NT/3D$

When opener has a normal opening and responder is min., stops are bid up the line, while it is possible to stop in $2NT$ or $3D$; if opener has a balanced max. he can bid stops up the line too and of course he has to prevent that the bidding stops below game.

If on the contrary opener is unbalanced, he bids $3D$ (FIR) over $2D$, when he is min. and makes a natural jump-rebid, when he is max.

If responder as 2nd bid goes over $3D$, he is max. and probably slamgoing.

1D - 3S = $4^+D, 12-14 HCP, xS$, not $4H$

1D - 2H = a. $4^+D, 8-11 HCP, xC/H/S$, limit.
 b. $4^+D, 15-17 HCP, 4-4-4-1$ or $5-4-3-1$ (with $5D$ or $5C$ without A or K), slam try
 c. $4^+D, 12-14 HCP, xC$, + $4H + 4S$

2S (R) ————

- $2NT = xH$, limit, not $4S$
- $3C = xC$, limit, + $4H + 4S$
- $3D = xS$, limit, not $4H$
- $3H = xH$, slam try, not $4S$
- $3S = xS$, slam try, not $4H$
- $3NT = xC, 12-14 HCP$, mild slam try, + $4H + 4S$
- $4C = xC$, slam try, FIR, + $4H + 4S$
- $4D = xS$, between limit & splinter, very unbalanced, not $4H$

1D - 3D = $4^+D, 5-8 HCP, xC/H/S$, no $4H/S$, in most cases not suitable for $3NT$

— $3H$
 — $3S$ = natural, proposal to play in $4-3$ fit

1D - 3H = 4⁺D, 12-14 HCP, xH, not 4S

3NT = SO
4C = slam try
4D = slam try

1D - 3S = 4⁺D, 12-14 HCP, xS, not 4H

3NT = SO
4C = slam try
4D = slam try

1H - 2S = a. 4⁺H, 8-11 HCP, xC/D/S, limit

b. 4-4-4-1 or 5-4-3-1 (fivecard in side suit without A or K),
15-17 HCP, slam try

3NT = 3
3C = xC, limit
3D = xD, limit
3H = xS, limit

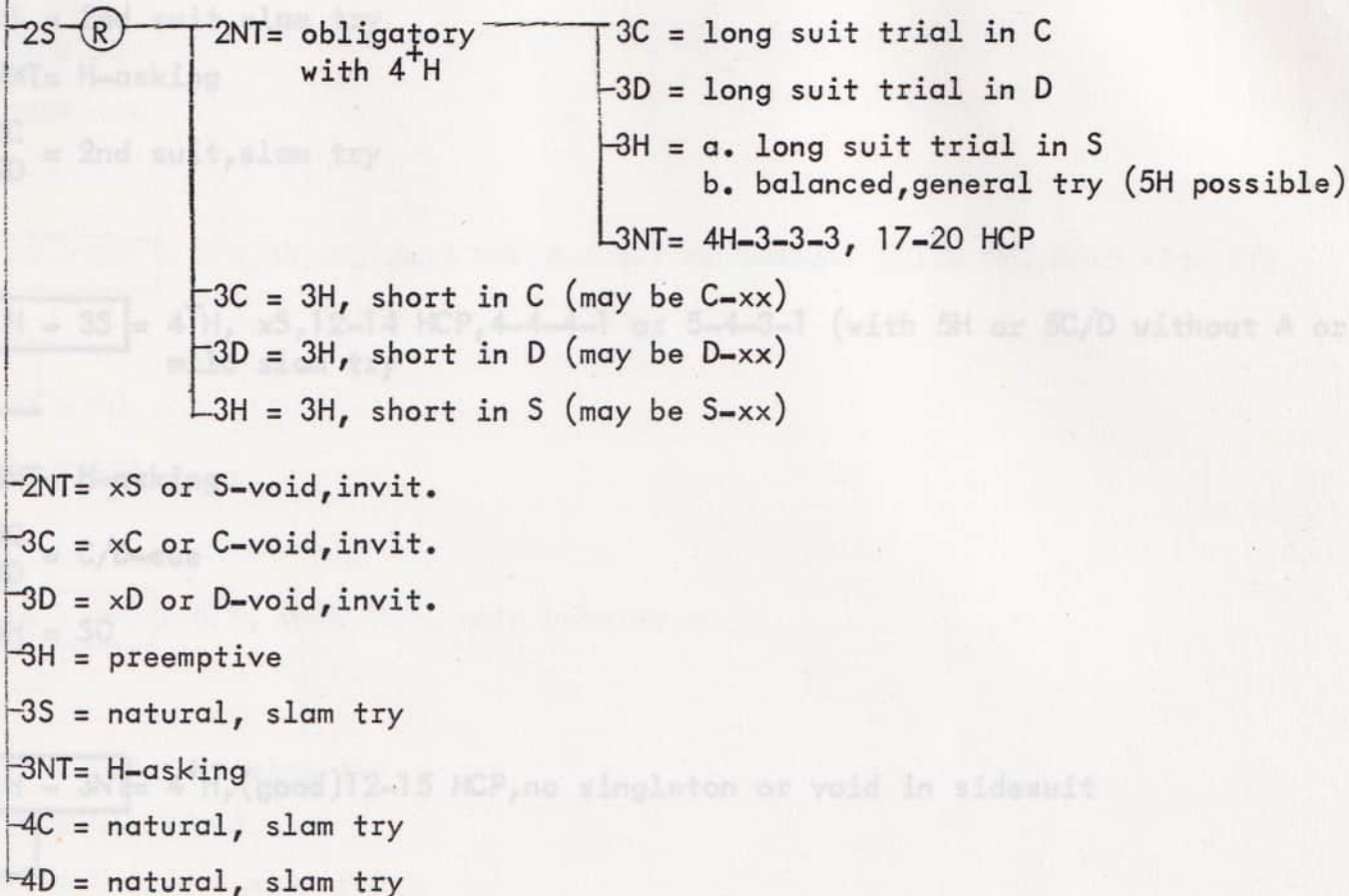
3S = xS, slam try
3NT = xC, slam try
4C = xD, slam try

4H = xS, ofold 3H will be passed out

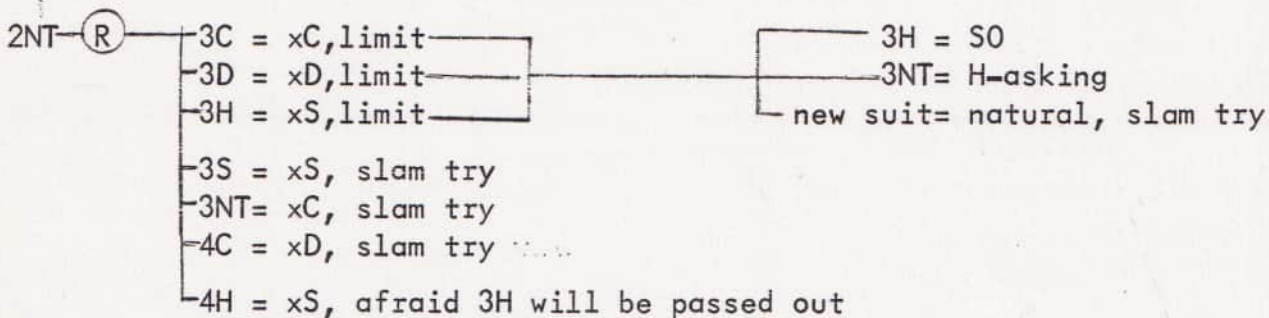
3H = SO

3NT = H-asking
new suits natural, slam try

1H - 2H = 4⁺H (3H by exception), 5-10 HCP



1H - 2S = a. 4⁺H, 8-11 HCP, xC/D/S, limit
b. 4-4-4-1 or 5-4-3-1 (fivecard in sidesuit without A or K), 15-17 HCP, slam try



$1H - 3H = 4^+H$, 10-12 HCP, no singleton or void in sidesuit

$3S = 2nd\ suit, slam\ try$

$3NT = H\text{-asking}$

$4C = 2nd\ suit, slam\ try$

$4D$

$1H - 3S = 4^+H$, xS , 12-14 HCP, 4-4-4-1 or 5-4-3-1 (with 5H or 5C/D without A or K), mild slam try

$3NT = H\text{-asking}$

$4C = C/D\text{-cue}$

$4D$

$4H = SO$

$1H - 3NT = 4^+H$, (good) 12-15 HCP, no singleton or void in sidesuit

$4C = 2nd\ suit, slam\ try$

$4D$

$4H = SO$

$4S = 2nd\ suit, slam\ try$

1H - 4C = 4⁺H, 4S, xC, 12-14 HCP, 4-4-4-1 or 5-4-3-1 (with 5H), mild slam try

4H = SO

other = cue

1H - 4D = 4⁺H, 4S, xD, 12-14 HCP, 4-4-4-1 or 5-4-3-1 (with 5H), mild slam try

4H = SO

other = cue

1H - 4H = 5⁺H, 6-10 HCP, very unbalanced

4S = 2nd suit, slam try

4NT = Blackwood

5C = 2nd suit, slam try

5D = 2nd suit, slam try

1S - 2NT = a. 4⁺S, 8-11 HCP, xC/D/H, limit

b. 4-4-4-1 or 5-4-3-1 (fivecard in sidesuit without A or K),

15-17 HCP, slam try

c. 4-4-4-1 or 5-4-3-1 (fivecard in C/D without A or K), 4H,

12-14 HCP, mild slam try

3C - R

3D = xD, limit

3H = xH, limit

3S = xC, limit

4NT = xC, slam try

4C = xD, slam try

4D = xH, slam try

4H = xH, 12-14 HCP, mild slam try

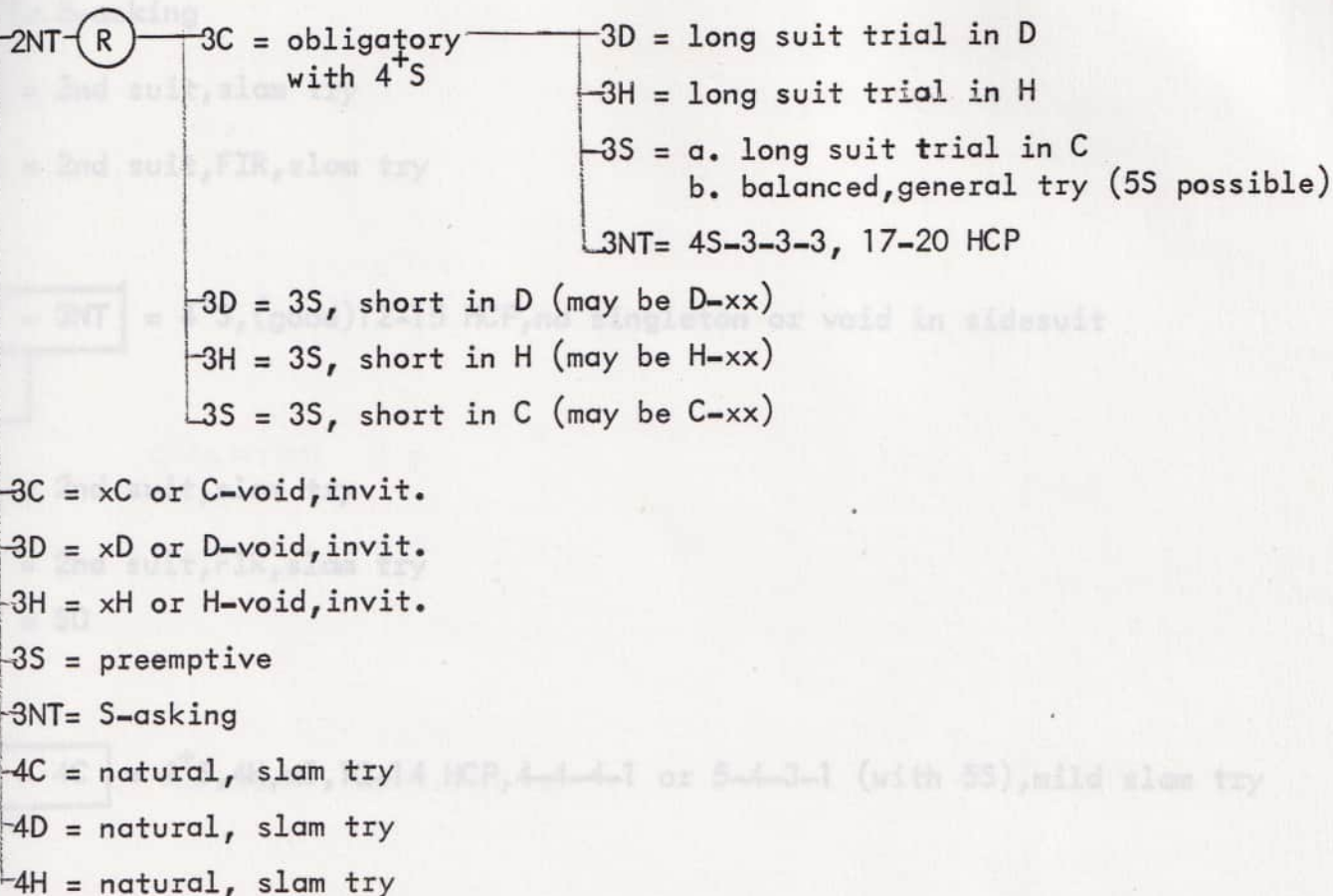
4S = xC, afraid 3S will be passed out

3S = SO

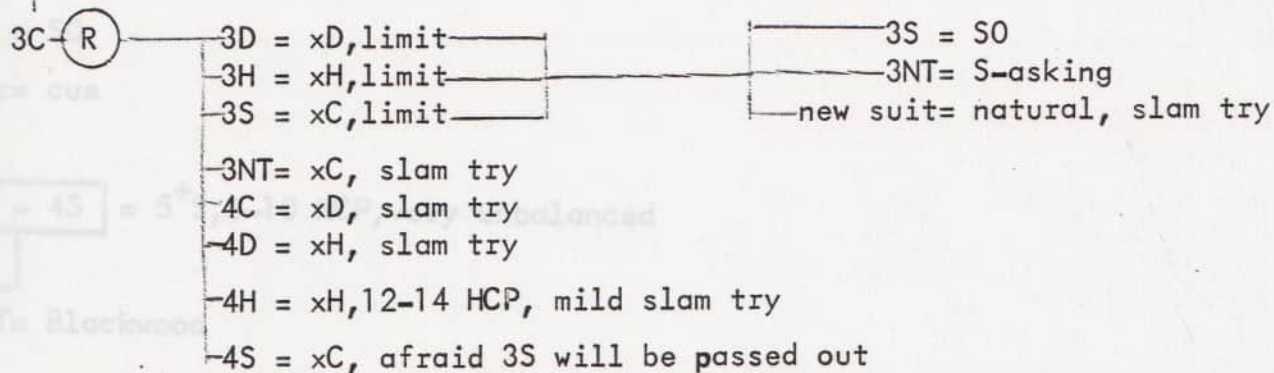
3NT = 3-asking

new suits: natural, slam try

1S - 2S = 4⁺S (3S by exception), 5-10 HCP



1S - 2NT = a. 4⁺S, 8-11 HCP, xC/D/H, limit
 b. 4-4-4-1 or 5-4-3-1 (fivecard in sidesuit without A or K), 15-17 HCP, slam try
 c. 4-4-4-1 or 5-4-3-1 (fivecard in C/D without A or K), xH, 12-14 HCP, mild slam try



$1S - 3S = 4^+S, 10-(\text{bad})12\text{HCP, no singleton or void in sidesuit}$

- 3NT = S-asking
- 4C = 2nd suit, slam try
- 4D = 2nd suit, FIR, slam try

$1S - 3NT = 4^+S, (\text{good})12-15 \text{ HCP, no singleton or void in sidesuit}$

- 4C = 2nd suit, slam try
- 4D = 2nd suit, FIR, slam try
- 4S = SO

$1S - 4C = 4^+S, 4H, xC, 12-14 \text{ HCP, } 4-4-4-1 \text{ or } 5-4-3-1 \text{ (with 5S), mild slam try}$

- 4S = SO
- other = cue

$1S - 4D = 4^+S, 4H, xD, 12-14 \text{ HCP, } 4-4-4-1 \text{ or } 5-4-3-1 \text{ (with 5S), mild slam try}$

- 4S = SO
- other = cue

$1S - 4S = 5^+S, 6-10 \text{ HCP, very unbalanced}$

- 4NT = Blackwood
- 5C = 2nd suit, slam try
- 5D = 2nd suit, FIR, slam try

TC	1D	= 3H, min. (may be Hx)
TH	1S	= 4S, 12-14 HCP
2S		= 4S, 15-16 HCP
TC	1H	
1S	2D	
2H		= 3H, min. (may be Hx)
2S		= 5S, good hand
2NT		= D-stop, NF
2H		= H-Hxx, >D, FIR
2NT		= D-stop, max.
2S		= 4D, FIR

CHAPTER 2.5

1H	2D	= repeated 4th suit
1S	3D	
1C	1H	
1S	3D	= 5D, GF
1C	1H	
2C	2D	= (semi)natural, FIR
1C	1H	
2C	2H	= weak invitational
1C	1H	
2C	2S	= GF, may be 3S
1C	1H	
2C	3H	= strong invitational
1C	1H	
2C	2D	
...	3H	= GF
1C	1S	
2C	4C	= GF, (probably) 4S
1C	1S	
2C	3S	= 5 [*] S, GF
1D	1H	
1S	1NT	
2H		= 3H, xC, not min.
2NT		= 15-16 HCP
2D		= 6D, 14-15 HCP
1D	1H	
2C	2S	
2S		= S-Hxx, not min.
1C	2NT	= 6 [*] D, 13 [*] HCP (good D-suit)
1C	2NT	
2C		= natural, min. or max.
2D		= D-fit, not balanced
2H/3		= natural or max. with 3H/3

1D	1H	
2S		= 4 [*] S, GF
1D	1H	
2S	2NT	= C-stop, may be strong
	3S	= 4S, slow try
	2NT	= 5C
	4S	= 4S, 5C
1D	1S	
2C	2H	= 3C
	3H	= strong invitational
1D	1S	
2D	2H	
...	3H	= 5S-5H, NF
1D	1S	
2D	3C	= (semi)natural, GF
1D	1S	
2D	3H	= 5S-5H, GF
1D	1S	
2H		= 4 [*] H, FIR
1D	1S	
2H	2NT	= natural, NF
	2NT	= natural, NF
	2H/2S/2C/2D	= 4th suit
	2H/2S/2C/2D	= natural, NF
	2H/2S/2C/2D	= 4 [*] H, GF (may be slow try)
	2H/2S/2C/2D	= 6S, GF
	2H/2S/2C/2D	= 4H, 5C
1D	1S	
2H	...	= 6D-5H, weak
3H		
1D	1S	
3H		= 6D-5H, 16 [*] HCP
1D	2C	
2NT	3D	= GF (with good C-suit)
1D	2NT	= 6 [*] H, 13 [*] HCP (good suit)
1D	2NT	
3C		= natural or max. with 3C
3D		= natural, min. or max.
3H		= H-fit, not balanced
3S		= natural or max. with 3S
2NT		= balanced, less than 15MC
1C/D	2NT	= 4C/D-3-3-3, 13-15 HCP, steps in all side suits

<u>0</u>	<u>R</u>	
1C	1D	
1H	1S	
<u>2S</u>		= 4S, 12-14 HCP
<u>3S</u>		= 4S, 15-16 HCP
1C	1H	
1S	2D	
<u>2H</u>		= 3H, min. (may be Hx)
<u>2S</u>		= 5S, good hand
<u>2NT</u>		= D-stop, NF
<u>3H</u>		= H-Hxx, xD, FIR
<u>3NT</u>		= D-stop, max.
<u>3D</u>		= 4D, FIR
1C	1H	
1S	2D	
...	<u>3D</u>	= repeated 4th suit
1C	1H	
1S	<u>3D</u>	= 5D, GF
1C	1H	
2C	<u>2D</u>	= (semi)natural, FIR
1C	1H	
2C	<u>2H</u>	= weak invitational
1C	1H	
2C	<u>2S</u>	= GF, may be 3S
1C	1H	
2C	<u>3H</u>	= strong invitational
1C	1H	
2C	2D	
...	<u>3H</u>	= GF
1C	1S	
3C	<u>4C</u>	= GF, (probably) 4S
1C	1S	
3C	<u>3S</u>	= 5 ⁺ S, GF
1D	1H	
1S	1NT	
<u>2H</u>		= 3H, xC, not min.
<u>2NT</u>		= 15-16 HCP
<u>3D</u>		= 6D, 14-15 HCP
1D	1H	
2C	2S	
<u>3S</u>		= S-Hxx, not min.
1C	<u>2NT</u>	= 6 ⁺ D, 13 ⁺ HCP (good D-suit)
1C	2NT	
<u>3C</u>		= natural, min. or max.
<u>3D</u>		= D-fit, not balanced
<u>3H/S</u>		= natural or max. with 3H/S

<u>0</u>	<u>R</u>	
1D	1H	
<u>2S</u>		= 4 ⁺ S, GF
1D	1H	
2S	<u>2NT</u>	= C-stop, may be strong
	<u>3S</u>	= 4S, slam try
	<u>3NT</u>	= S0
	<u>4S</u>	= 4S, S0
1D	1S	
2C	<u>2S</u>	= S0
	<u>3S</u>	= strong invitational
1D	1S	
2D	2H	
...	<u>3H</u>	= 5S-5H, NF
1D	1S	
2D	<u>3C</u>	= (semi)natural, GF
1D	1S	
2D	<u>3H</u>	= 5S-5H, GF
1D	1S	
<u>2H</u>		= 4 ⁺ H, FIR
1D	1S	
2H	<u>2S</u>	= natural, NF
	<u>2NT</u>	= natural, NF
	<u>3C</u>	= 4th suit
	<u>3D</u>	= natural, NF
	<u>3H</u>	= 4 ⁺ H, GF (may be slam try)
	<u>3S</u>	= 6S, GF
	<u>4H</u>	= 4H, S0
1D	1S	
2H	...	
<u>3H</u>		= 6D-5H, weak
1D	1S	
<u>3H</u>		= 6D-5H, 16 ⁺ HCP
1D	2C	
2NT	<u>3D</u>	= GF (with good C-suit)
1D	<u>2NT</u>	= 6 ⁺ H, 13 ⁺ HCP (good suit)
1D	2NT	
<u>3C</u>		= natural or max. with 3C
<u>3D</u>		= natural, min. or max.
<u>3H</u>		= H-fit, not balanced
<u>3S</u>		= natural or max. with 3S
<u>3NT</u>		= balanced, less than 15HC
1C/D	<u>3NT</u>	= 4C/D-3-3-3, 13-15 HCP, stops in all sidesuits

<u>O</u>	<u>R</u>	
1H	1S	
2C	<u>2H</u>	= SO (may be doubleton)
	<u>3C</u>	= invit., 8-10 HCP
	<u>3H</u>	= invitation
	<u>4C</u>	= GF, unbalanced hand

1H	1S	
2C	2H	= conv. (only over 1S-INT), GF
<u>2S</u>		= 3S, xD, not min.

1H	1S	= 3H or 3H
2C	2D	= 4H
...	<u>3S</u>	= 6S, GF

1H	1S	= 2S + 2H or less
<u>3H</u>		= invit., NF

1H	1NT	
2H	<u>3C</u>	= 6 ⁺ C, SO

1H	1NT	
2NT	<u>3C</u>	= 6 ⁺ C, SO

1H	1NT	
2NT	<u>3H</u>	= 3H, GF

1H	1NT	
<u>2S</u>		= 4 ⁺ S, FIR

1H	1NT	= 3S-4 ⁺ C
<u>3C/D</u>		= natural, not GF, forcing thru 3H

1H	1NT	
<u>3S</u>		= conv., asks for 3H

1H	1NT	
3C/D	<u>3H</u>	= H-support, min., NF
	<u>4C/D</u>	= 4 ⁺ C/D, NF
	<u>4H</u>	= H-support, max.

1H	2C	= SO
2D	2S	= natural, about the strength
<u>3S</u>		= 4S, GF

1H	2C	
2D	<u>4H</u>	= SO (5 ⁺ C, 3H, 10 HCP)

1H	2C	
2D	2S	
...	<u>3S</u>	= repeated 4th suit

1H	2C	
2S	<u>2NT</u>	= (R) + D-stop
	<u>3NT</u>	= SO (10-12 HCP)

<u>O</u>	<u>R</u>	
1H	2C	
2S	...	
<u>3S</u>		= 6H-5S, weak
1H	2C	
2NT	<u>3H</u>	= FIR, may be 3H
1H	2C	
2NT	3H	
3NT	<u>4C/D</u>	= 4H, slam try
	<u>4H</u>	= 4H, mild slam try
1H	2C	
2NT	<u>4H</u>	= 4H, SO
1H	<u>2NT</u>	= 6 ⁺ S, 13 ⁺ HCP (good S-suit)
1H	2NT	
<u>3C/D</u>		= 4 ⁺ C/D
<u>3H</u>		= 5 ⁺ H (may be bad suit)
<u>3S</u>		= S-fit, unbalanced hand
<u>3NT</u>		= balanced, FIR

<u>Q</u>	<u>R</u>			
1S	1NT			
2NT	<u>3H</u>	= 5 ⁺ H, FIR		
1S	1NT			
<u>3D/H</u>		= 5S-5D/H, not GF, forcing thru 3S		
1S	1NT			
<u>3C</u>		= conv. (only over 1S-1NT), GF		
1S	1NT			
3C	<u>3D</u>	= 3H or 5H		
	<u>3H</u>	= 4H		
	<u>3S</u>	= 3S + 2H		
	<u>3NT</u>	= 2S + 2H or less		
1S	1NT			
3C	3D			
<u>3H</u>		= (R) + 3/4H		
1S	1NT			
3C	3D			
3H	<u>3S</u>	= 3H + 3S		
	<u>3NT</u>	= 3H + 0-2S		
	<u>4H</u>	= 5H		
1S	1NT			
3C	3D/H			
<u>3S</u>		= 5S-4 ⁺ C		
<u>3NT</u>		= 5S		
<u>4C</u>		= 5S-5 ⁺ C		
1S	2C			
2D	2H			
...	<u>4S</u>	= S0, may be 5-2 fit		
1S	2D			
2S	<u>4D</u>	= S-fit, no C-cue		
1S	2H			
3C	<u>4H</u>	= S0		
1S	<u>4H</u>	= natural, about the strength and type of a 3H-opening		

Schedule of what to open and to rebid if playing a 15-17 NT

<u>distributional pattern:</u>	<u>11-14 HCP</u>	<u>point-count range:</u> <u>15-17 HCP</u>	<u>18-20 HCP</u>
4-3-3-3	1X-1Y-1NT 1Y-2X-2NT	1X-1Y-1NT 1Y-2X-3NT	1X-1Y-2NT 1Y-2X-3NT
4-4-3-2	1X-1Y-1Z 1X-1Z-1NT 1X-1Y-2Y 1Y-2X-2NT	1X-1Y-1Z 1X-1Z-1NT 1X-1Y-3Y 1Y-2X-3NT	1X-1Y-2NT 1X-1Z-2NT 1X-1Y-3NT 1Y-2X-3NT or 1Y-2X-2Z
4-4-4-1	1X-1Y-1Z 1X-1Y-1NT 1Y-2X-2NT or 1Z-2X-2Y 1X-1Y-2Y	1X-1Y-1Z 1Y-1Z-2X 1Z-2X-2Y 1X-1Y-3Y	
5-3-3-2	1X-1Y-1NT 1Y-2X-2NT	1X-1Y-2X 1Y-2X-2Y	1X-1Y-2NT 1Y-2X-3NT or 1Y-2X-2Y
5-4-2-2	1X-1Y-1Z 1X-1Z-1NT or 1X-1Z-2X 1Y-2X-2Y or 1Y-2X-2NT 1Y-1Z-2X 1Z-2X-2Y 1Z-2Y-2Z or 1Z-2Y-2NT 1X-1Y-2Y 1Y-2X-3X	1X-1Y-1Z 1X-1Z-2Y 1Y-2X-2Z 1Y-1Z-2X 1Z-2X-2Y 1Z-2Y-3X 1X-1Y-3Y 1Y-2X-4X	1X-1Y-2Z 1X-1Z-2Y 1Y-2X-2Z 1Y-1Z-3X 1Z-2X-3Y 1Z-2Y-3X 1X-1Y-3NT/4Y 1Y-2X-cue
5-4-3-1	1X-1Y-2Y	1X-1Y-3Y	1X-1Y-cue
same as 5-4-2-2 except:			
5-4-4-0			
same as 5-4-3-1			
5-5-2-1/5-5-3-0	1Y-1Z-2X 1Z-2X-2Y 1Z-2Y-2Z but: 1S-1NT-2C or 1S-2H-2S	1Y-1Z-2X 1Z-2X-2Y 1Z-2Y-3X 1C-1H-1S	1Y-1Z-3X 1 -2X-3Y 1Z-2Y-3X 1C-1H-2S
6-3-2-2/6-3-3-1	1X-1Y-2X 1Y-2X-2Y	1X-1Y-3X 1Y-2X-3Y	1X-1Y-2NT/4X 1Y-2X-3Y
6-4-2-1/6-4-3-0	1X-1Y-1Z 1X-1Z-2X 1Y-2X-2Y 1Y-1Z-2Y 1Z-2X-2Y 1Z-2Y-2Z 1Y-2X-3X	1X-1Y-1Z 1X-1Z-2Y 1Y-2X-2Z 1Y-1Z-3Y 1Z-2X-2Y 1Z-2Y-3X 1Y-2X-4X	1X-1Y-2Z 1X-1Z-2Y 1Y-2X-2Z 1Y-1Z-3X 1Z-2X-2/3Y 1Z-2Y-3X 1Y-2X-cue
6-5-1-1/6-5-2-0	1X-1Z-2Y 1X-1Y-1Z 1Y-2X-2Z 1Y-1Z-2X	1X-1Z-2/3Y 1X-1Y-1/2Z 1Y-2X-2/3Z 1Y-1Z-2/3X	1X-1Z-3Y 1X-1Y-2Z 1Y-2X-3Z 1Y-1Z-3X

Schedule of what to open and to rebid if playing a 10-12 NT

<u>distributional pattern:</u>	<u>point-count range:</u>		18-20 HCP
	12-(bad)15 HCP	(good)15-17 HCP	
4-3-3-3	1X-1Y-1NT 1Y-2X-2NT	1X-1Y-1NT 1Y-2X-3NT	1X-1Y-2NT 1Y-2X-2Y
4-4-3-2	1X-1Y-1Z 1X-1Z-1NT 1X-1Y-2Y 1Y-2X-2NT	1X-1Y-1Z 1X-1Z-1NT 1X-1Y-3Y 1Y-2X-3NT	1X-1Y-2NT 1X-1Z-2NT 1X-1Y-3NT 1Y-2X-2Z
4-4-4-1	1X-1Y-1Z 1X-1Y-1NT 1Y-2X-2NT or 1Z-2X-2Y 1X-1Y-2Y	1X-1Y-1Z 1Y-1Z-2X 1Z-2X-2Y 1X-1Y-3Y	
5-3-3-2	1X-1Y-1NT 1Y-2X-2NT	1X-1Y-1NT 1Y-2X-2Y/3NT	1X-1Y-2NT 1Y-2X-2Y
5-4-2-2	1X-1Y-1Z 1X-1Z-1NT or 1X-1Z-2X 1Y-2X-2Y or 1Y-2X-2NT 1Y-1Z-2X 1Z-2X-2Y 1Z-2Y-2Z or 1Z-2Y-2NT 1X-1Y-2Y 1Y-2X-3X	1X-1Y-1Z 1X-1Z-1NT or 1X-1Z-2Y 1Y-2X-2Z 1Y-1Z-2X 1Z-2X-2Y 1Z-2Y-3X 1X-1Y-3Y 1Y-2X-4X	1X-1Y-2Z 1X-1Z-2Y 1Y-2X-2Z 1Y-1Z-3X 1Z-2X-3Y 1Z-2Y-3X 1X-1Y-3NT/4Y 1Y-2X-cue

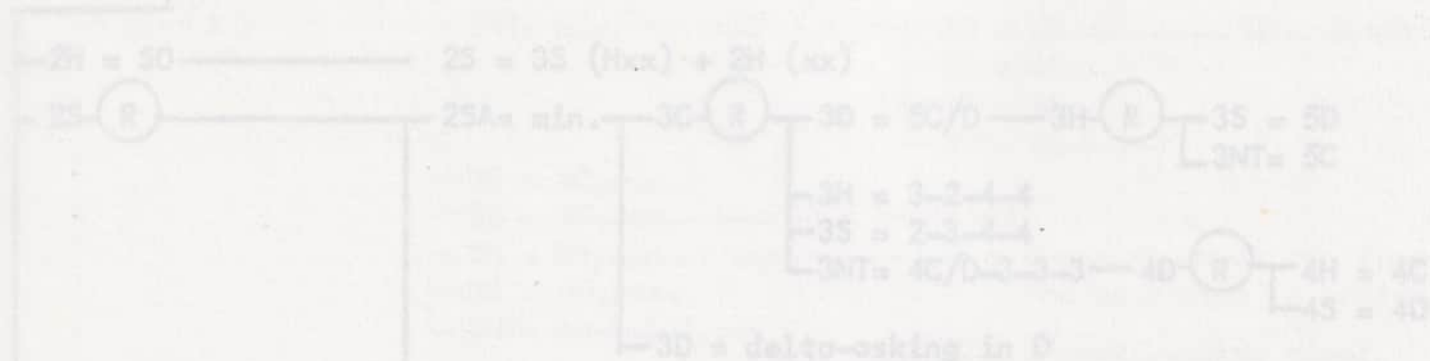
other distributions same as if playing a 15-17 NT

N.B. Z is a suit higher than Y, Y is a suit higher than X

CHAPTER 3

The 1NT opening

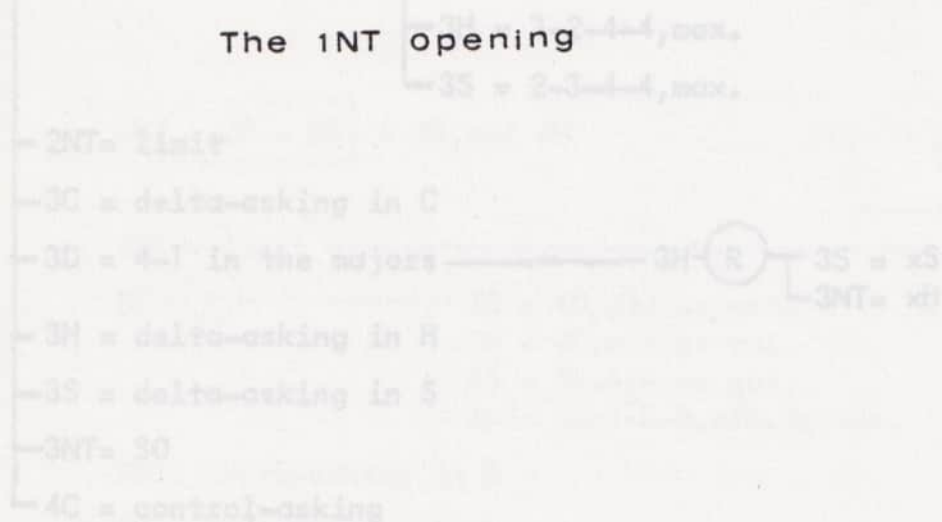
1NT = 2C - 2D = no forward major



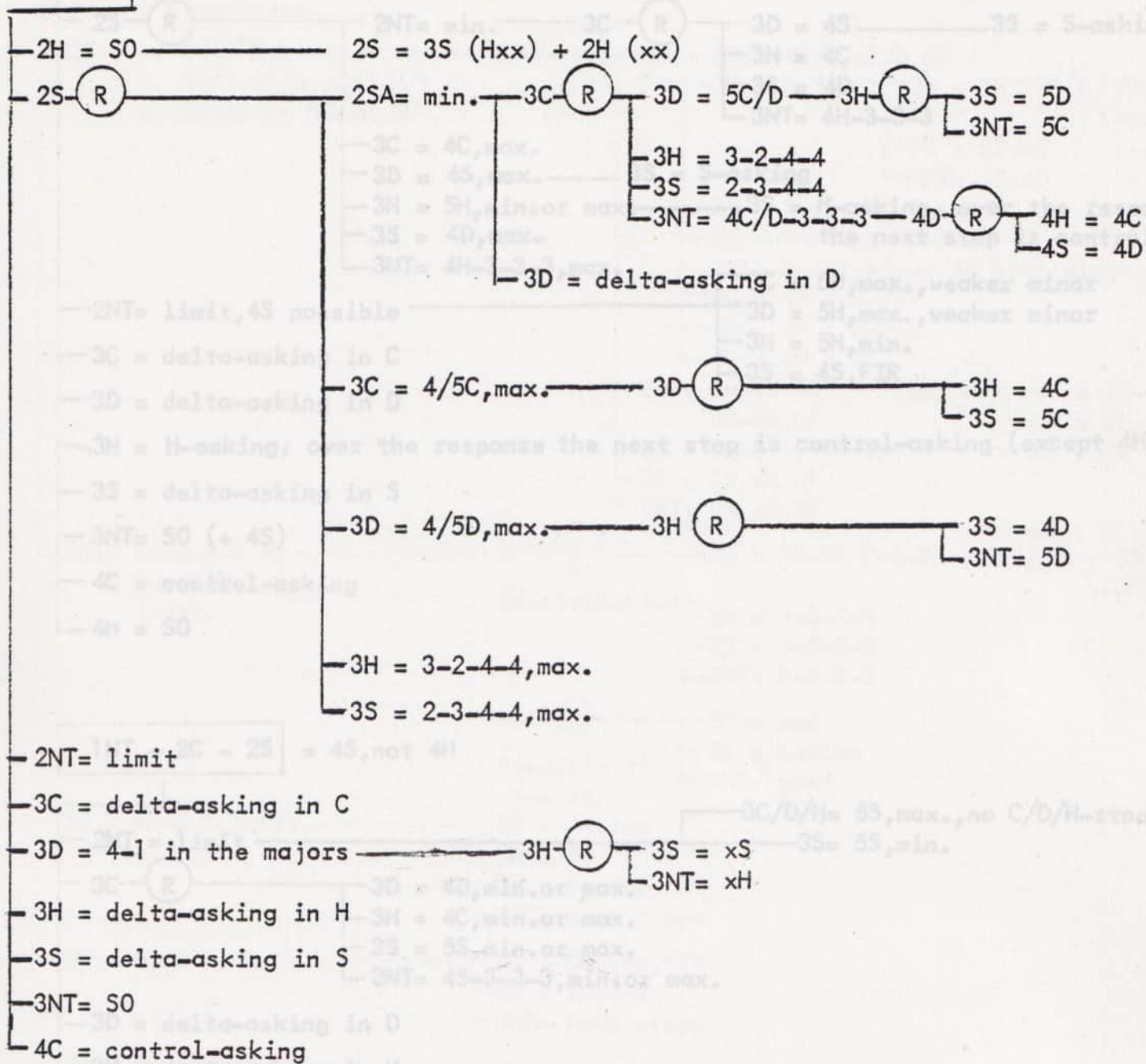
CHAPTER 3



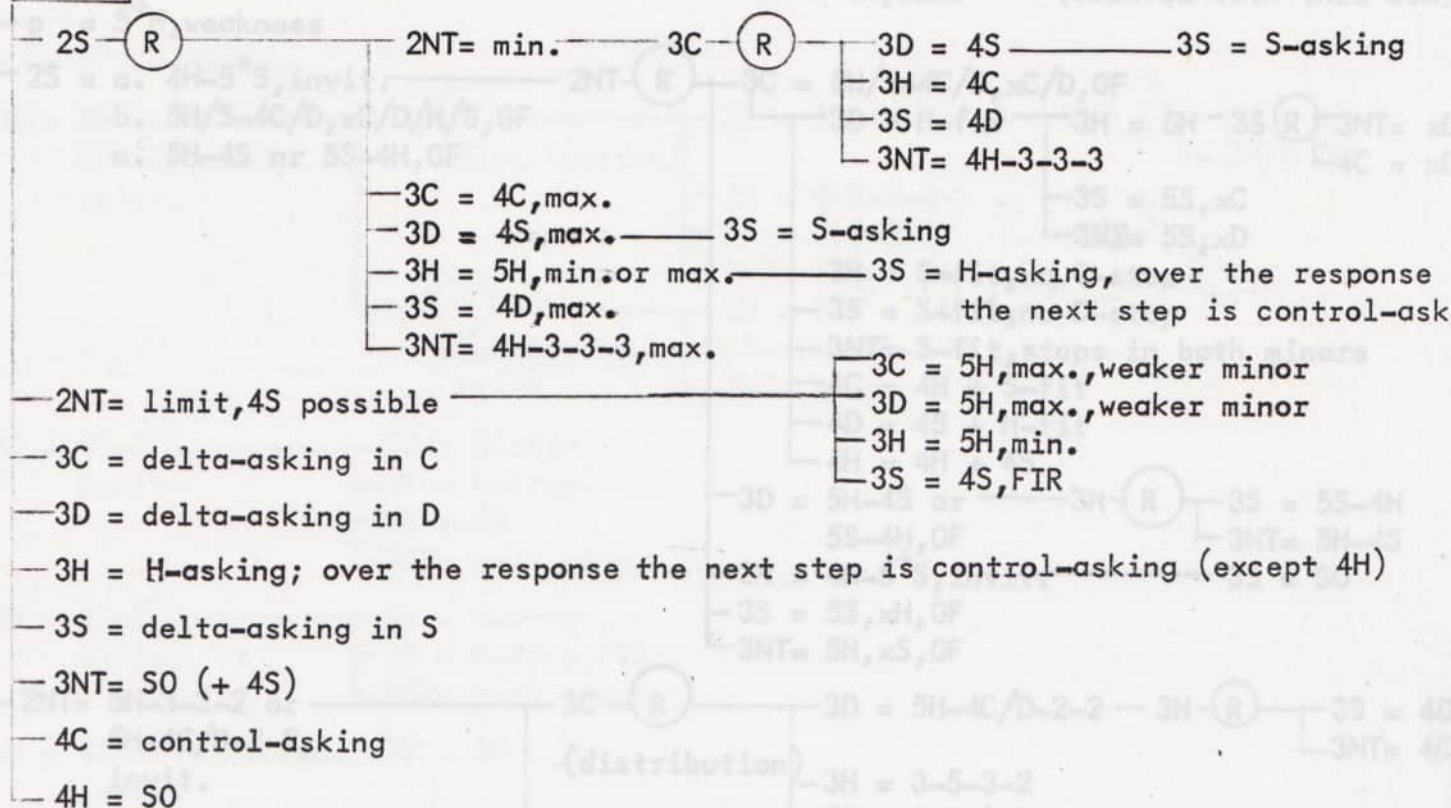
The 1NT opening



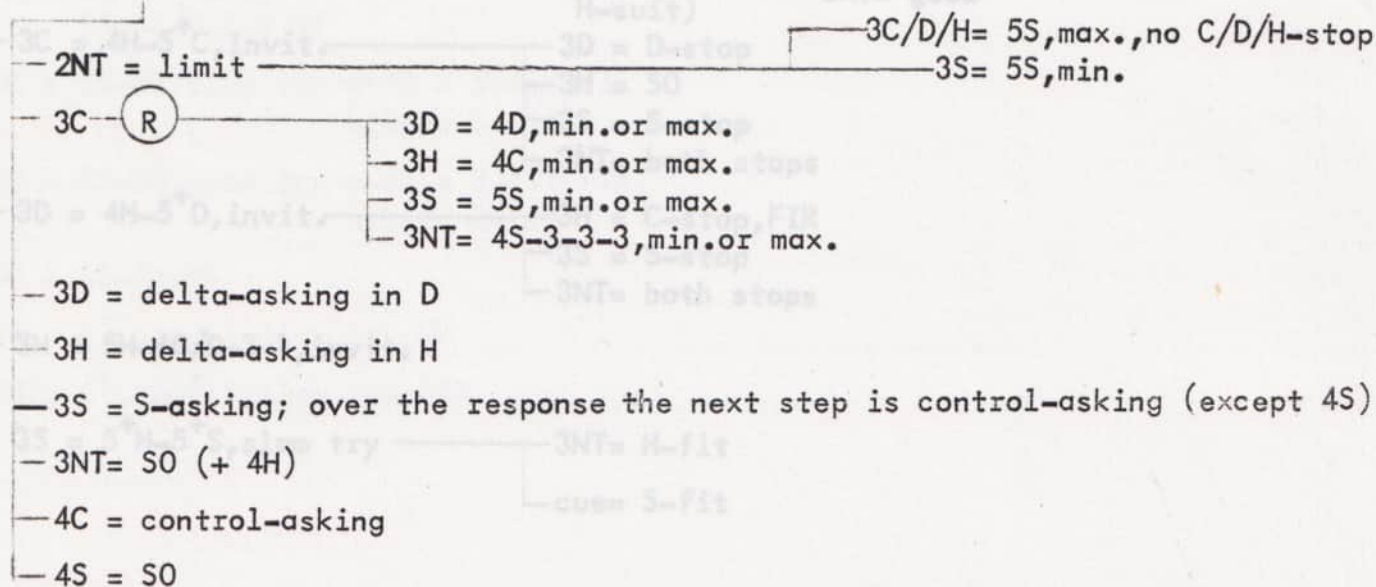
1NT - 2C - 2D = no fourcard major



1NT - 2C - 2H = 4H, 4S possible

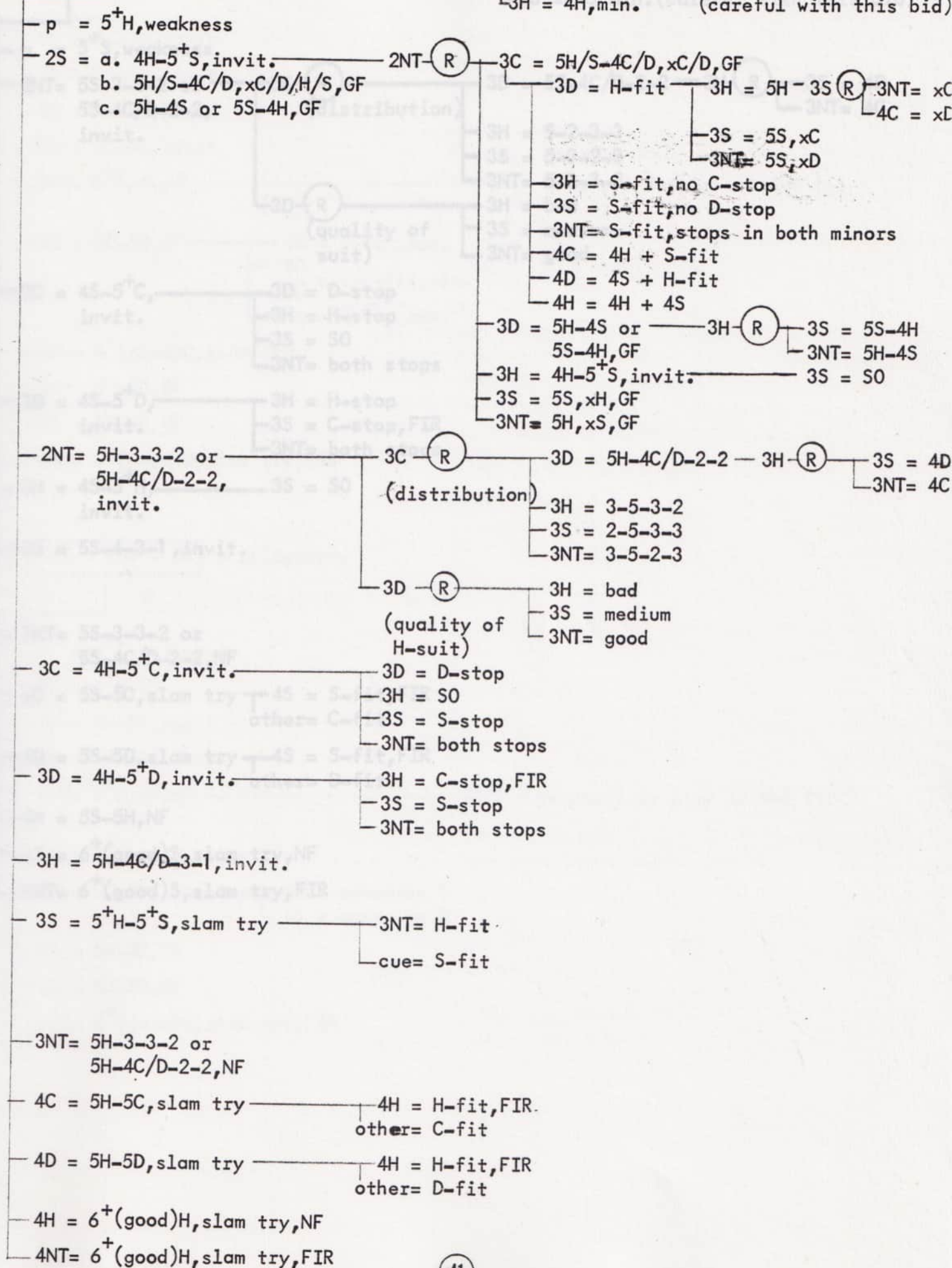


1NT - 2C - 2S = 4S, not 4H



1NT - 2D - 2H = obligatory, but: 1NT - 2D

2S = 4H, max., S-Hx or S-xx
 2NT = 4H-3-3-3, absolute max.
 3C = 4H, max., C-Hx or C-xx
 3D = 4H, max., D-Hx or D-xx
 3H = 4H, min. (careful with this bid)



1NT - 2H - 2S = obligatory, but: 1NT - 2H

- 2NT = 4S-3-3-3, absolute max.
- 3C = 4S, max., C-Hx or C-xx
- 3D = 4S, max., D-Hx or D-xx
- 3H = 4S, max., H-Hx or H-xx
- 3S = 4S, min. (careful with this bid)

- p = 5⁺S, weakness

- 2NT = 5S-3-3-2 or
5S-4C/D-2-2,
invit.

3C (R)
(distribution)

3D = 5S-4C/D-2-2

3H (R)

3S = 4D
3NT = 4C

3H = 5-2-3-3

3S = 5-3-2-3

3NT = 5-3-3-2

3D (R)
(quality of
suit)

3H = bad

3S = medium

3NT = good

- 3C = 4S-5⁺C,
invit.

3D = D-stop
3H = H-stop
3S = S0
3NT = both stops

- 3D = 4S-5⁺D,
invit.

3H = H-stop
3S = C-stop, FIR
3NT = both stops

- 3H = 4S-5⁺H,
invit.

3S = S0

- 3S = 5S-4-3-1, invit.

- 3NT = 5S-3-3-2 or
5S-4C/D-2-2, NF

- 4C = 5S-5C, slam try

4S = S-fit, FIR
other = C-fit

- 4D = 5S-5D, slam try

4S = S-fit, FIR
other = D-fit

- 4H = 5S-5H, NF

- 4S = 6⁺(good)S, slam try, NF

- 4NT = 6⁺(good)S, slam try, FIR

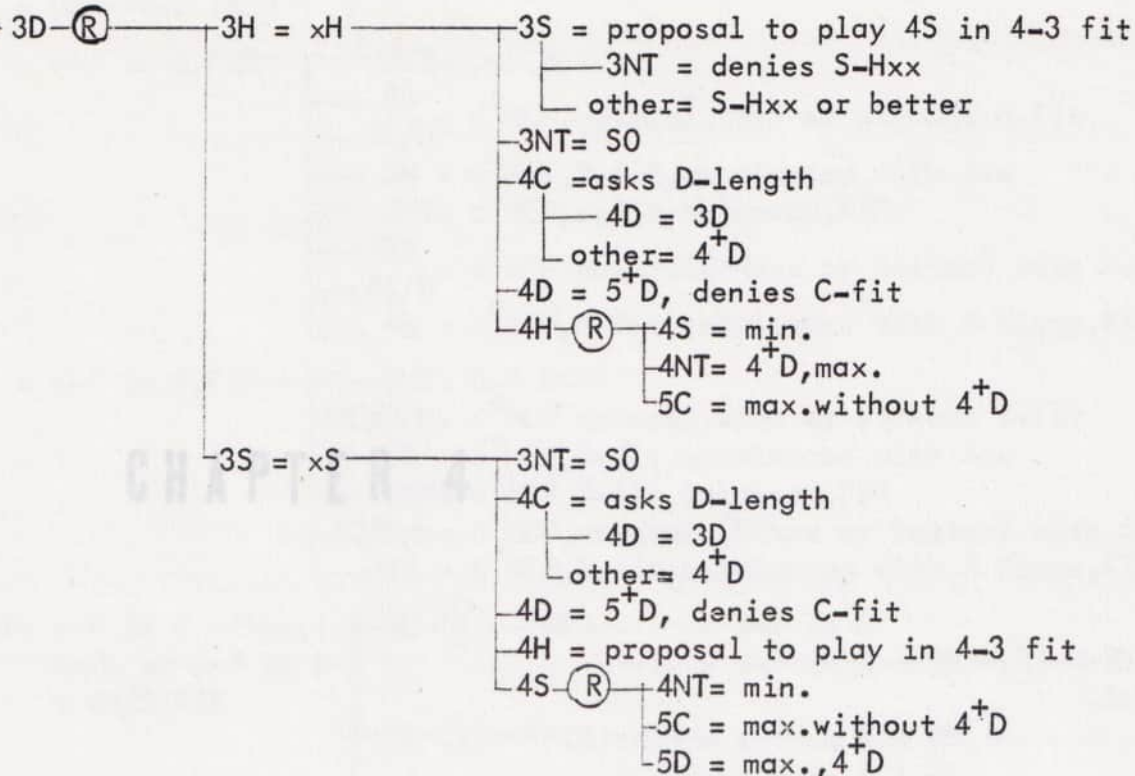
1NT - 2S - 2NT = obligatory

- 3C = 5C-5D, limit
- 3D = 5D-5H, limit
- 3H = 5H-5S, limit
- 3S = 5S-5C, limit
- 3NT = 6⁺D, xC, NF ————— 4H/S = proposal to play in 4-3 fit
- 4C = 5C-5D, GF —————
 - 4D = D-fit, max.
 - 5C = C/D-fit, min.
 - 5D = C/D-fit, min.
 - other = C-fit, max.
- 4D = 6⁺(good)D, slam try
- 4H = 5H-5D, GF
- 4S = 5S-5D, GF
- 4NT = 6⁺(good)D, slam try, FIR

1NT - 2NT - 3C = obligatory

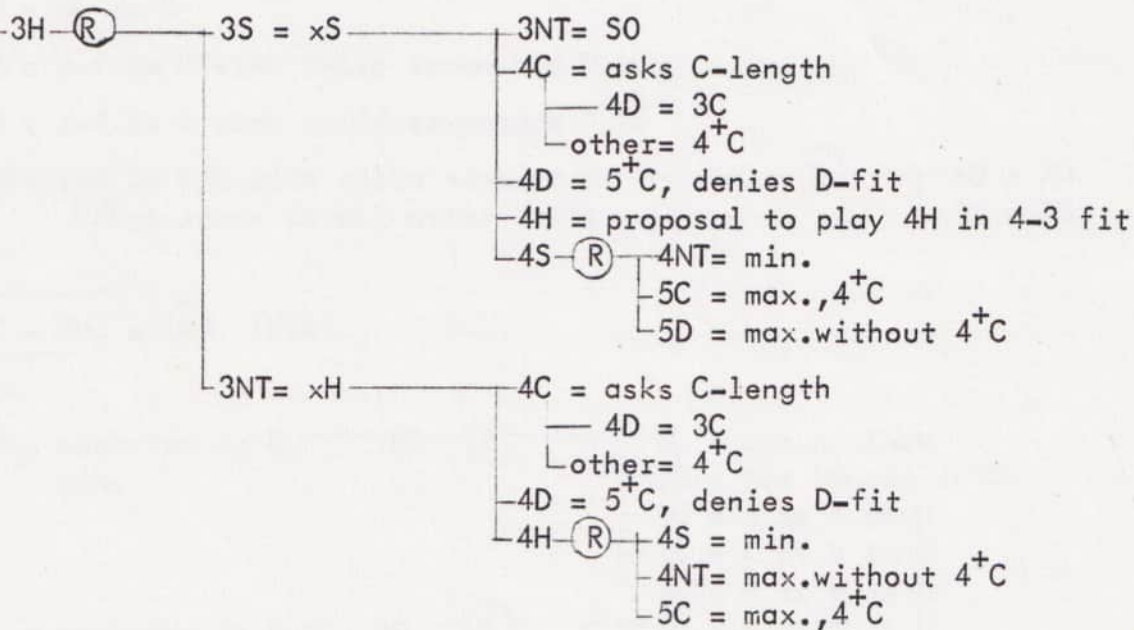
- p = 6⁺C, weakness
- 3D = 6⁺D, SO
- 3H = 5H-5C, limit
- 3S = 5S-5D, limit
- 3NT = 6⁺C, xD, NF ————— 4H/S = proposal to play in 4-3 fit
- 4C = 6⁺(good)C, slam try
- 4D = 5C-5D, slam try ————
 - 4H = agreeing C
 - 4S = agreeing D
- 4H = 5H-5C, GF
- 4S = 5S-5C, GF
- 4NT = 6⁺(good)C, slam try, FIR

1NT - 3C = 5⁺C, 3-1 in the majors, GF



Opening bids of two in a suit

1NT - 3D = 5⁺D, 3-1 in the majors, GF



2C - 2D = (R) (NF)

2C = weak-two in D

2H = s-f in H, FIR

2NT = 0-5 HCP

2S = 6⁺ HCP, natural, with or without H-fit

3C/D = 6⁺ HCP, H-fit, unbalanced with Ace

3NT = 6⁺ HCP, H-fit, balanced, FIR

3S = 6⁺ HCP, natural (Hfit or better) with H-fit

4C/D = 6⁺ HCP, H-fit, unbalanced with 2 Kings, FIR

2S = s-f in S, FIR

2NT = 0-5 HCP

3C/D/H = 6⁺ HCP, natural, with or without S-fit

3S = 6⁺ HCP, S-fit, unbalanced with Ace

3NT = 6⁺ HCP, S-fit, balanced, FIR

4C/D/H = 6⁺ HCP, natural (Hfit or better) with S-fit

4S = 6⁺ HCP, S-fit, unbalanced with 2 Kings, FIR

CHAPTER 4

2NT = s-f in C without
4H/3 or s-f in D
+ 4H/3, FIR

3C = (R) (NF)

3 = s-f in C

3D = s-f in D

3H = (R)

3S = 4S

3NT = 4H

3D = (R) (FIR)

3H = s-f in D + 4H

3S = s-f in D + 4S

3NT = s-f in C

3H = natural, FIR

3S = natural, FIR

Opening bids of two in a suit

3C = GF in C

3D = GF in D

3H = s-f in H with solid seven-card H, NF

3S = s-f in S with solid seven-card S, NF

3NT = s-f in C/D with solid seven-card
C/D + stops in all other suits

4C = (R)

4D = 7D

4H = 7C

4S = 7C

2C - 2H = (R) (FIR)

2S = weak-two in D,
min,

2NT = (R)

3C = abs. minimum

3D = two honors in D

3H = A or K in H

3S = A or K in S

3NT = A or K in C

3C = weak-two in D,
max. with A or K
in side-suit

3D = (R)

3H = A or K in H

3S = A or K in S

3NT = A or K in C

4D = weak-two in D,
max. with 2/3
D-honors

2H = (R)

3S = 2 honors

3NT = 3 honors

2C - 2D = (R) (NF)

p = weak-two in D

2H = s-f in H, FIR

- 2NT = 0-5 HCP
- 2S = 6⁺HCP, natural, with or without H-fit
- 3C/D = 6⁺HCP, H-fit, unbalanced with Ace
- 3NT = 6⁺HCP, H-fit, balanced, FIR
- 3S = 6⁺HCP, natural (HHxxx or better) with H-fit
- 4C/D = 6⁺HCP, H-fit, unbalanced with 2 Kings, FIR
- 4H = 6⁺HCP, H-fit, unbalanced with 2 Kings, FIR

2S = s-f in S, FIR

- 2NT = 0-5 HCP
- 3C/D/H = 6⁺HCP, natural, with or without S-fit
- 3S = 6⁺HCP, S-fit, unbalanced with Ace
- 3NT = 6⁺HCP, S-fit, balanced, FIR
- 4C/D/H = 6⁺HCP, natural (HHxxx or better) with S-fit
- 4S = 6⁺HCP, S-fit, unbalanced with 2 Kings, FIR

2NT = s-f in C without 4H/S or s-f in D + 4H/S, FIR

- 3C (R) (NF)
 - p = s-f in C
 - 3D = s-f in D
 - 3H (R)
 - 3S = 4S
 - 3NT = 4H
- 3D (R) (FIR)
 - 3H = s-f in D + 4H
 - 3S = s-f in D + 4S
 - 3NT = s-f in C
- 3H = natural, FIR
- 3S = natural, FIR

3C = GF in C

3D = GF in D

3H = s-f in H with solid sevenscard H, NF

3S = s-f in S with solid sevenscard S, NF

3NT = s-f in C/D with solid sevenscard C/D + stops in all other suits

- 4C (R)
 - 4D = 7D
 - 4H = 7C

2C - 2H = (R) (FIR)

2S = weak-two in D, min.

- 2NT (R)
 - 3C = abs. minimum
 - 3D = two honors in D
 - 3H = A or K in H
 - 3S = A or K in S
 - 3NT = A or K in C
- 3C = weak-two in D, max. with A or K in sidesuit
- 3D (R)
 - 3H = A or K in H
 - 3S = A or K in S
 - 3NT = A or K in C
- 3D = weak-two in D, max. with 2/3 D-honors
- 3H (R)
 - 3S = 2 honors
 - 3NT = 3 honors

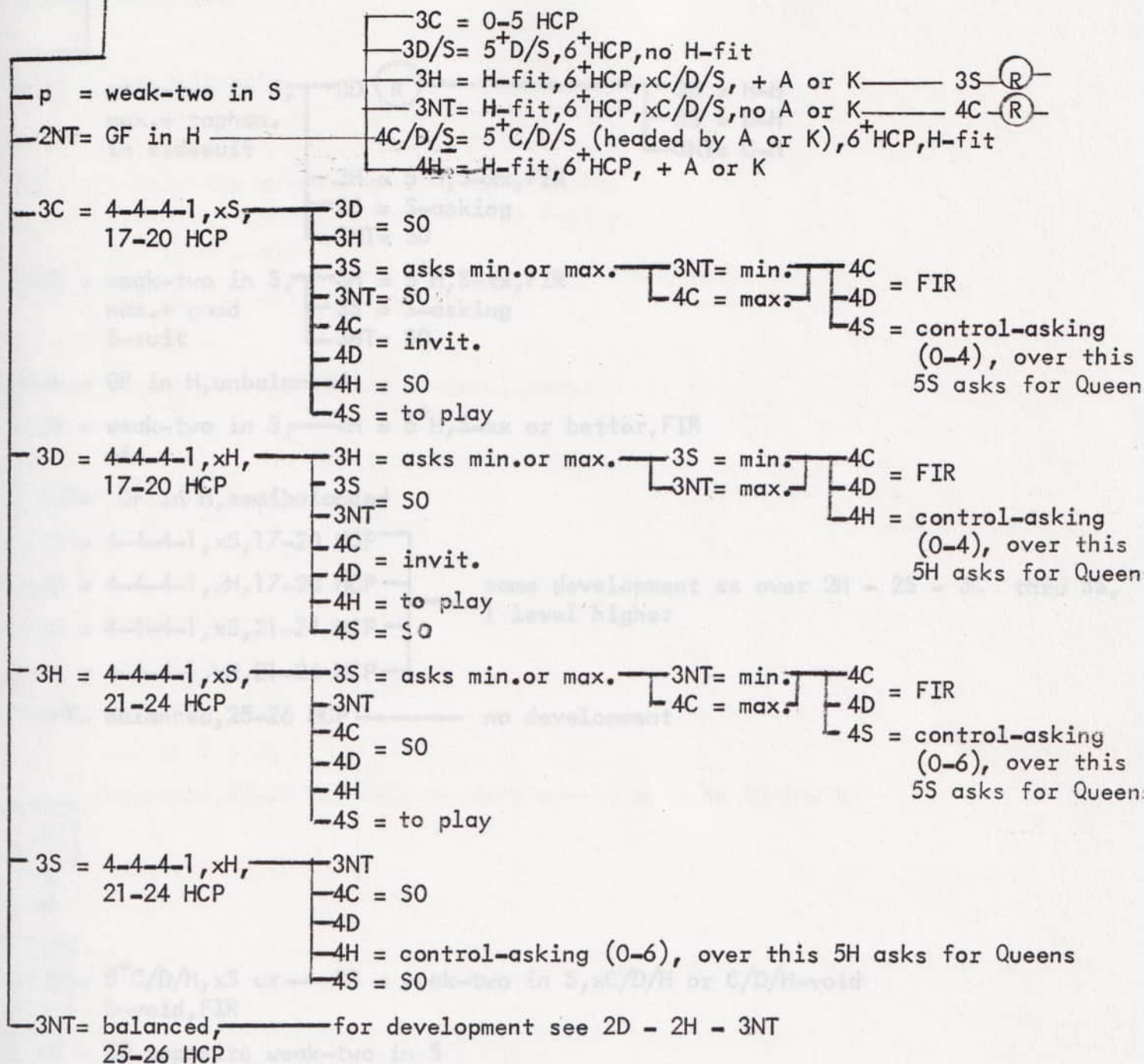
2D - 2S = (R) (FIR)

- 2NT = balanced, 23-24 HCP — for further development see 2NT-opening
 - 3C = weak-two in H, max.+ tophon. in sidesuit — 3D (R) — 3H = C-H, 3S = S-H, 3NT = D-H
 - 3H = H-asking, 3S = 5⁺S, H-xx, FIR, 3NT = S0
 - 3D = weak-ywo in H, max.+ good H-suit — 3H = H-asking, 3S = 5⁺S, H-xx, FIR, 3NT = S0
 - 3H = weak-two in H, min. — 3S = 5⁺S, H-xx, FIR, 3NT = S0
 - 3S = GF in S, unbalanced
 - 3NT = GF in S, semibalanced
 - 4C = 4-4-4-1, xD, 17-20 HCP
 - 4D = 4-4-4-1, xC, 17-20 HCP
 - 4H = 4-4-4-1, xD, 21-24 HCP
 - 4S = 4-4-4-1, xC, 21-24 HCP
 - 4NT = balanced, 27-28 HCP — no development
- same development as over 2D - 2H - 3C thru 3S, 1 level higher

2D

- 2NT = 5⁺S, xH or H-void, FIR — 3C = weak-two in H, S-xx, C-cue, 3D = weak-two in H, S-xx, D-cue, 3H = weak-two in H, xS or S-void, 3S = weak-two in H, S-Hx or xxx, 3NT = weak-two in H, S-xx, no C/D-cue
- 4C = S-Hxx, C-cue, 4D = S-Hxx, D-cue, 4H = S-Hxx, no C/D-cue, 4S = 4-4-4-1, xC, 17-20 HCP, 4NT = 4-4-4-1, xD, 17-20 HCP
- 3C = 5⁺C/D, xH or H-void, FIR
- 3D = 5⁺C/D, xH or H-void, FIR
- 3H = S0 opposite weak-two in H
- 3NT = S0 opposite weak-two in H
- 4H = S0 opposite weak-two in H

2H - 2S = (R) (NF)



N.B. if responder bids positive over opener's GF, the bidding is forcing thru 4NT or five in a suit.

2H - 2NT = (R) (FIR)

3C = weak-two in S, max.+ tophon. in sidesuit

3D (R)

3H = H-H
3S = D-H
3NT = C-H

3H = 5⁺H, S-xx, FIR
3S = S-asking
3NT = SO

3D = weak-two in S, max.+ good S-suit

3H = 5⁺H, S-xx, FIR
3S = S-asking
3NT = SO

3H = GF in H, unbalanced

3S = weak-two in S, min. 4H = 5⁺H, S-xx or better, FIR

3NT = GF in H, semibalanced

4C = 4-4-4-1, xS, 17-20 HCP

4D = 4-4-4-1, xH, 17-20 HCP

4H = 4-4-4-1, xS, 21-24 HCP

4S = 4-4-4-1, xH, 21-24 HCP

same development as over 2H - 2S - 3C thru 3S, 1 level higher

4NT = balanced, 25-26 HCP no development

2H

3C }
3D } 5⁺C/D/H, xS or — 3S = weak-two in S, xC/D/H or C/D/H-void
3H } S-void, FIR

3S = SO opposite weak-two in S

3NT = SO opposite weak-two in S

4S = SO opposite weak-two in S

$$2S - 2NT = \textcircled{R} \text{ (FIR)}$$

- 3C = preemptive in $C_{\min.}$
 - 3D = asks D-stop
 - 3H = asks H-stop
 - 3S = asks S-stop
- 3D = preemptive in $C_{\max.}$
 - 3H = asks H-stop
 - 3S = asks S-stop
- 3H = s-f in $C + 4H$
- 3S = s-f in $C + 4S$
- 3NT = s-f in D
- 4NT = balanced, 29-30 HCP — no development

$$2S - 3C = \textcircled{R} \text{ (NF)}$$

- p = preemptive in C
- 3D = s-f in D
- 3H = s-f in $C + 4H$
- 3S = s-f in $C + 4S$
- 3NT = balanced, 29-30 HCP — same development as over 2D-2H-3NT

2S

- 3D
- 3H } = $5^+D/H/S, \text{FIR, with or without C-fit}$
- 3S
- 3NT = S0 opposite C-preemptive
- 4C = S0 opposite C-preemptive

2NT = 3C = extended Stayman

CHAPTER 5

The 2NT opening

3H = 4H
3NT = 4H
4C = 4D
4D = 4C
4NT = 4H-3-3-3
4S = 5⁺D
4H = 5⁺C, FIR

4C = 4S + min., C/D-out
4D = 4S + min., C/D-out
3S = 4H
3NT = 4S
4C = 4D
4D = 4C
4NT = 4S-3-3-3
4S = 5⁺D
4H = 5⁺C, FIR
4C = 4H + max., C/D-out
4D = 4H + min.

3NT = 5D
4C = 4D
4D = 4C
4NT = no forward minor

4H = 4H/S (or very good fivecard), FIR
4S = 4S (or very good fivecard), FIR
4NT = Blackwood

3S = initiate cue-bidding

3NT = 5D

4C = 5⁺C/D

4D = 5D

4H = 5D

4S = 4S (or very good fivecard), FIR

4NT = Blackwood

3NT = 5D

4C = 5⁺C/D, or was bid (rebid as 1 if it was natural)

4D = 5D

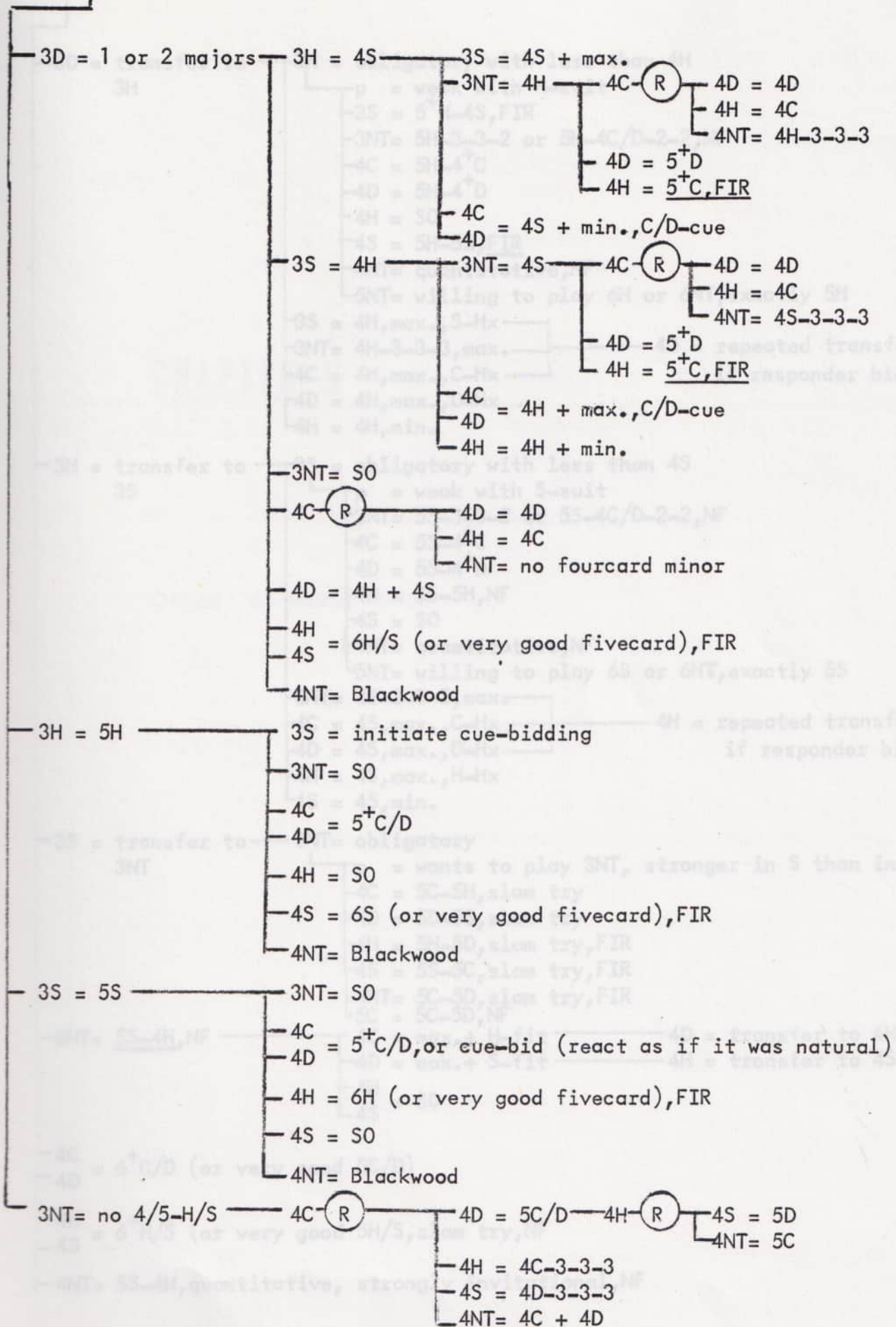
4H = 4H (or very good fivecard), FIR

4S = 5D

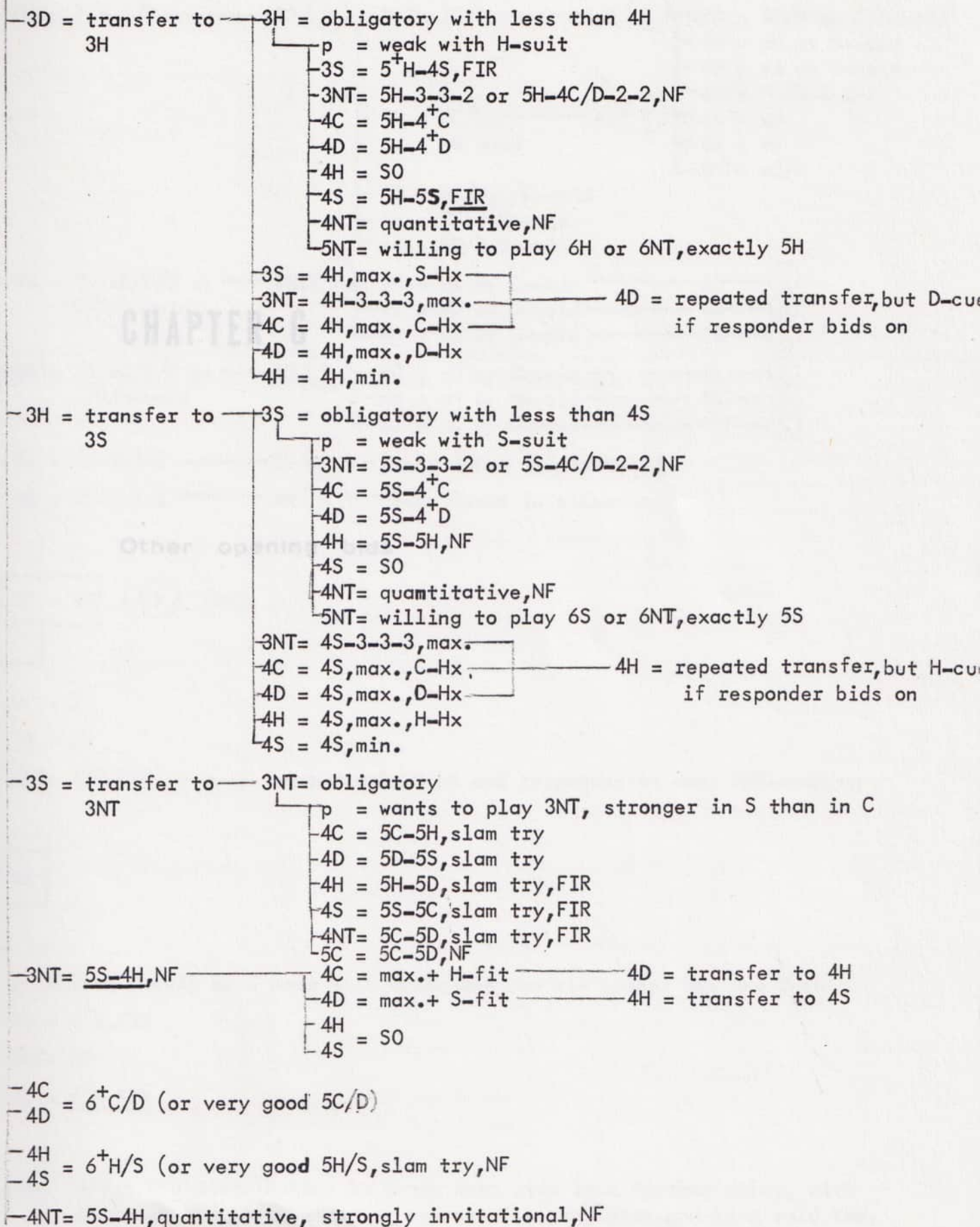
4NT = Blackwood

4C = 5C/D
4D = 5D
4H = 4C-3-3-3
4S = 4D-3-3-3
4NT = 4C + 4D

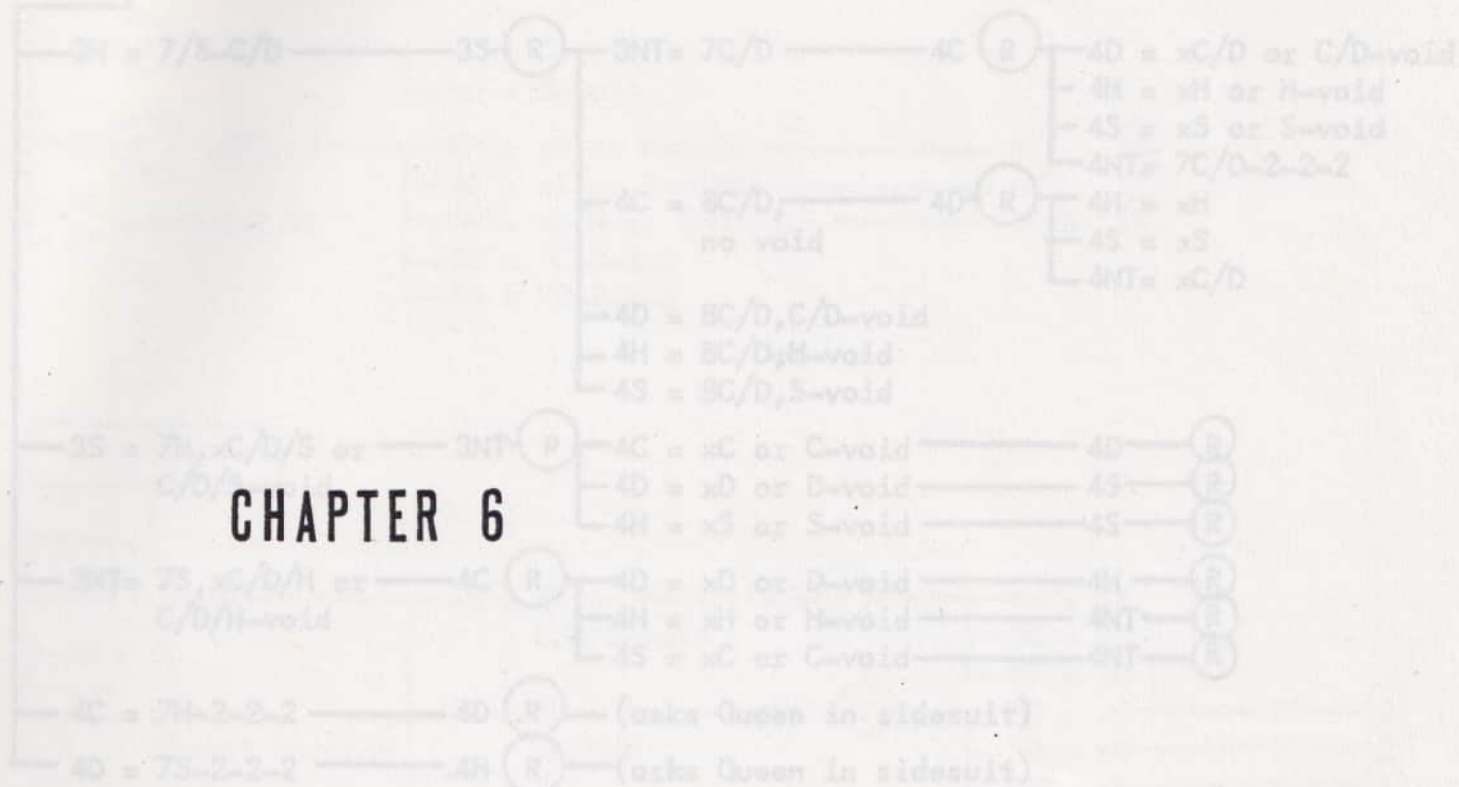
2NT - 3C = extended Stayman



2NT



3C = 3D = R (CF)



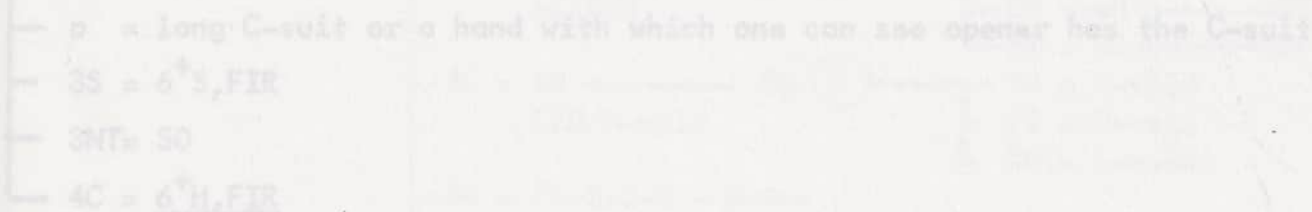
CHAPTER 6

Other opening bids

3C = 3H = R (NF)

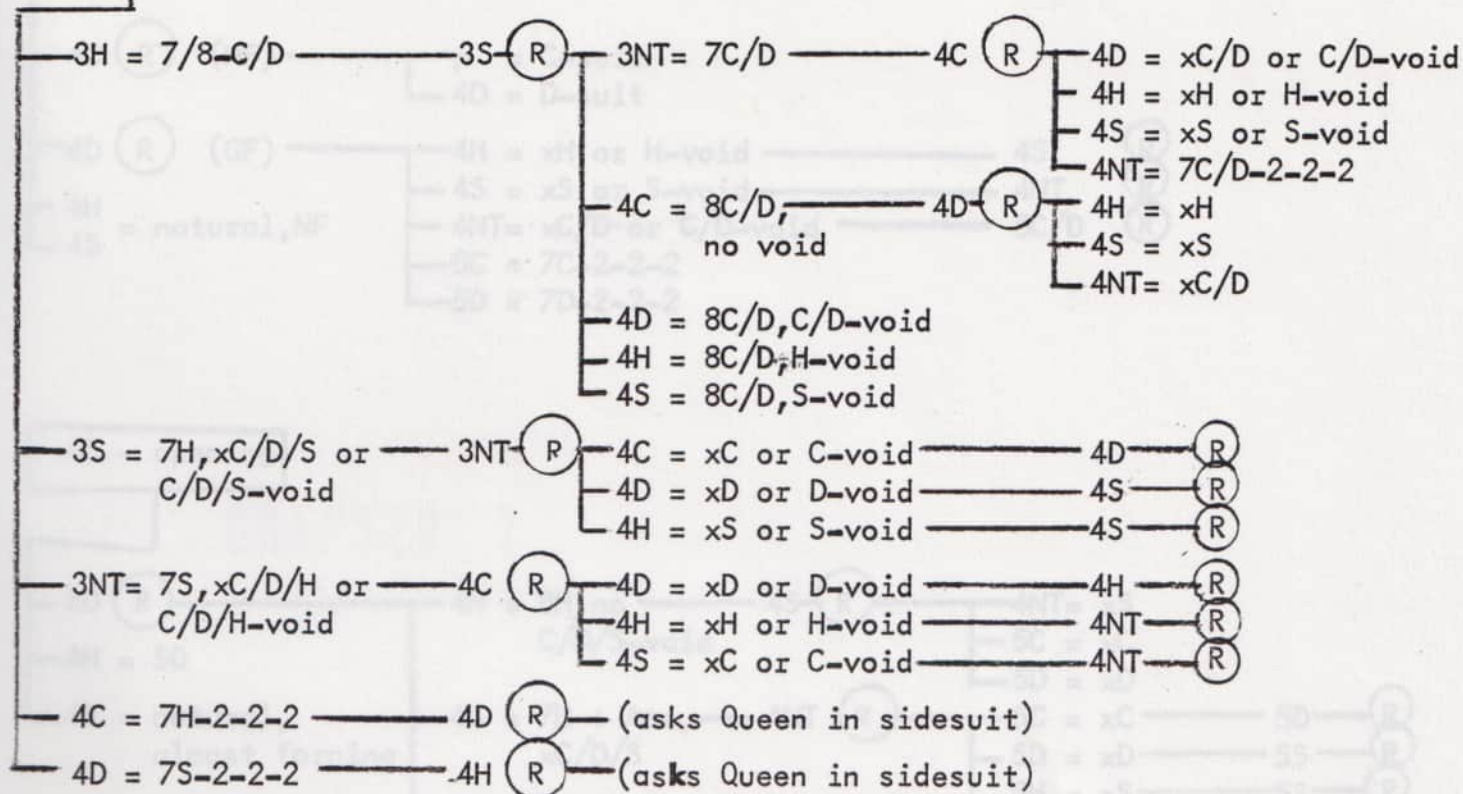


3C

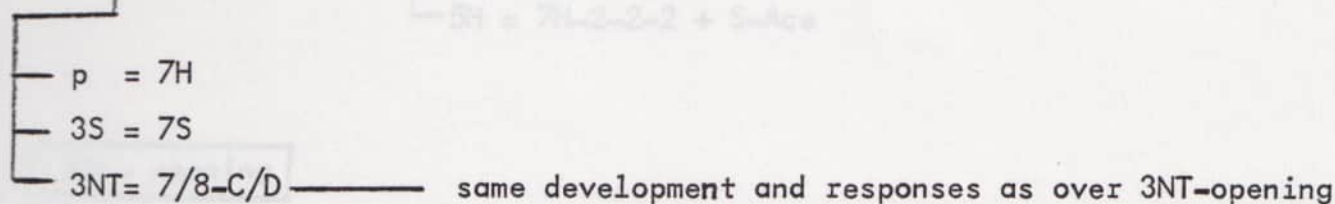


N.B. After the distribution is shown next step is a further relay, with skipping the length-suit of course. If a singleton can be a void too, the relay asks for that in two steps. If that isn't possible any more or if 7-2-2-2 is shown, the relay asks for a Queen (repeat suit and Queen).

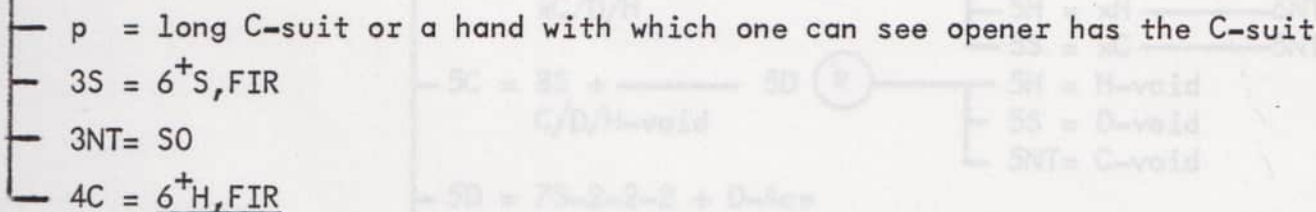
3C - 3D = (R) (GF)



3C - 3H = (R) (NF)



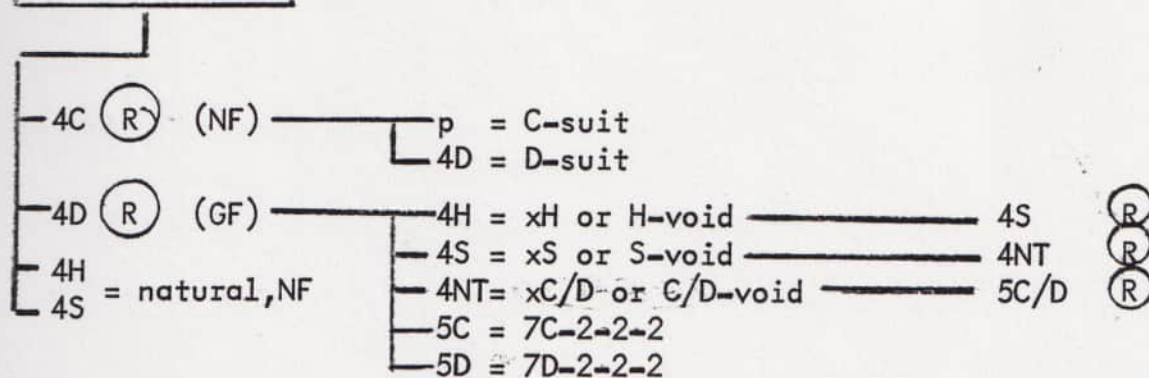
3C



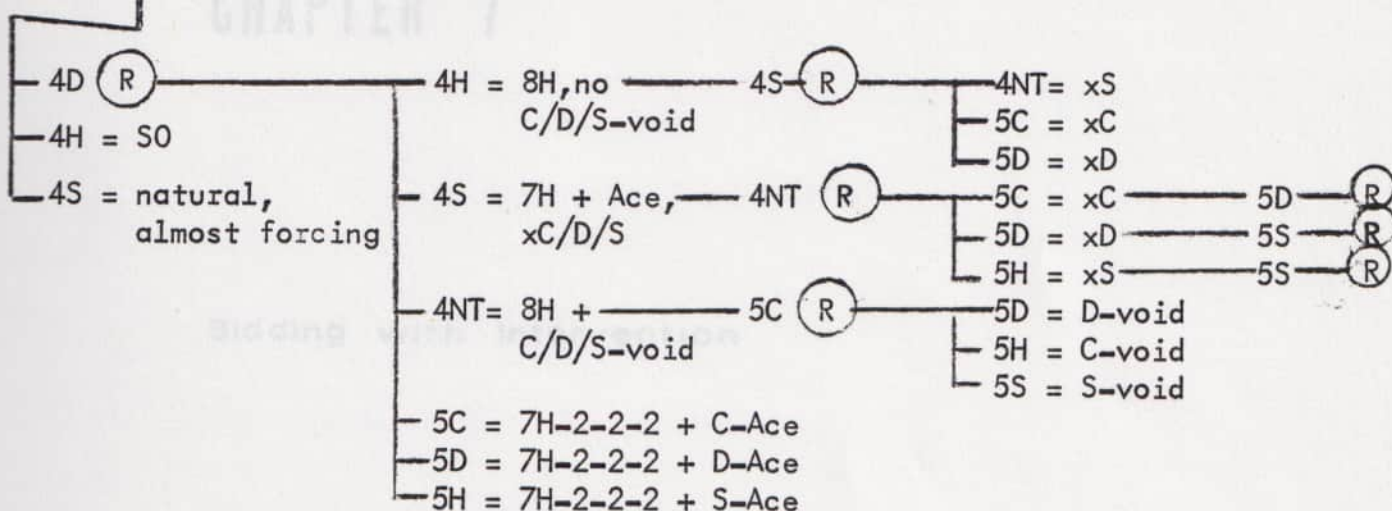
N.B. After the distribution is shown next step is a further relay, with skipping the length-suit of course. If a singleton can be a void too, the relay asks for that in two steps. If that isn't possible any more or if 7-2-2-2 is shown, the relay asks for a Queen (repeat suit=no Queen).

3NT - opening

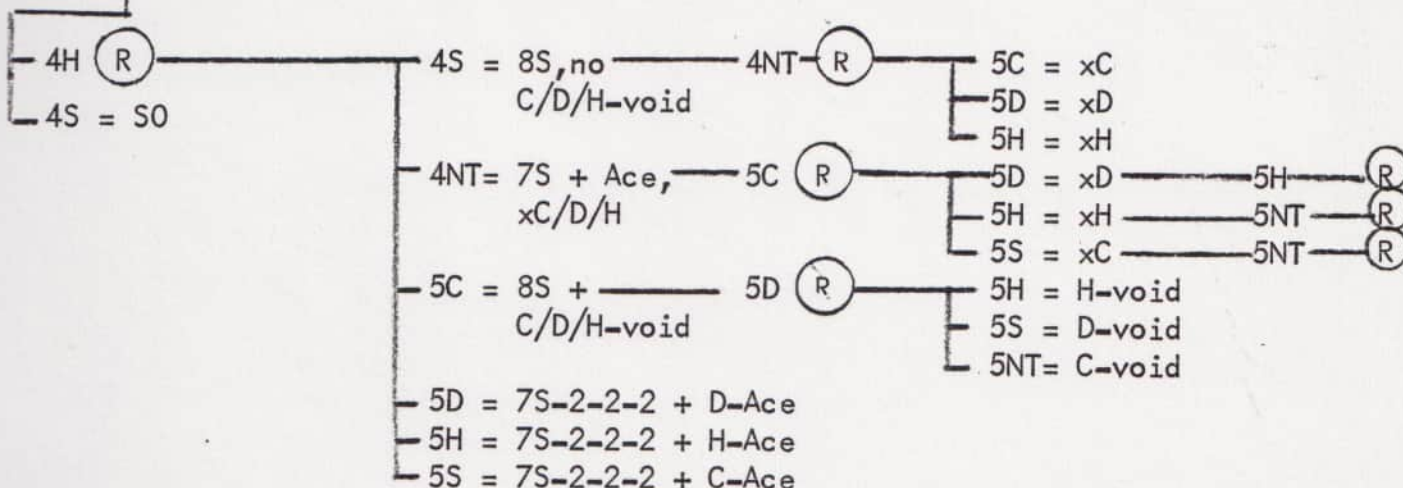
(very destructive character)



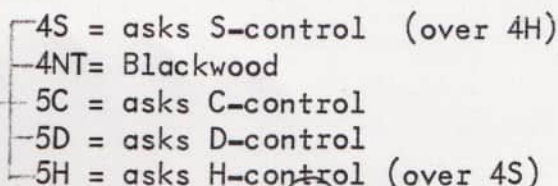
4C - opening



4D - opening



4H/S - opening



N.B. over the control-asking are 3 steps (no, 2nd and 1st control); if a control is shown, a further relay asks if the control is short or topcard

CHAPTER 7

Bidding with intervention

Intervention over 1NT

<u>O</u>	<u>LHO</u>	<u>R</u>	<u>RHO</u>	
1NT	p	2C	X	
<u>p</u>				= 4C, no 4H/S
<u>XX</u>				= 5C
<u>2D</u>				= 4 ⁺ D, no 4C/H/S
<u>2H</u>				= 4H, 4S possible
<u>2S</u>				= 4S, not 4H
1NT	p	2D	X	
<u>p</u>				= no H-fit (H-xxx possible)
<u>XX</u>				= H-fit, max.
<u>2H</u>				= H-fit, min.
1NT	p	2D	X	
p	p	<u>XX</u>		= repeated transfer to 2H
1NT	p	2D	X	
XX	p	<u>4C</u>		= transfer to 4H
		<u>4D</u>		= 4H-6S
1NT	p	2D	3D	
<u>3H</u>				= 4H, min. or max.
1NT	p	2S	X	
<u>2NT</u>				= still obligatory
1NT	2C	<u>2D</u>		= asking for the majors, NF
		<u>2H/S</u>		= S0
		<u>2NT</u>		= transfer to 3C
		<u>3C</u>		= asks C-stop + Stayman
		<u>3D/H/S</u>		= 5 ⁺ D/H/S, limit
1NT	2C	2NT	p	
3C	p	<u>p</u>		= 6 ⁺ C, S0
		<u>3D/H/S</u>		= 5 ⁺ D/H/S, GF
		<u>3NT</u>		= 4H + 4S, C-stop
1NT	2C	3C	p	
<u>3D</u>				= no C-stop, 4H/S possible
<u>3H/S</u>				= 4H/S + C-stop
<u>3NT</u>				= C-stop without 4H/S
1NT	2C	3C	p	
3D	p	<u>3H/S</u>		= 4H/S with or without C-stop
		<u>3NT</u>		= 4H + 4S without C-stop
1NT	2D	<u>2H/S</u>		= S0
		<u>2NT</u>		= transfer to 3C
		<u>3C/H/S</u>		= 5 ⁺ C/H/S, limit
		<u>3D</u>		= asks D-stop, usually with C-suit
1NT	2D	2NT	p	
3C	p	<u>p</u>		= 6 ⁺ C, S0
		<u>3D</u>		= Stayman, with or without D-stop
		<u>3H/S</u>		= 5 ⁺ H/S, GF

O	LHO	R	RHO	
1. 1NT	2D	3D	p	= not-forcing relay without 3D; when RHO passes,
3H				= 4H without D-stop
3S				= 4S without D-stop
3NT				= D-stop
2. 1NT	2H	2S		= S0
		2NT		= transfer to 3C
		3C/D/S		= 5 ⁺ C/D/S, limit
		3H		= asks H-stop, usually with C-suit
3. 1NT	2H	2NT	p	
3C	p	p		= 6 ⁺ C, S0
		3D/S		= 5 ⁺ D/S, GF
		3H		= 4S without H-stop
		3NT		= 4S with H-stop
4. 1NT	2H	3H	p	
3S				= 4S without H-stop
3NT				= H-stop
5. 1NT	2S	2NT		= transfer to 3C
		3C/D/H		= 5 ⁺ C/D/H, limit
		3S		= asks S-stop, usually with C-suit
6. 1NT	2S	2NT	p	
3C	p	p		= 6 ⁺ C, S0
		3D/H		= 5 ⁺ D/H, GF
		3S		= 4H without S-stop
		3NT		= 4H + S-stop
7. 1NT	2..	4C/D		= transfer to 4H/S
8. 1NT	X	4C/D		= transfer to 4H/S
9. 1NT	X	XX		= strong, at least 22 HCP together
10. 1NT	X	XX	2C	= some principle as 4.
X				= for penalty
11. 1NT	X	XX	p	= some principle as 5.
p	2C	p		= FIR
12. 2D	2H	X		= some principle as 8.
13. 2D	2H	2S		= some principle as 10.
14. 2D	2H	2NT		= 5 ⁺ S, FIR
15. 2D	X	2H		
16. 2D	2H	p		
17. 2D	p	2H		
18. 2D	...	p		

Intervention over 2C/D/H/S-opening bids

	O	LHO	R	RHO	
1.	2C	X	<u>p</u>		= not-forcing relay without 3D; when RHO passes, the bidding with strong hands by opener is unmodified
2.	2C	X	<u>2D</u>		= not-forcing relay with 3 ⁺ D, when RHO passes, the bidding with strong hands by opener is unmodified
3.	2C	X	<u>XX</u>		= forcing relay, probably short in D and at least good fourcard C, wants to double opponents; opener should pass with a doubleton C
4.	2C	X	XX	p	
	2D	p	<u>2NT</u>		= forcing relay
5.	2C	X	XX	...	= same principle as 7.
	<u>X</u>				= weak-two in D + Hxx in bid suit
6.	2C	X	<u>2H/S</u>		= 5 ⁺ H/S, FIR, D-xx or better
7.	2C	X	<u>2NT</u>		= forcing relay with 3 ⁺ D
8.	2C	2D	<u>X</u>		= forcing relay without 3D, wants to double opponents
9.	2C	2D	<u>2H/S</u>		= 5 ⁺ H/S, FIR, D-xx or better
10.	2C	2D	<u>2NT</u>		= forcing relay with 3 ⁺ D
11.	2C	X	<u>p</u>		
	2C	X	2D		pass shows a weak-two in D, double is GF and a suit
	2C	2D	p	...	= is natural and shows s-f in that suit. A NT-bid shows the solid minor + stops in all sidesuits
	2C	p	2D		
	2C	...	<u>p</u>		= same principle as 1.
12.	2D	X	<u>p</u>		= same principle as 1.
13.	2D	X	<u>2H</u>		= same principle as 2.
14.	2D	X	<u>XX</u>		= same principle as 3.
15.	2D	X	XX	p	= preemptive in C; 2C is now 30, 3D asks for major-stops
	2H	p	<u>2S</u>		= same principle as 4.
16.	2D	X	XX	...	
	<u>X</u>				= same principle as 5.
17.	2D	X	<u>2S</u>		= same principle as 7.
18.	2D	2H	<u>X</u>		= same principle as 8.
19.	2D	2H	<u>2S</u>		= same principle as 10.
20.	2D	2H	<u>2NT</u>		= 5 ⁺ S, FIR
21.	2D	X	<u>p</u>		
	2D	X	2H		pass shows a weak-two in H, double shows a balanced
	2D	2H	p	...	23-24 HCP, a S-bid shows GF in S, a C/D-bid shows
	2D	p	2H		a 4-4-4-1 with 17-20 HCP with length in the bid suit.
	2D	...	<u>p</u>		NT shows a balanced 23-24 HCP with bad values in the suit bid by opponents, a cue-bid at last shows a 4-4-4-1 with 21-24 HCP with a singleton in the suit bid by opponents, with a 4-4-4-1 with 21-24 HCP with a fourcard in the opponents suit, say double

	O	LHO	R	RHO	
22.	2H	X	<u>p</u>		= same principle as 1.
23.	2H	X	<u>2S</u>		= same principle as 2.
24.	2H	X	<u>XX</u>		= same principle as 3. ask-two in H/S
25.	2H	X	XX	p	= 4 H, x5 or 5-vold, limit raise
	2S	p	<u>2NT</u>		= same principle as 4. singleton in side suit
26.	2H	X	XX	...	= 4 H, x5 or 5-vold, limit raise
	<u>X</u>				= same principle as 5.
27.	2H	X	<u>2NT</u>		= same principle as 7.
28.	2H	2S	<u>X</u>		= same principle as 8.
29.	2H	2S	<u>2NT</u>		= same principle as 10.
30.	2H	X	p		pass shows a weak-two in S, double shows a balanced
	2H	X	2S		25-26 HCP or a 21-24 HCP 4-4-4-1 with a fourcard in
	2H	2S	p	...	= the bid suit, 3C/D show 17-20 HCP 4-4-4-1's with
	2H	p	2S		length in the corresponding major; (if those bids are
	2H	...	p		not available instead 3H/S are bid), a H-bid shows
					GF in H and a cue-bid a 21-24 HCP with a singleton in
					the suit bid by opponents, a NT-bid at last shows a
					balanced 25-26 HCP with bad values in the suit bid
					by opponents
31.	2S	X	<u>p</u>		= same principle as 1.
32.	2S	X	<u>3C</u>		= same principle as 2.
33.	2S	X	<u>XX</u>		= same principle as 3.
34.	2S	X	XX	p	= preemptive in C; 3C is now SO, 3D asks for major-stops
	<u>2NT</u>				and 3H/S are natural and FIR
35.	2S	X	XX	...	= negative, 41, strength unlimited
	<u>X</u>				= same principle as 5.
36.	2S	X	<u>2NT</u>		= same principle as 7.
37.	2S	2NT	<u>X</u>		= same principle as 8
38.	2S	3C	<u>X</u>		= same principle as 8.
39.	2S	X	p		pass shows a preemptive in C, double shows a s-f in C
	2S	X	3C		with a fourcard in that major, if a major is bid and
	2S	2NT	p	...	= a s-f in that minor, if a minor is bid, 3 in a major
	2S	3C	p		shows a s-f in C with a fourcard in that major, 3 in a
	2S	p	3C		minor is of course s-f in that minor.
	2S	...	p		The general principle is that opener tries to describe
					his strong hand as cheaply as possible, and in this
					construction 3NT describes a remaining possibility

various sequences with interference

<u>O</u>	<u>LHO</u>	<u>R</u>	<u>RHO</u>	
1D	X	<u>1H/S</u>		= natural, FIR
1D	X	<u>2C</u>		= natural, NF
1D	X	<u>2H/S</u>		= natural, NF, kind of weak-two in H/S
1H	X	<u>2S</u>		= 4 ⁺ H, xS or S-void, limit raise
		<u>2NT</u>		= 4 ⁺ H, limit raise, no singleton in sidesuit
		<u>3C</u>		= 4 ⁺ H, xC or C-void, limit raise
		<u>3D</u>		= 4 ⁺ H, xD or D-void, limit raise
		<u>3H</u>		= 4 ⁺ H, preemptive
1H	X	XX	p	
<u>2H</u>				= 1-suited, weak
1H	X	XX	p	
p	2C	X	p	
<u>2H</u>				= 1-suited, stronger
1H	X	XX	p	
p	2C	X	p	
<u>3H</u>				= 1-suited, GF
1H	X	XX	p	
<u>2C</u>				= 2-suited, weak
1H	X	XX	p	
p	2C	X	p	
<u>2D</u>				= 2-suited, stronger
1H	X	XX	p	
p	2C	X	p	
<u>3D</u>				= 2-suited, GF
1H	X	XX	2C	
<u>...</u>				= same principles
1D	1S	<u>X</u>		= negative, 4H, strength unlimited
1D	1S	X	p	
1NT	p	<u>2H</u>		= 5 ⁺ H, NF
1D	1S	<u>2H</u>		= 5 ⁺ H, FIR
1D	1S	<u>2S</u>		= GF, balanced or D-fit
1D	1S	X	p	
1NT	p	<u>2S</u>		= GF, balanced + 4H
		<u>3C</u>		= GF, 4H + 5C
1H	2D	<u>3C</u>		= natural, FIR
1H	X	XX	p	
<u>3H</u>				= GF, playing tricks
1H	X	XX	p	
<u>3D</u>				= GF, playing tricks

2-suited overcalls and jump overcalls

versus natural opening bids:

versus 1C
(also versus a conventional
1C that isn't strong)

2C = C-suit
2D = 5⁺H-5⁺S
2H = 6⁺H, 11-15 HCP
2S = 6⁺S, 11-15 HCP
2NT = 5⁺D-5⁺H
3C = 5⁺D-5⁺S
3D = GF
3H = R
3S = 5⁺H

versus 1D

2D = 5⁺H-5⁺S
2H = 6⁺H, 11-15 HCP
2S = 6⁺S, 11-15 HCP
2NT = 5⁺C-5⁺H
3C = 5⁺C-5⁺S
3D = GF
3H = 5⁺C
3S = 5⁺H

CHAPTER 8

versus 1H

2H = 5⁺C-5⁺S
2S = 6⁺S, 11-15 HCP
2NT = 5⁺D-5⁺C
3C = 5⁺D-5⁺S
3D = GF
3H = 5⁺C
3S = 5⁺H

versus 1S

2S = 5⁺C-5⁺H
2NT = 5⁺D-5⁺C
3C = 5⁺D-5⁺H
3D = GF
3H = 6⁺H, 11-15 HCP

Defensive bidding

versus 1NT

2C/D = Kelsoy (see there)
2H/S = natural
2NT = 5⁺C-5⁺H, 5⁺D-5⁺S — 3C = R — 3D = 5⁺D-5⁺S
or strong
2-suiter
3C = 5⁺C-5⁺D
3D = 5⁺D-5⁺H
3H = 5⁺H-5⁺S
3S = 5⁺S-5⁺C
4C = 5⁺C-5⁺H, strong
4D = 5⁺D-5⁺S, strong
3H = 5⁺C-5⁺H
3S = 5⁺S-5⁺C
4C = 5⁺C-5⁺D, strong
4D = 5⁺D-5⁺H, strong

N.B., a new suit by responder over a conventional 2-suited overcall doesn't necessarily show length in that suit, but is FIR.

2-suited overcalls and jump-overcalls

versus natural opening bids:

versus 1C —————
(also versus a conventional
1C that isn't strong)

2C = C-suit
2D = 5⁺H-5⁺S
2H = 6⁺H, 11-15 HCP
2S = 6⁺S, 11-15 HCP
2NT = 5⁺D-5⁺H
3C = 5⁺D-5⁺S
3D = GF
3C = 5⁺H
3H = R

versus 1D —————

2D = 5⁺H-5⁺S
2H = 6⁺H, 11-15 HCP
2S = 6⁺S, 11-15 HCP
2NT = 5⁺C-5⁺H
3C = 5⁺C-5⁺S
3D = GF
3C = 5⁺H
3H = 5⁺C

versus 1H —————

2H = 5⁺C-5⁺S
2S = 6⁺S, 11-15 HCP
2NT = 5⁺D-5⁺C
3C = 5⁺D-5⁺S
3D = GF
3C = 5⁺C

versus 1S —————

2S = 5⁺C-5⁺H
2NT = 5⁺D-5⁺C
3C = 5⁺D-5⁺H
3D = GF
3H = 6⁺H, 11-15 HCP

versus 1NT —————

2C/D = Kelsey (see there)
2H/S = natural
2NT = 5⁺C-5⁺H, 5⁺D-5⁺S
3C = 5⁺C-5⁺D
3D = 5⁺D-5⁺H
3H = 5⁺H-5⁺S
3S = 5⁺S-5⁺C
4C = 5⁺C-5⁺H, strong
4D = 5⁺D-5⁺S, strong

3C (R) — 3D = 5⁺D-5⁺S
3H = 5⁺C-5⁺H
3S = 5⁺S-5⁺C, strong
3NT = 5⁺H-5⁺S, strong
4C = 5⁺C-5⁺D, strong
4D = 5⁺D-5⁺H, strong

N.B. a new suit by responder over a conventional 2-suited overcall doesn't
necessary show length in that suit, but is FIR.

versus a strong 1C-opening;

X = 5⁺C-5⁺H

1D = 11-15 HCP (5H/S possible) — 1H/S = negative, may be 3H/S

1H = 5H

1NT = positive, FIR

1S = 5S

same development as
over 2NT-opening

1NT = 5⁺C-5 S

2C = C-suit

2D = 5⁺H-5⁺S

2H = 6⁺H, preemptive

2S = 6⁺S, preemptive

2NT = 5⁺D-5⁺H

3C = 5⁺C-5⁺D

3D = 5⁺D-5⁺S

versus a strong 1D-opening:

X = 5⁺D-5⁺H

1H = 5H or 3H + 5C/D/S

1S = 5S or 3S + 5C/D/H

1NT = 5⁺D-5⁺S

2C = C-suit

2D = 5⁺H-5⁺S

2H = 6⁺H, preemptive

2S = 6⁺S, preemptive

2NT = 5⁺C-5⁺H

3C = 5⁺C-5⁺D

3D = 5⁺C-5⁺S

N.B. being in 4th position after a strong 1C/D-opening, react on the opening bid if the first response was conventional and react on the first response if that was natural, with a 2-suited hand.

<u>Q</u>	<u>LHO</u>	<u>R</u>	<u>RHO</u>	
1C	1NT	p	<u>2C</u>	= transfer to 2D
			<u>2D</u>	= transfer to 2H
			<u>2H</u>	= transfer to 2S
			<u>2S</u>	= transfer to 2NT
			<u>2NT</u>	= limit
			<u>3C</u>	= Stayman
1D	1NT	p	<u>2C</u>	= 5 ⁺ C, S0
			<u>2D</u>	= transfer to 2H
			<u>2H</u>	= transfer to 2S
			<u>2S</u>	= transfer to 2NT
			<u>2NT</u>	= limit
			<u>3C</u>	= 5 ⁺ C, limit
			<u>3D</u>	= Stayman
1H	1NT	p	<u>2C/D</u>	= 5 ⁺ C/D, S0
			<u>2H</u>	= transfer to 2S
			<u>2S</u>	= transfer to 2NT
			<u>2NT</u>	= limit
			<u>3C/D</u>	= 5 ⁺ C/D, limit
			<u>3H</u>	= Stayman
1S	1NT	p	<u>2C/D/H</u>	= 5 ⁺ C/D/H, S0
			<u>2S</u>	= transfer to 2NT
			<u>2NT</u>	= limit
			<u>3C/D/H</u>	= 5 ⁺ C/D/H, limit
			<u>3S</u>	= Stayman
1C	1NT	p	<u>2S</u>	= 5 ⁺ C, 7-11 HCP
p	2NT	p	<u>3D</u>	= 5D-5H, FIR
			<u>3H</u>	= 5H-5S, FIR
			<u>3S</u>	= 5S-5D, FIR
1D	1NT	p	<u>2S</u>	= 5C-5H, FIR
p	2NT	p	<u>3C</u>	= 5C-5H, FIR
			<u>3H</u>	= 5H-5S, FIR
			<u>3S</u>	= 5S-5C, FIR
1H	1NT	p	<u>2S</u>	= 5C-5D, FIR
p	2NT	p	<u>3C</u>	= 5C-5D, FIR
			<u>3D</u>	= 5D-5S, FIR
			<u>3S</u>	= 5S-5C, FIR
1S	1NT	p	<u>2S</u>	= 5C-5D, FIR
p	2NT	p	<u>3C</u>	= 5C-5D, FIR
			<u>3D</u>	= 5D-5H, FIR
			<u>3H</u>	= 5H-5C, FIR
			<u>3S</u>	= 5 ⁺ H, unbalanced, FIR
			<u>3NT</u>	= 5H-3-3-2

N.B.1 If 1NT is doubled, redouble is strong (7⁺HCP) and the meanings of all other bids remain unchanged.

N.B.2 Over an accepted transfer a change of suit is in principle inviting but FI

Balancing in 4th position

- over 1C X = 7-11 HCP or 16⁺HCP
1D = 12-15 HCP, same meaning as take-out dbl.
1H = 5⁺H, 7-11 HCP
1S = 5⁺S, 7-11 HCP
1NT = 9-11 HCP, balanced + C-stop
2H = 6⁺H (good suit), 9-12 HCP
2S = 6⁺S (good suit), 9-12 HCP
other bids have the same meaning as the immediate overcall
- over 1D X = 7-11 HCP or 16⁺HCP
1H = 12-15 HCP, same meaning as take-out dbl.
1S = 5⁺S, 7-11 HCP
1NT = 9-11 HCP, balanced + D-stop
2C = 5⁺C, 7-11 HCP
2H = 6⁺H (good suit), 9-12 HCP
2S = 6⁺S (good suit), 9-12 HCP
other bids have the same meaning as the immediate overcall
- over 1H X = 7-11 HCP or 16⁺HCP
1S = 12-15 HCP, same meaning as take-out dbl.
1NT = 9-11 HCP, balanced + H-stop
2C = 5⁺C, 7-11 HCP
2D = 5⁺D, 7-11 HCP
2S = 6⁺S (good suit), 9-12 HCP
other bids have the same meaning as the immediate overcall
- over 1S X = 12⁺HCP, with or without 4⁺H
1NT = 9-11 HCP, balanced + S-stop
2C = 5⁺C, 7-11 HCP
2D = 5⁺D, 7-11 HCP
2H = 5⁺H, 7-11 HCP
3H = 6⁺H (good suit), 12-15 HCP
other bids are the same as the immediate overcall
- over 1NT X = 10-13 HCP, balanced
other bids have the same meaning as the immediate overcall
- N.B.1 with a 16⁺HCP take-out dbl. make a cue-bid or jump in the 2nd round.
N.B.2 with a 5⁺-suit, 12-15 HCP, first make the relay, and bid the suit next.
N.B.3 over a double in 4th position a cue-bid by 2nd position shows 12-(bad)16 HCP. Any other bid denies that amount of HCP's. With (good)16⁺HCP 2nd position has to bid immediately.

jobs should be

the lower limit

bid another sui

which one can

2D is bid, but

rst and over th

minor is follow

is strong and

$$5H \ (+ \ 4S)$$

5S

best major)

4H

5H (so the 1NT

best major)

4H

5H

best major)

5

s by responder

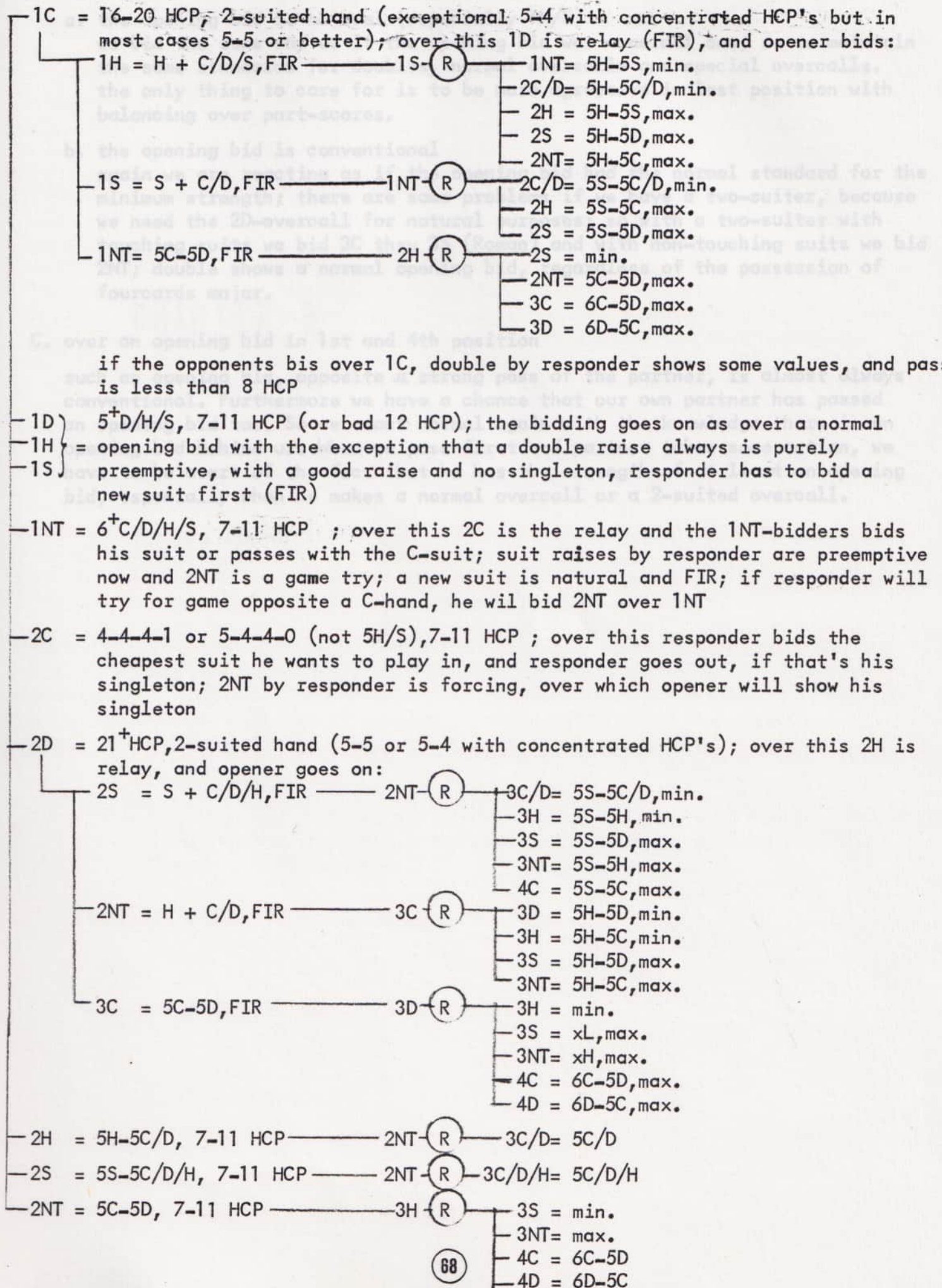
Various sequences over take-out doubles

<u>O</u>	<u>LHO</u>	<u>R</u>	<u>RHO</u>	
1D	X	p	<u>1H/S</u>	= 4 ⁺ H/S, 0-7 HCP, in exceptional cases may be 3H/S
1D	X	p	<u>1NT</u>	= 5-9 HCP + D-stop, not 4H/S
1D	X	p	<u>2D</u>	= 10 ⁺ HCP (or good 9 HCP), FIR
1D	X	p	2D	= 0-6 HCP, probably no threecard major
p	<u>2H/S</u>			= NF
1D	X	p	2D	
p	2H	p	<u>2S</u>	= 4S, NF
1D	X	p	2D	
p	2S	p	<u>2NT</u>	= 9-11 HCP, 4H + D-stop
1D	X	p	2D	
p	2S	p	<u>3C</u>	= NF
			<u>3D</u>	= GF
			<u>3H</u>	= 5H, GF
			<u>3S</u>	= not min., invit
1D	X	p	2D	
	<u>3D</u>			= GF, with 1 or 2 fourcard major
	<u>3H</u>			= 5H, GF
	<u>3S</u>			= 5S, GF
	<u>3NT</u>			= 15-18 HCP with (good) threecards in both majors
1D	X	p	1H	
p	<u>1NT</u>			= 15-18 HCP, balanced, with 4S
1D	X	p	<u>2H/S</u>	= 5 ⁺ H/S, 8-10 HCP, NF
1D	X	p	<u>2NT</u>	= 9-11 HCP + D-stop, not 4H/S
1D	X	p	<u>3H/S</u>	= 6 ⁺ H/S, 8-10 HCP, almost forcing
1D	X	p	1H	
p	<u>2H</u>			= 4 ⁺ H, 15-17 HCP
1D	X	p	1H	
p	<u>3H</u>			= 4 ⁺ H, 18-20 HCP
1D	X	p	1H	
p	<u>4H</u>			= 4 ⁺ H (very often 5H), very unbalanced
1D	X	p	1H	
p	<u>2NT</u>			= 20-22 HCP, balanced without 4H
1D	X	p	1H	
p	2NT	p	<u>3D</u>	= 5H, GF
			<u>3H</u>	= 5C
			<u>3S</u>	= 4S, GF
1D	X	p	1H	
p	<u>2C</u>			= 5 ⁺ C, NF (4S not necessary)

<u>O</u>	<u>LHO</u>	<u>R</u>	<u>RHO</u>	
1D	X	XX	<u>1H/S</u>	= 0-6 HCP, preference, may be 3H/S
1H	X	XX	<u>1S</u>	= 0-6 HCP, 4 ⁺ S
1D	X	XX	<u>1NT</u>	= 5-7 HCP + D-stop
1D	X	XX	<u>2C</u>	= 0-6 HCP, probably no threecard major
1D	X	XX	<u>2H/S</u>	= 6-8 HCP, 5 ⁺ H/S
1D	X	XX	p	
p	1H	p	<u>1S</u>	= 6-8 HCP, 4 ⁺ S
1D	X	XX	p	
p	1H	p	<u>2H</u>	= 6-8 HCP, 4H
1D	X	1NT	<u>2H/S</u>	= less than 8 HCP, 5 ⁺ H/S
1D	X	1NT	X	
p	p	2D	<u>p</u>	= FIR
1D	X	1NT	X	
p	p	2D	<u>2H/S</u>	= 5 ⁺ H/S, 8-10 HCP
1D	X	2D	<u>X</u>	= responsive
1H	X	2H	<u>X</u>	= responsive, 3S or 4 ⁺ S, strong
1S	X	2S	<u>X</u>	= responsive, 4 ⁺ H
1S	X	2S	<u>3H</u>	= 8-10 HCP, 5 ⁺ H
1S	X	2S	X	
p	...	p	<u>3H</u>	= 5 ⁺ H, GF
1D	X	2D	<u>2H/S</u>	= may be 4H/S with doubleton in other major
1D	X	3D	<u>X</u>	= responsive
1D	X	3D	<u>3H/S</u>	= 5H/S, NF
1H	X	3H	<u>X</u>	= responsive, with 4S or 5S, strong
1H	X	3H	<u>3S</u>	= 5S, NF
1S	X	3S	<u>X</u>	= responsive, with 4H
1H	X	2NT	<u>3S</u>	= 5S, 5-7 HCP
1H	X	2NT	X	
p	p	3H	<u>3S</u>	= 5S, 8-10 HCP
1D	X	1NT	<u>2D</u>	= Stayman, weak hand
1H	X	1NT	<u>2H</u>	= weak hand + 4S
2H/S	X	p	2NT	= conventional, 7 ⁺ HCP

Defence against "strong pass"

A. over a pass in 1st and 2nd position



B. over an opening bid in 1st and 2nd position (denying 12/13 HCP)

a. the opening bid is natural (especially 1H/S)

we bid the same way as if the opening bid was a normal one; so we maintain the same standards for doubles, normal overcalls and special overcalls. the only thing to care for is to be more aggressive in last position with balancing over part-scores.

b. the opening bid is conventional

again we are reacting as if the opening bid had the normal standard for the minimum strength; there are some problems if we have a two-suiter, because we need the 2D-overcall for natural purposes; so with a two-suiter with touching suits we bid 3C thru 3S (Roman) and with non-touching suits we bid 2NT; double shows a normal opening bid, regardless of the possession of fourcards major.

C. over an opening bid in 1st and 4th position

such an opening bid, opposite a strong pass of the partner, is almost always conventional. Furthermore we have a chance that our own partner has passed an opening bid too. So we react normal again with the knowledge there is an opening bid behind us. When we pass first and partner takes some action, we have to be aware of the fact that he has the strength of at least an opening bid, especially when he makes a normal overcall or a 2-suited overcall.

Conventions

Crowhurst

In situations when a 10-12 NT is played, we always meet some difficulties with the 1NT-rebid. A jump rebid of 2NT is 18-20 HCP or a very good 17 HCP. So the rebid of 1NT should have the range of 13-17 HCP to cover all ranges. So in the situations where a 1NT-rebid has the range of 13-17 HCP, 2C is conventional, also if C is the opened suit, and asks for further information. The development of this convention is on the next 2 pages. This convention is called Crowhurst and is developed by Eric Crowhurst of Great-Britain. Originally the convention was not devised for this purpose. Mr Crowhurst is a strongopponent of what in Great-Britain is called the "reverse no-trump", which means that the strength of the 1NT-opening is the complement of the 1NT-rebid. And in Great-Britain most players play a variable NT of 12-14/15-17 HCP.

In Mr Crowhurst's opinion one should not be obliged to open 1NT and the 1NT-rebid always has the range of 12-16 HCP.

Whoever wants to use the convention for this purpose, because he doesn't play a 10-12 NT or in positions or vulnerabilities where a 10-12 NT isn't applied, may do so of course.

One of the advantages of Crowhurst is the precise development over a 1NT-rebid that wouldn't be possible without the convention because of the lack of the 4th suit.

In principle immediate bidding at the 3-level over a 1NT-rebid without using Crowhurst is invitational, and in some cases even NF or SO.

Immediate bidding at the 2-level is in most cases SO or NF.

When using Crowhurst first on the contrary all bids at 3-level by responder are GF, and often the start of a slam try.

One of the great disadvantages of the convention however in practical bidding and play is that 12-15 or 13-17 HCP is quite a range.

It's not a bidding contest and experience has learned that players that make a try for game with about 9 HCP (and they are about obliged to do that), too often meet the result that they go down without a chance in 2NT opposite a minimum.

One should decide for himself to play the convention or not in situations where it is not absolutely necessary because of the 10-12 NT.

N.B. When playing Crowhurst, the convention is applied too over 1-level intervention and a one-over-one response, or a negative double in case the overcall was 1S over a 1C/D-opening.

Crowhurst and its development

<u>O</u>	<u>R</u>	
1C	1D	
1NT	<u>2C</u>	= Crowhurst
1C	1D	= S0
1NT	2C	= 5H-4S, 10-11 HCP
<u>2D</u>		= min. with 4D
<u>2H</u>		= min. without 4D
<u>2S</u>		= med.
<u>2NT</u>		= max.
<u>3C</u>		= max. with 5(good)C
<u>3D</u>		= max. with 4D
1C	1D	= S0
1NT	2C	= natural, GF
...	<u>2NT</u>	= S0
	<u>3C</u>	= GF
	<u>3D</u>	= GF
1C	1D	
1NT	<u>2D</u>	= S0
	<u>2H/S</u>	= 5D-4H/S, 10-11 HCP
	<u>2NT</u>	= balanced, 10-11 HCP
	<u>3C</u>	= 4 ⁺ C, S0 (except opp.abs.max.)
	<u>3D</u>	= 6 ⁺ D, limit
1C	1H	
1NT	<u>2C</u>	= Crowhurst
1C	1H	
1NT	2C	
<u>2D</u>		= min. without 3H
<u>2H</u>		= min. with 3H
<u>2S</u>		= med. without 3H
<u>2NT</u>		= max. without 3H
<u>3C</u>		= max. with 5(good)C, not 3H
<u>3D</u>		= med. with 3H
<u>3H</u>		= max. with 3H
1C	1H	
1NT	2C	
...	<u>2H</u>	= S0
	<u>2S</u>	= natural, GF
	<u>2NT</u>	= S0
	<u>3C</u>	= GF
	<u>3D</u>	= natural, GF
	<u>3H</u>	= GF

<u>O</u>	<u>R</u>	
1C	1H	
1NT	<u>2D</u>	= 5H-4D, NF
	<u>2H</u>	= S0
	<u>2S</u>	= 5H-4S, 10-11 HCP
	<u>2NT</u>	= balanced, 10-11 HCP
	<u>3C</u>	= 4 ⁺ C, S0 (except opp.max.)
	<u>3D</u>	= 5H-5D, 10-11 HCP
	<u>3H</u>	= 6 ⁺ H, limit
1C	1S	
1NT	<u>2C</u>	= Crowhurst
1C	1S	
1NT	2C	
<u>2D</u>		= min. without 3S
<u>2H</u>		= med. without 3S
<u>2S</u>		= min. with 3S
<u>2NT</u>		= max. without 3S
<u>3C</u>		= max. with 5(good)C, not 3S
<u>3D</u>		= med. with 3S
<u>3S</u>		= max. with 3S
1C	1S	
1NT	2C	
...	<u>2H</u>	= 5S-4H, NF
	<u>2S</u>	= S0
	<u>2NT</u>	= S0
	<u>3C</u>	= GF
	<u>3D</u>	= natural, GF
	<u>3H</u>	= 4 ⁺ H, GF
	<u>3S</u>	= GF
1C	1S	
1NT	<u>2D</u>	= 5S-4D, NF
	<u>2H</u>	= 5S-4H, NF
	<u>2S</u>	= S0
	<u>2NT</u>	= balanced, 10-11 HCP
	<u>3C</u>	= 4 ⁺ C, S0 (except opp.max.)
	<u>3D</u>	= 5S-5D, 10-11 HCP
	<u>3H</u>	= 5S-5H, 10-11 HCP
	<u>3S</u>	= 6 ⁺ S, limit
1D	1H	
1NT	<u>2C</u>	= Crowhurst
1D	1H	
1NT	2C	
<u>2D</u>		= min. without 3H
<u>2H</u>		= min. with 3H
<u>2S</u>		= med. without 3H
<u>2NT</u>		= max. without 3H
<u>3C</u>		= med. with 3H
<u>3D</u>		= max. with 5(good)D, not 3H
<u>3H</u>		= max. with 3H

<u>O</u>	<u>R</u>	
1D	1H	
1NT	<u>2D</u>	= S0
	<u>2H</u>	= S0
	<u>2S</u>	= 5H-4S, 10-11 HCP
	<u>2NT</u>	= balanced, limit
	<u>3C</u>	= 5H-5C, 10-11 HCP
	<u>3D</u>	= 4 ⁺ D, 8-10 HCP
	<u>3H</u>	= 6 ⁺ H, limit
1D	1H	
1NT	2C	
...	<u>2H</u>	= S0
	<u>2S</u>	= natural, GF
	<u>2NT</u>	= S0
	<u>3C</u>	= natural, GF
	<u>3D</u>	= GF
	<u>3H</u>	= GF
1D	1S	
1NT	<u>2C</u>	= Crowhurst
1D	1S	
1NT	2C	
	<u>2D</u>	= min. without 3S
	<u>2H</u>	= med. without 3S
	<u>2S</u>	= min. with 3S
	<u>2NT</u>	= max. without 3S
	<u>3C</u>	= med. with 3S
	<u>3D</u>	= max. with 5(good)D, not 3S
	<u>3S</u>	= max. with 3S
1D	1S	
1NT	2C	
...	<u>2H</u>	= 5S-4H, NF
	<u>2S</u>	= S0
	<u>2NT</u>	= S0
	<u>3C</u>	= natural, GF
	<u>3D</u>	= GF
	<u>3H</u>	= 4 ⁺ H, GF
	<u>3S</u>	= GF
1D	1S	
1NT	<u>2D</u>	= S0
	<u>2H</u>	= 5S-4H, NF
	<u>2S</u>	= S0
	<u>2NT</u>	= balanced, 10-11 HCP
	<u>3C</u>	= 5S-5C, 10-11 HCP
	<u>3D</u>	= 4 ⁺ D, 8-10 HCP
	<u>3H</u>	= 5S-5H, 10-11 HCP
	<u>3S</u>	= 6 ⁺ S, limit

<u>O</u>	<u>R</u>	
1H	1S	
1NT	<u>2C</u>	= Crowhurst
1H	1S	
1NT	2C	
	<u>2D</u>	= min. without 3S (so with 5H)
	<u>2H</u>	= med. without 3S
	<u>2S</u>	= min. with 3S
	<u>2NT</u>	= max. without 3S
	<u>3C</u>	= med. with 3S
	<u>3H</u>	= max. with 5(good)H, not 3S
	<u>3S</u>	= max. with 3S
1H	1S	
1NT	2C	
...	<u>2H</u>	= 5S + 3H, NF
	<u>2S</u>	= S0
	<u>2NT</u>	= S0
	<u>3C</u>	= natural, GF
	<u>3D</u>	= natural, GF
	<u>3H</u>	= GF, may be 3H
	<u>3S</u>	= GF
1H	1S	
1NT	<u>2D</u>	= 4S-5 ⁺ D, NF
	<u>2H</u>	= 3H, unbalanced, NF
	<u>2S</u>	= S0
	<u>2NT</u>	= balanced, 10-11 HCP
	<u>3C</u>	= 5S-5C, 10-11 HCP
	<u>3D</u>	= 5S-5D, 10-11 HCP
	<u>3H</u>	= GF with 3H
	<u>3S</u>	= 6 ⁺ S, limit

Developments over a 1NT-rebid without playing Crowhurst

<u>O</u>	<u>R</u>		<u>O</u>	<u>R</u>	
1C	1D		1D	1S	
1NT	<u>2C</u>	= SO	1NT	<u>2C</u>	= 4S-5 ⁺ C,NF
	<u>2D</u>	= SO		<u>2D</u>	= SO
	<u>2H</u>	= GF, may be 3H		<u>2H</u>	= 5S-4H,NF
	<u>2S</u>	= GF, may be 3S		<u>2S</u>	= SO
	<u>2NT</u>	= invit.		<u>2NT</u>	= invit.
	<u>3C</u>	= invit.		<u>3C</u>	= natural,GF
	<u>3D</u>	= invit.		<u>3D</u>	= invit.
1C	1H			<u>3H</u>	= 5S-4 ⁺ H,GF
1NT	<u>2C</u>	= SO		<u>3S</u>	= invit.
	<u>2D</u>	= 5H-4D,NF	1H	1S	
	<u>2H</u>	= SO	1NT	<u>2C</u>	= 4S-5 ⁺ C,NF
	<u>2S</u>	= GF, may be 3S		<u>2D</u>	= 4S-5 ⁺ D,NF
	<u>2NT</u>	= invit.		<u>2H</u>	= 3H,unbalanced,NF
	<u>3C</u>	= invit.		<u>2S</u>	= SO
	<u>3D</u>	= natural,GF		<u>2NT</u>	= invit.
	<u>3H</u>	= invit.		<u>3C</u>	= natural,GF
1C	1S			<u>3D</u>	= natural,GF
1NT	<u>2C</u>	= SO		<u>3H</u>	= GF, may be 3H
	<u>2D</u>	= 5S-4D,NF		<u>3S</u>	= invit.
	<u>2H</u>	= 5S-4H,NF			
	<u>2S</u>	= SO			
	<u>2NT</u>	= invit.			
	<u>3C</u>	= invit.			
	<u>3D</u>	= natural,GF			
	<u>3H</u>	= 5S-4 ⁺ H,GF			
	<u>3S</u>	= invit.			
1C	1S				
1NT	<u>4H</u>	= 5S-5H,NF			
1C	1S				
1NT	3H				
3NT	<u>4H</u>	= 5S-5H,slam try,NF			
1D	1H				
1NT	<u>2C</u>	= 4H-5 ⁺ C,NF			
	<u>2D</u>	= SO			
	<u>2H</u>	= SO			
	<u>2S</u>	= GF, may be 3S			
	<u>2NT</u>	= invit.			
	<u>3C</u>	= natural,GF			
	<u>3D</u>	= invit.			
	<u>3H</u>	= invit.			

N.B. Because of the lack of Crowhurst we have a lot of hands that we have to show as either GF either NF, while they are in fact limit.
That's why opener has a lot of freedom to make a further try on SO or NF bids, when he has a max. and a good fit in one or both of responders suits.

The four aces and the king of the agreed trump suit are considered key cards, five in all. Opposite 4NT-RKC there are two response-schedules: one when spades, hearts or diamonds are trump and one when the club suit is agreed at four-level.

S/H/D are trump:

5C = 0 or 3 key cards

5D = 1 or 4 key cards

5H = 2 or 5 key cards without trump-Q

5S = 2 or 5 key cards with trump-Q

C are trump:

5C = 1 or 4 key cards

5D = 3 key cards

5H = 2 or 5 key cards without trump-Q

5S = 2 or 5 key cards with trump-Q

N.B. A fifth trump when partner is expecting four, or a fourth trump when partner is known to have at least six count also as the queen.

On the 5C and 5D responses the location of trump-Q is still unknown.

The next step over 5C/D, skipping an agreed suit, is asking for trump-Q.

The denial is the first step. Any other response promises the queen.

Five of the trump suit or 5NT, if not the first step, shows the queen but no side king. Bidding any suit other than the first step shows the king of the bid suit as well as the trump-Q. Bidding six of the trump suit shows the queen of the agreed suit and may show the king of the first-step suit as well.

After RKC 4NT, a direct rebid of 5NT by the RKC bidder asks for kings, excluding the king of the agreed suit, already shown or denied.

Responses to 5NT follow normal lines: 6C denies a king, 6D shows one king, and so on. The 5NT bid promises the joint possession of the five key cards as well as the queen of the agreed suit: so, responder may forego the king response and leap to a grand slam.

Over the response on 4NT-RKC a bid of a new suit is a so-called Direct Ask, bypassing the queen-ask. Direct asks are grand-slam tries, promising the joint possession of the five key cards as well as solid trumps. The asker is concerned totally with what his partner has in the asked suit.

When there is room (at least one step between the ask suit and the agreed suit), these are the responses:

1st step: no second-or third-round control

2nd step: third-round control (queen or doubleton)

higher : second-round control: 6NT with Kxx, Kxxx or Kxxxx

seven of the agreed suit with Kx or singleton
raise ask-suit with KQ

N.B. When there is no room the first and second step are combined.

A Delayed Ask comes after a queen-ask. Like a direct ask, it promises the five key cards and trump solidity; it is concerned only with what responder has in the ask suit. (These direct and delayed asks assume that there is a firmly agreed suit. If there is not, and the ask suit has been bid previously, these are natural bids.)

If there is room, the responses to delayed asks are identical to those of direct asks. When there is no room, these are the responses:

1st step: no third-round control

6NT with the queen

seven of the agreed suit with a doubleton

raise ask-suit with QJ

There are still two very important additional rules concerning the direct and delayed asks.

- I. If the RKC bidder returns to his first suit or his partner's first suit, even though there is another agreed suit the bid is natural, not an asking bid.
- II. If the RKC bidder has shown two suits and received simple preference, then when he rebids his second suit after the RKC response he is still offering a choice of contracts.

And another important additional rule: never make a queen-ask in a suit you have previously bid, even if it is not the agreed suit.

Furthermore there is a form of RKC, which has been named Super Gerber.

When a minor suit is agreed at three-level (both players must have bid the suit), a jump to a new suit at four-level is RKC. In case this possibility exist a jump to 4NT can then be played as natural (dangerous!).

The responses over RKCSG are normal, and in order to ask for kings, the same suit used to ask for key cards at the four-level is used for kings at the five-level.

N.B. RKCSG must come directly after three-level minor agreement.

Otherwise, four-level jumps show singletons, controls, or whatever; but they are not ace-asking.

Defence against "comic" NT-overcall (Gardener-NT)

Against a 1NT-overcall that may be "comic" this defence is played: Double shows 8-11 HCP, between certain borders regardless of distribution; if the 1NT-bidder next bids his suit, a new suit is inviting but not forcing and pass is FIR.

A new suit at two-level except 2C is natural and GF.

2NT is balanced with fourcard support in partner's suit and GF.

Three in partner's suit is a weak unbalanced raise, about 5-8 HCP.

Three in a new suit is a splinterbid and GF (the range can be larger than that of the normal splinter without intervention).

Two in partner's suit is a very weak raise, and almost sure balanced.

2C is conventional and partner is obliged to bid 2D; over 2D two in partner's suit is a good raise (almost sure balanced again), pass is weakness in D, 2H/S (new suit!) is SO, 2NT shows a club suit and is GF and 3C shows a club suit and is SO; three in partner's suit shows a good raise with a balanced hand, NF, and three in a new suit shows a limit raise with a singleton in the bid suit.

N.B. If club is the suit opened, then 2C is of course natural but 2D is then a transfer to 2H with the same development as above.

A. Asking for the number of controls over an 1NT opening

Any 4C-bid by responder after an initial 2C-response is an asking for the number of controls held by opener. The number is shown stepwise.

- 10-12 NT: 1 step = 0-1 controls, but if max is shown
 1 step = 2 controls (with 4⁺ controls always show max.)
- 12-14 NT: 1 step = 0-2 controls, but if max. is shown
 1 step = 3 controls (with 5⁺ controls always show max.)
- 15-17 NT: 1 step = 0-3 controls, but if max. is shown
 1 step = 4 controls (with 6⁺ controls always show max.)

B. Delta-asking over an 1NT opening

After an initial 2C-response some jump-rebids in a new suit by responder are delta-askings in that suit. See the 1NT-opening for the requirements.

Responses on delta-askings:

a. in S	b. in H	c. in C/D
1 step = xx	1 step = xx or xxx	1 step = xx or xxx
2 steps= xxx	2 steps= Hx	2 steps= Hx
3 steps= Hx	3 steps= Hxx	3 steps= Hxx
4 steps= Hxx	4 steps= HH	4 steps= xxxx
5 steps= xxxx	5 steps= HHx	5 steps= HH
6 steps= HH	6 steps= HHH	6 steps= HHx
7 steps= HHx		7 steps= Hxxx or HHxx
8 steps= Hxxx or HHxx		8 steps= HHH(x)
9 steps= HHH(x)		

N.B. When a delta-asking in spade is made and a fourcard suit is no longer possible because of the 2D-response over 2C, the steps showing four spades are dropped and the asking has become a 7-step asking.

C. Trump-askings

The situations where they are applied are shown elsewhere in the book.

a. length known	b. length not known
1 step = no Honor	1 step = no Honor
2 steps= 1 Honor	2 steps= 1 Honor, normal length
3 steps= 1 Honor + Jack	3 steps= 2 Honors, normal length
4 steps= 2 Honors	4 steps= 1 Honor, extra length
5 steps= 2 Honors + Jack	5 steps= 2 Honors, extra length
6 steps= 3 Honors	6 steps= 3 Honors

Signals:

Encouraging/Discouraging:

odd (3,5,7,9) = encouraging
 with no odd card: high-low = encouraging
 even (2,4,6,8,10) = discouraging, may indicate suit preference
 with no even card: low-high = discouraging

Count:

no count is given at all in the first round of a suit with only the following exceptions:

1. when the long suit of dummy is led
 2. against slam on the lead of a K
 3. against slam on the lead of an A or K when the Q is in dummy
 4. against slam on the lead of a suit of declarer
 5. against slam on the lead of a K, if one has no honor to unblock
- when count is given: high-low = odd number
 low-high = even number

CHAPTER 10

Discards:

odd discard = discouraging in that suit
 even discard = encouraging in that suit

Leads & Signals

Leads:

	versus suit	versus NT	versus slam
AK hold	K	A	K
AKx	A	A or x	K
AKJ	A	K	K
KJxx	K	Q or x	Q
KQJx	K	K	Q
QJxx	Q	J or x	J
QJ9x	Q	Q	J
J10xx	J	J	10
AJ10x	10	10	-
A109x	10	10	-
KJ10x	10	10	-
K109x	10	10	10
Q109x	10	10	10
109xx	9	9	9
H42 (H=Jor better)	2	2	2
H642	2	2	2
H8642	2	2	2
H98642	2	2	2
62	6	6	6
642	4	4	4 (6 in 2nd round)
8642	6	6	6 (2 in 2nd round)
98642	8	8	8 (6 in 2nd round)
998642	8	8	8 (2 in 2nd round)

Signals:

Encouraging/Discouraging:

odd (3,5,7,9) = encouraging
with no odd card : high-low = encouraging
even (2,4,6,8,10) = discouraging, may indicate suit preference
with no even card: low-high = discouraging

Count:

no count is given at all in the first round of a suit with only the following exceptions:

1. when the long suit of dummy is led
 2. against slam: on the lead of a K
 3. against suit contracts: on the lead of an A or K when the Q is in dummy
 4. against slam: in sidesuit of declarer
 5. against NT: on the lead of a K, if one has no honor to unblock
- when count is given: high-low = odd number
low-high = even number

Discards:

odd discard = encouraging in that suit
even discard = discouraging in that suit

N.B. with a singleton in dummy always give suit preference; a medium card asks a continuation.

Leads:

	versus suit	versus NT	versus slam
AK bare	K	A	K
AKxx	A	A or x	K
AKJx	A	K	K
KQxx	K	Q or x	Q
KQ10x	K	K	Q
QJxx	Q	J or x	J
QJ9x	Q	Q	J
J108x	J	J	10
AJ10x	10	10	-
A109x	10	10	-
KJ10x	10	10	-
K109x	10	10	10
Q109x	10	10	10
109xx	9	9	9
H42 (H=J or better)	2	2	2
H642	2	2	2
H8642	2	2	2
H98642	2	2	2
62	6	6	6
642	4	4	4 (6 in 2nd round)
8642	6	6	6 (2 in 2nd round)
98642	8	8	8 (6 in 2nd round)
986542	8	8	8 (2 in 2nd round)

