



OPENING	TICKET	ARTICLE	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣			3	4♥	better minor	Walsh (1♦ denies 4M if not GF); 1NT=8-10; 2♣=inverted; 2♦=constr. raise; 2M = P/E; 2NT = NF; 3♣ = P/E;	after 1♣- 1M - 1NT: 2♦ = art. GF, 2♣ = art. mostly game inv., 2NT=puppet to 3♣; after inverted raise = shape and strength showing	New Minor Forcing, no Walsh
1♦			3	4♥	better minor (or 4♦ and 5♣)	1NT=6-10; 2♦=inverted; 2♥=constr. raise; 2♣ = P/E; 2NT = NF; 3♣ = nat., INV.	after 1♦ - 1M - 1NT: 2♦ = art. GF, 2♣ = art. mostly game inv., 2NT=puppet to 3♣; after inverted raise = shape and strength showing	New Minor Forcing
1♥			5	4♦	12-21 HCP	1NT = Forcing; 2M = constr. raise; 2NT = Jacoby (GF 4+ fit) Bergen (3♣, 3♦, 3♥, 3♠), 4♣ Swiss, 4♦ = raise to 4M with 1-2 cards	Short Suit Game Tries; Revolving Help Suit Game Tries;	Reverse Drury
1♠			5	4♥	12-21 HCP	same as after 1♥ opening	Short Suit Game Tries; Revolving Help Suit Game Tries;	Reverse Drury
1 NT				4♥	15-17 HCP	2♣ = NF STAY; 2♦, 2♥, 2♠, 2NT = Xfers; 4♦, 4♥ = Texas; 4♠ = minors;	length after Major suit Xfers; shortness after Minor suit Xfers; Smolen;	
2♣	✓		0	4♥	22+ HCP or 9+ playing tricks with at least 2.5 defensive tricks	2♦ = WAIT; 2♥ = NEG; 2♠ = hearts; 2NT = spades;	Kokish relay	
2♦	✓		0		Multi: weak two in either Major	2♥, 2♠, 3♥, 3♠ = Pass/Correct; 4♥, 4♠ = TO PLAY 4♣ = asks Xfer; 4♦ = asks suit;	after 2N: 3♣ = any min, 3♦ = int.♥, 3♥ = int.♠, 3♠ = max ♥, 3NT = max ♠	
2♥			4		3-10 HCP, 4-5♥ and 4-5♠ varies on VUL. and POS.	2NT = asks shape and strength; 3♥, 3♠ = NF; 3♣, 3♦ = NF	after 2NT: 3 = any min, 3♦ = 4♥+4♠ max, 3♥ = 4♥5♠ max, 3♠ = 5♥4♠ max, 3NT = 5♥5♠ max;	
2♠			5		6-10 HCP, 5♠ and 4-5 in a minor	2NT = asks shape and strength; 3♣ = Pass/Correct; 3♦ = GF with hearts; 3♥ = constructive with hearts; 3♠ = P/E		
2 NT				4♥	20-21 balanced	3♣ = NF STAY; 3♦, 3♥, 4♦, 4♥ = Xfers; 3♠ = minors;		
3 bids			6		P/E, varies on VUL. and POS.	4♣ (3♦ after 3♣) = asks suit quality, 4♦ (4NT) = RKCB		
3NT					solid suit, no outside stopper			
4♣			7		Natural and Preemptive			
4♦			7		Natural and Preemptive			
							<b>HIGH LEVEL BIDDING</b>	
							1430 RKCB, DOPI, DEPO, ROPI	

**Czyzowicz-Wolpert Supplementary Notes, Bermuda Bowl 2003**

**[1] 1 minor opening bid responses**

1C -

- 1D - nat., may be 3 cards only (if 3334 6-7 HCP)  
no 4-card M or GF
- 1M - nat., 1RF
- 1NT - 8-10 no 4 M
- 2C - inverted, forcing to 3C
- 2D - constr. C raise (also after DBL by LHO), (2H asks stiff -  
2S, 2N = none, graded resp.), other bids nat.
- 2H, 2S - WK, 3-7 HCP (may be weaker if W vs R)
- 2NT - 11-12 HCP, bal. no 4 M
- 3C - PE, 5+C, up to bad 7 HCP
- 3D, 3H, 3S - preemptive
- 3NT - 13-15 HCP

1D -

- 1M - nat., 1RF
- 1NT - 6-10 no 4 M
- 2C - nat., GF
- 2D - inverted, forcing to 3D
- 2H - constr. D raise (also after DBL by LHO), (2S asks stiff -  
2N, 3C = none, graded resp.), other bids nat.
- 2S - WK, 3-7 HCP (may be weaker if W vs R)
- 2H - constr. D raise (also after DBL by LHO)
- 2NT - 11-12 HCP, bal. no 4 M
- 3C - nat., inv., 6+C, 10-11 HCP
- 3D - PE, 5+D, up to bad 7 HCP
- 3H, 3S - - preemptive
- 3NT - 13-15 HCP

OFF in COMP

**[2] Further developments after 1 minor opening**

**1C - 1D**

**1NT -**

- 2C, 2D - nat., NF
- 2H - art., puppet to 2S, GF
- 2S -
  - 2NT - shows 4H
  - 3C - nat.
  - 3D - nat.
- 2S - nat.

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1m - 1M

- 1NT - nat., exceptionally 1444, 1435, 1453 if M=S
- 2C, 2D - nat.
- 2OM - reverse, if M=H then GF, ingbmn on
- 2NT - nat., Wolff on
- 3m - nat., 15-16
- 3om - Spl., 14-15 or 18+ HCP
- 3M - 15-17 nat., (15 HCP with 54 distr. only)
- 3OM - Spl., 14-15 (only if M=S) or 18+ HCP
- 3NT - running m, 15-18 HCP
- 4m - 4M6m, at least HH in each, controls in side suits
- 4om - - Spl., 18+ HCP
- 4M - 18-19, bal.

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**1m - 1H**

**2H - 2S (asking)**

- 2N - balanced, minimum, 3 cards in H, 3m or 3H is to play
- 3C - 4 cards in H, no stiff
- 3D - 3 cards in H, stiff in om
- 3H - 3 card in H, stiff in OM
- 3NT - balanced, maximum, 3 cards in H
- 3S, 4om - Splinter
- 4H - 4 cards in H, no stiff, prime hand, concentration in m and H

**1m - 1S****2S - 2NT (asking)**

3C - balanced, minimum, 3 cards in S, 3m or 3S is to play

3D - 4 cards in S, no stiff

3H - 3 cards in S, stiff in om

3S - 3 card in S, stiff in OM

3NT - balanced, maximum, 3 cards in S

4om, 4H - Splinter

4S - 4 cards in S, no stiff, prime hand, concentration in m and S

**1m - 1H****3H -**

3S - art., asks for a type of hand

3NT - 6m4, 4C asks for stiff (graded resp.)

4C - stiff om

4D - stiff OM

4H - no stiff, 16-17 HCP

**1m - 1S****3S -**

3NT - art., asks for a type of hand

4C - 6m4, 4D asks for stiff (graded resp.)

4D - stiff om

4H - stiff OM

4S - no stiff, 16-17 HCP

**Wolff**

1m - 1M

2NT -

3C - artificial, negative, will S/O next round or bid 3NT  
(mild slam int in m), 4C or 4D, natural slamish

3D - checkback, 4 OM first

3M, nat., GF, 2-way, either 6M with 2/3 honours or 6M slam try

4C - asks straight Aces

4D - nat. strong

3NT - S/O

4M - S/O

1m - 1M

2NT - 3C

3D - 3NT

4C - asks for stiff (4D = no stiff, others = graded)

**Ingbermann**

After 1 over 1 and reverse (or 2-level jump shift), the cheaper of 2NT and FSF is artificial negative, warns that will pass the rebid or S/O next round.

1C - 1M      1m - 1S

2D - 2OM      2H - 2NT

ON by PH, OFF in any COMP

**1XYZ**

1m - 1M

1NT - 2C - puppet to 2D

2D -

PASS - WK, 5-6D

2M - nat., inv.

2OM - nat. inv.

2NT - inv. 4 (or bad 5) in M, bal.

3C, 3D - inv., nat., 5m4M

3H - 5M4m, stiff in om

3S - 5M4m, stiff in OM

3NT - 5M, choice of games

4C, 4D (4H if M = S) - autosplinter  
4M, S/O, mild slam interest, no stiff  
- 2D - art. GF, checkback, asks for 4 in OM, if not for 3 in M  
- 2H - nat., S/O  
- 2S (if M=S) - nat. S/O  
- 2S, (if M = H) - nat., GF, 54 in Ms  
- 2NT - puppet to 3C  
3C - PASS - WK, 5-6C  
3D - WK, 5-6D  
3H - 5m4M, stiff in om  
3S - 5m4M, stiff in OM  
3NT - 5m4M, no stiff  
- 3C, 3D, 3OM - 55, concentration, GF  
- 3M - inv., 6-carder with 2 out of 3 top honors  
1XYZ is OFF in any COMP

BY PASSED HAND 1XYZ is off (new minor forcing instead)

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### New Minor Forcing (NMF)

1C - 1M  
2C -  
2D - nat., GF, asks for 4OM, if not 3M  
2H - NF  
2S - NF (when M=S) - NFor nat. GF (when M=H)

1D - 1M  
2D -  
2H or 2S (if M=S) - nat., NF  
2S (if M=H) - nat., GF  
- 3C - art., GF, checkback (4 OM first)

IN COMP (any) NMF is off  
BY PASSED HAND NMF is ON

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1D - 2C (always GF)  
2NT - may have 4-card majors  
3M - Splinter

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### Inverted minors

1C - 2C  
2D - min. with a stiff, 2H asks, graded resp.  
2H - extras with a stiff, GF, 2S asks, graded resp.  
2S - extras balanced, 16+ HCP, GF  
2NT - min. balanced, F to 3C, 3 clubs (or 3334)  
3C - min. no stiff, 4+ clubs, NF  
3D, 3H, 3S - SPL., very good, slamish  
3NT - 18-19, bal., exactly 3C, NF  
  
1D - 2D  
2H - min. with a stiff, 2S asks, graded resp.  
2S - extras with a stiff, GF, 2NT asks, graded resp.  
2NT - min. balanced, NF, F to 3D, 3 diamonds (or 3343)  
3C - extras balanced, 16+HCP, GF  
3D - min. no stiff, 4+ diamonds, NF  
3H, 3S, 4C - SPL., very good, slamish  
3NT - 18-19, bal., exactly 3D, NF

OFF in any COMP  
ON by PASSED HAND

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### 1m - 2m+1 (constructive raise)

2NT - NF  
2m+2 - asks for shortness  
2NT, 3m - no shortness, min.  
3om, 3H, 3S - shortness, graded  
3NT - no shortness, max.  
4m - KCB  
jump - Splinter, slamish

OFF in COMP

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**1m - 2M (PE)**

2NT – inv., 1RF, later 3NT is convertible  
new suit - 1RF  
3M – NF,  
3NT - not convertible

OFF in COMP

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**1m – 2NT**

3C – NF  
3D - NF, if m = D  
3M, 3D (if m=C) – shortness, GF

ON in COMP

**Competition after 1m**

1m - O/C -

1M - 1RF, nat.  
1NT - 8-10, nat.  
2m – normal raise, 5-10  
JS - fit showing, 8-11, 4m5JS, concentration  
3m – mixed raise (depending on vulnerability)

1m - DBL -

1M - 1RF, nat.  
1NT - 8-10, nat.  
2m – weak raise, 5-8  
2m+1 – constructive raise, 8-10  
JS - fit showing, 8-11, 4m5JS, concentration  
2NT - LR  
3m – PE

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**Miscellaneous**

1m – 1D(H)  
2S - 3NT - 10-12 HCP, good stoppers, no Ace

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**[3] 1 Major opening bid responses**

1M –

1S (if M=H), after 1NT 1XYZ applies  
1NT – 1RF  
2m – nat. GF  
2H (if M=S) – GF  
2M – 3 card (exc. 4) constr.raise, 7+ - 10-  
2S (if M=H) – WK, 3-7 HCP  
2NT – Jacoby  
3C - limit raise with 4-card fit  
3D - constr. raise with 4-card fit  
3OM – any SPL, GF, 10-13 HCP, next suit asks  
3M - PE raise with 4-card fit,  
3NT – 16-17, 2-3 card fit  
4C - swiss, bal., 17-18 HCP, controls in all suits,  
4333, then 4D is last train  
4D - raise to 4M with a side Ace or two Kings  
4H (if M=S), to play, PE  
4M – bad raise with 5+ trumps

OFF in COMP

OFF by PASSED HAND

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**[3] Further developments after 1 Major opening bid**

**1NT forcing**

OFF in COMP

ON by PASSED HAND

1M - 1NT

2C - may be 3 cards only (or 2 is M = H), 11-18 HCP

2D - may be 3 cards only, 11-18 HCP

2H - 6+H, 11-15 HCP (if M = H)

- 54, 11-18 HCP (if M = S)

2S - 6+S, 11-15 HCP (if M = S)

54, 17+ HCP, 1RF, INGEBERMAN applies, (if M = H)

2NT - 18-19 HCP, bal., may have 6M, transfer responses, 3M = clubs,

3OM = slam try in M or doubleton in M

3C,3D - nat. may be 3(2) cards only if good major and GF

3H - 6+H, 16-18 (if M = H)

54, GF (if M = S)

3NT - running suit with a couple of Aces (or A and K) on a side

4C, 4D - FRAG with self-supporting major, slam int.

4H - no int. unless pard has 2-3 working cards (if M = H)

1S - 1NT

2C -

2D - showing 5+ hearts, opener accepts unless  
misfit or very strong

2H - puppet to 2S

2S - 8-10, 2 spades

2NT - 11-12, no 4+ club fit

3C - courtesy raise (bad)

3D - natural, bad hand

3H - natural, bad hand, good texture (playable opp. void)

3S - 10-11, 3 card bad raise,

3NT - S/O, non-convertible to 4M (shortness, low honors)

1S - 1NT

2C - 2H - puppet to 2S

2S -

2NT - 11-12, 4+ club fit

3C - good club raise

3D - natural, good hand

3H - natural, good hand, good texture (playable opp. void)

3S - 10-11, 3 card good raise,

3NT - S/O, convertible to 4M (2 spades, controls)

1S - 1NT

2C - 2D

2H -

2S - 8-11, 5 hearts 2 spades,

2NT - 10-11, 5 hearts

3C - 5 hearts 4+ clubs, inv.

3D - 5 hearts 4+ diamonds, inv.

3H - 6+ hearts, inv.

3S - 10-11, 3 card raise, heart values

3NT - 5 hearts, choice of games

1S - 1NT

2D -

2H - puppet to 2S

2S - 8-10, 2 spades

2NT - 11-12, no 4+ diamond fit

3C - natural, bad hand

3D - courtesy raise (bad)

3H - natural, bad hand, good texture (playable opp. void)

3S - 10-11, 3 card raise, bad hand opposite slam int.

3NT - S/O, non-convertible to 4S (shortness, low honors)

1S - 1NT

2C - 2H - puppet to 2S

2S -

2NT - 11-12, 4+ diamond fit

3C - natural, good hand

3D - good diamond raise

3H - natural, good hand, good texture (playable opp. void)

3S - 10-11, 3 card raise, good hand opposite slam int.

(club values, controls)

3NT – S/O, convertible to 4S (2 spades, controls)

1H – 1NT

2C -

2D - puppet to 2H

2H - 8-10, 2 hearts

2S - very good raise with 5+ clubs

2NT – 11-12, no 4+ club fit

3C - courtesy raise (bad)

3D - natural, bad hand

3H - 10-11, 3 card raise, bad hand opposite slam int.

3NT – S/O, non-convertible to 4H (shortness, low honors)

1H – 1NT

2C - 2D

2H -

2NT – 11-12, 4+ club fit

3C - good raise

3D - natural, good hand

3H - 10-11, 3 card raise, good hand opposite slam int.

3NT – S/O, convertible to 4H (2 hearts, controls)

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### 1NT Forcing (Miscellaneous)

1M – 1NT

2m – 2NT

3m – NF

3om – F, FRAG

3OM – F, FRAG

3M – F

1S - 1NT

2H - 2NT

3C - puppet to 3D, then

- 3D

3H - F, 5S-5H

3S - F, 6S-4H

3NT – club FRAG, pick a game (5413, 5404)

3D - F, diamond FRAG (5431, 5440)

3H - NF, 5S-5H

3S - NF, 6S-4H

1S - 1NT

2H - 3C - puppet to 3D, then

3D -

PASS – WK, nat.

3H - good raise to 3H

3D - nat., good hand

3HH - bad raise

1H - 1NT

2H -

2S - art, WK, single-suited or two-suited minor hand

2NT – prefer clubs

3C - prefer diamonds

3C - nat., good hand

3D - nat., good hand

2-level DBLE in COMP is PEN by both partners

3-level DBLE is PEN by responder, shows cards by the opener

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### 1M – 2M

1H - 2H

2S - revolving help suit game try (RHS GT), asks for the lowest

suit for which responder would not accept a game try, graded

responses

2NT – short suit game try (SSGT) in Cs

3C - SSGT in Ds

3D - SSGT in Ss

3H - not inv.

3NT – good six-carder, controls on a side  
3S, 4C, 4D - natural, 5-5 or 6-5, slam int.

1S - 2S  
2NT - revolving help suit game try (RHSGT), asks for the lowest  
suit for which responder would not accept a game try, graded  
responses

3C – short suit game try (SSGT) in Cs  
3D - SSGT in Ds  
3H - SSGT in Ss  
3S - not inv.  
3NT – good six-carder, controls on a side  
4C, 4D, 4H - natural, 5-5 or 6-5, slam int.

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### REVOLVING HELP SUIT GAME TRIES

OFF in COMP  
ON by PASSED HAND

1H - 2H  
2S -  
2NT – would not accept RHSGT in Cs  
3C - would accept RHSGT in Cs but not in Ds  
3D - would accept RHSGT in Cs and Ds but not in Ss  
3H – would not accept any RHSGT  
3S, 4C, 4D - graded shortness, better than minimum  
hand  
3NT – scattered honors, no ruffing value, max.  
4H - would accept any RHSGT, no int.

1S - 2S  
2NT -  
3C – would not accept RHSGT in Cs  
3D - would accept RHSGT in Cs but not in Ds  
3H - would accept RHSGT in Cs and Ds but not in Ss  
3S - would not accept any RHSGT  
4C, 4D, 4H - graded shortness, better than minimum hand  
3NT – scattered honors, no ruffing value, max.  
4S - would accept any RHSGT, no int.

1H - 2H  
2S - 2NT  
3C - HSGT in Ds  
3D - HSGT in Ss  
3H - S/O  
3NT – S/O  
others – cue-bid

1H - 2H  
2S - 3C  
3D - HSGT in Ss  
3H - S/O  
3NT – S/O  
others – cue-bid

1S - 2S  
2NT – 3C  
3D - HSGT in Ds  
3H - HSGT in Hs  
3S - S/O  
3NT – S/O  
others – cue-bid

1S - 2S  
2NT – 3D  
3H - HSGT in Hs  
3S - S/O  
3NT – S/O  
others – cue-bid

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## 2 OVER 1

1M – 2m  
2om, 2H (if M=S) – 5+M4, full range  
2M – denies 4-carders biddable on 2-level, does not promise 6M  
2S (if M=H) – 5<+h>4+S extras  
2NT – 12-14 or 18+, balanced, stoppers in non-bid suits, normally denies 4-carders biddable on 2-level  
3m – 5M4m, or 5M3m with extras  
3om (non-jump) – 55 or 54 with extras  
3om (jump), 3OM – SPL, minimum  
3M – good hand, sets the suit (playable opposite a void) asks for cue.  
3NT – 15-17, stoppers, doubleton in m  
4m – very good hand, slam zone  
4M – min., good texture suit, few controls, 3 card fit

OFF in COMP  
OFF by PASSED HAND

### Miscellaneous

Jump to 3NT by either player shows 15-17 HCP.

Frivolous 3NT after Jacoby only.

Single jump shift to 3 or 4 level is SPL on the last suit bid shows min.

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## Jacoby

OFF in COMP

1M – 2NT  
3C - any min., 3D asks for stiff (3H - no stiff, graded resp.)  
3D - extras + stiff, 3H asks, graded resp.  
3M - extras, no stiff  
3OM – some 4-carder, extras, 3NT asks which, graded resp., no stiff  
3NT – 6 carder, good min., no stiff  
4m - 55 with 2 of the top 3 honors, extras, implies controls in side suits and Ace or King of trumps

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## Major raises in competition

1M 1? 3m = Fit-Showing Jump-Shift

1M 2m  
- 3(M-1) = mixed raise (constr. raise + 4 trumps)  
- 3m, cue-bid (if m <> M-1) = limit raise  
- 2NT = - limit raise or better (if m = M-1)  
- GF (if m <> M-1), Jacoby responses

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## PASSED HAND RESPONSES TO 1 MAJOR

1M –  
- 1NT – semi-forcing (same structure as by a non passed hand)  
- 2C - reverse Drury  
- 2D, 2H (if M=S), 3C – natural, 9-11 HCP, misfit  
- 2M – normal raise  
- 2S (if M=H) – nat. FSJ  
- 2NT – FSJ in C  
- 3D - nat. FSJ  
- 3H (if M=S) – nat. FSJ  
- 3M - PE

ON in COMP below 1NT but not DBLE

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## RESPONSES TO 1 MAJOR AFTER T/O DOUBLE (PASSED OR NOT PASSED HAND)

1M – DBLE –  
- 1NT – natural  
- 2C – natural, 1RF (if not passed hand)  
Drury (if passed hand)

- 2(M-1) – raise in M, 7-10 HCP
  - 2M – weak raise 4-7 HCP
  - 2S (if M=H) – nat. FSJ
  - 2 other – natural, 1RF
  - 2NT – limit raise in M (if not passed hand)  
FSJ in clubs (if passed hand)
  - 3C - nat. FSJ (if not passed hand)  
nat. clubs only (if passed hand)
  - 3D - nat. FSJ
  - 3H (if M=S) – nat. FSJ
  - 3M – PE, mixed raise, 5-7 HCP
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## DRURY

1H – 2C (Drury)

2D - normal opening, may pass 2H, usually game sometimes slam int.

2H – no int. in game, if resp bids = stiff + 4 trumps

2S – art., preparation to show a shortness, game int. or better,  
forces 2NT (ask for stiff), graded resp.

2NT - art., asks for a type of resp. hand, slam int.

3C, 3D, 3S - side suit, slam int.

1S – 2C (Drury)

2D - normal opening, may pass 2H, usually game sometimes slam int.

2H – nat., 1RF. 5S4H

2S – no int. in game, if resp bids = stiff + 4 trumps

2NT – art., asks for a type of resp. hand, slam int.

3C - art., preparation to show a shortness, game int. or better,  
forces 3D (ask for stiff), graded resp.

3D, 3H, 4C - side suit, slam int.

1M – 2C

2NT – Jacoby responses

ON in COMP (DBL or 1S O/C by LHO or DBL by RHO)

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## [5] 1NT opening

1NT – 2C - STAY, promises 4M if GF

2D, 2H - TRF

2S, 2NT – TRF to C, D

3C, 3D, 3H, 3S - stiff, (5431, 5440 5 in m)

4C - Gerber

4D, 4H - Texas

4NT – quantitative

1NT – 2C

2D

- 2H - inv. 5H4S

- 2S - inv. with 5S4H

- 2NT – inv. does not promise 4M

- 3C, 3D - nat. with 4M, opener bids stoppers

- 3H, 3S - Smolen

- 4D, 4H - transfer

2H

- 2S - inv. with 4S

- 2NT – inv. without 4S

- 3C, 3D - nat. with 4S

- 3H - inv.

- 3S - art. 4H with a stiff, slam try, next suit asks

- 3NT – promises 4S

- 4C - KCB

- 4D - mild slam try in H, no stiff

2S

- 2NT – inv. without 4S

- 3C, 3D - nat. with 4H

- 3H - art. 4S with a stiff, slam try, next suit asks

- 3S - inv.

- 4C - KCB

- 4D - mild slam try in S, no stiff
- 2D (transfer to H)
  - 2H
    - 2S - inv., 5H5S
    - 2NT – inv. (5H332)
    - 3C, 3D - GF, nat
    - 3H - inv.
    - 3S, 4C, 4D - SPL, slam try
    - 3NT – choice of games
    - 4HH - mild slam try in H
    - 4NT – quantitative
    - 4S, 5C, 5D - ExcKCB
    - 5NT – choice of slams
- 2H (transfer to S)
  - 2S
    - 2NT – inv. (5H332)
    - 3C, 3D - GF, nat
    - 3H - 5H5S, GF
    - 3S - inv.
    - 4C, 4D, 4H - SPL, slam try
    - 3NT – choice of games
    - 4S - mild slam try in H
    - 4NT – quantitative
    - 5C, 5D, 5H - ExcKCB
    - 5NT – choice of slams
- 2S (transfer to C)
  - 2NT – non super accept
  - 3C - S/O
  - 3D, 3H, 3S - stiff, not always slam try
  - 4C - KCB
  - 4NT - quantitative
  - 3C - super accept, Hxx (Hx) fit in C and controls on a side
  - 3D, 3H, 3S - stiff, not always slam try
  - 4C - KCB
  - 4NT - quantitative
- 2NT (transfer to D)
  - 3C – non super accept
  - 3D - S/O
  - 3H, 3S - stiff, not always slam try
  - 4C - natural, 5C5D, 4H by opener is int. in C,  
4S is int. in D, 4NT is negative (to play)
  - 4D - KCB
  - 4NT - quantitative
  - 5C - stiff
  - 3D - super accept, HHx fit in D and controls on a side
  - 3H, 3S - stiff, not always slam try
  - 4C - natural, 5C5D, 4H by opener is int. in C,  
4S is int. in D, 4NT is negative (to play)
  - 4D - KCB
  - 4NT - quantitative
- 3C, 3D (followed by resp. 3NT shows min.)
  - 3D - good fit in D, not much in C, may have int.
  - 3H, 3S - try to agree a 4-carder, 3NT may be still possible
  - 3NT – values in the stiff suit, not much interest
  - 4m (stiff suit) – perfect hand, no wastage, agrees Ds
- 3H, 3S (followed by resp. 3NT shows min.)
  - 3NT – values in the stiff suit, not much interest
  - 4C, 4D - agrees a suit, at least mild int.
  - 4M (stiff suit) - perfect hand, no wastage,
  - 4M (fragment suit) – S/O
- 4C - Gerber
- 4D, 4H - Texas, later 4NT is KCB, others are cue-bids
- 4S - 4C4D quantitative, then 4NT, 5C, 5D are neg.

1NT - 2D, 2H

- 2H, 2S - non-superaccept
- 3H, 3S - min. with 4-card fit
- 2NT – extras, with 4-card fit, no concentration
- others – max., 4-card fit, concentration

## Competition against our NT by LHO

After conventional DBL by LHO - SYSTEM ON.  
After strong DBL by LHO – Guoba

After 2C showing Majors, DBL is cards. DBL then DBL is PEN. Pass then DBL is T/O. DBL then Pass is F if below 2NT.

After 2C showing something else that Majors – SYSTEM ON,  
DBL = Stayman. Pass then DBL is T/O

If O/C shows two specific suits DBL is PEN.

If O/C shows the suit bid (and possibly another suit) DBL is T/O.

If O/C shows one- or two-suited hand with or without the suit bid  
- DBL shows cards (opener should treat it as PEN).

After DBL (PEN or cards) any further DBL by both partners is PEN.

DBL (PEN or card-showing) then PASS is Forcing if below 2NT.

DBL (any) then DBL is PEN (unless the same suit).

PASS (when DBL would be T/O) then DBL is PEN.

PASS (when DBL would be PEN or cards) then DBL is T/O.

PASS then bid is S/O, 2NT is inv.

3-LEVEL DBL is T/O

Same system vs 1NT O/C.

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## Competition against our NT by RHO

When Guoba applies, both C+H and C+S are considered non-touching

After O/C 1NT or balance 1NT or DBL on balance position = DONT rescues, RDBL = single suit

After balancing O/C, DBL by behind is PEN, DBL ahead is T/O

After DBL of an artificial bid (Stayman or Jacoby) – PASS

Shows a reasonable 3-carder (then RDBL by responder is PEN),

RDBL shows a 4-carder.

---

### [6] 2C opening

2C -

2D - waiting, not negative

2H - negative, no Ace or King, less than 5 points, may pass 2NT

2S - shows heart suit (5+ with 2/3 honors)

2NT – shows shows spade suit (5+ with 2/3 honors)

3C, 3D - nat. 6+ with 2/3 honors

2C - 2D

2H - Kokish, puppet to 2S

- 2S

2NT – 25-27 HCP

3m - 5+H4m

3H - 6+H

3S - 5+H4+S

3NT – 22-24, 5332 with 5 good hearts, NT flaw

2NT – F, balanced, 5 in M possible,

2S, 3C, 3D – nat.

3M – nat. sets the trump suit asks for an Ace (or 3NT with a King),

4M = neg.

---

### [7] 2D opening (multi)

2D -

- 2H - P/C

- 2S - P/C, if followed by 3S, shows an inv. S hand

- 2NT – art. asking

- 3C - any min.
- 3D asks
  - 3H - spades
  - 3S - hearts
- 3H, 3S - P/C
- 3NT – to play
- 3D - hearts, medium
- 3H - spades, medium
- 3S - hearts, max.
- 3NT – spades, max
- 3m – nat. F
- 3M – P/C
- 3NT – to play
- 4C - asks to transfer to M
- 4D - asks to bid M
- 4M – to play

2NT is ON in COMP (DBL or 2M O/C), others are not

ON by PASSED HAND

### Competition after MULTI 2D

After DBL – 2H/S=PASS or convert, PASS=to play, RDBL=own suit

After any other O/C, 3m is 1RF, Cue-bid asks for M

DBL is PEN

### [8] 2H opening

- 2H - 2S - S/O
  - 2NT – asking
    - 3C - any min.
    - 3D asking
      - 3H - 4H5S
      - 3S - 4S5H
      - 3NT – 44
    - 4m – shortness, 55
  - 3D - max., 44
  - 3H - max., 4H5S
  - 3S - max., 4S5H
  - 3NT – max., 55
  - 4m – supermax, shortness, 55
- 3m – nat., NF
- 3M, 3NT, 4M – to play

### Competition after 2H

When LHO overcalls - DBL is PEN, cue-bid asks for longer M

When RHO bids over 2NT, DBL by opener is proposition (FRAG, tricks), other bids are natural

### [9] 2S opening (5S4+m, 6-11)

- 2S -
  - 2NT – asking
    - 3C - clubs, but not max with 5S5C
      - 3D - asking
        - 3H - min., 5S4C
        - 3S - min., 5S5C
        - 3NT – max, 5S4C
    - 3D - nat., min
      - 3H - asking
        - 3S - 5S4D
        - 3NT – 5S5D
    - 3H - max, 5S5C
    - 3S - max, 5S4D
    - 3NT – max, 5S5D

- 3C - P/C
- 3D - art., shows a GF hand interested in H suit
  - 3H - 2-3H,
    - 3S, 4m – cue-bid
    - 3NT – proposition with exactly 5 hearts
    - 4NT - KCB
  - 3S - 5S4+C, no heart fit
  - 3NT - 5S4+D, no heart fit
  - 4m – nat., 3 hearts, max
- 3H – nat. 6+, constructive but NF
- 3S - not. inv.

After asking, with a slam int. hand bid 4m to agree it or anything else cue-bid agreeing spades

In COMP: DBL is PEN, 3S is inv., jump is S/O, suit is nat. and F  
Cue-bid is slam try in one of pards suits.

## [10] 2NT opening

2NT – 3C - Stayman

- 3D - no M
  - 3M – Smolen
  - 3NT – S/O
  - 4m – nat. 5+, F
  - 4NT - quantitative

3H

- 3S - art., slam try in H
- 3NT – S/O
- 4m – nat. 5+, F
- 4NT - quantitative

3S

- 3NT – S/O
- 4m – nat. 5+, F
- 4H - art., slam try in S
- 4NT - quantitative

3D, 3H - transfer, later 4m is natural, good hand, 4NT is quantitative

3S - art. asks 3NT, one or both minors

3NT

- 4C – 1430 KCB for C; 4N resp.= do not like then cheapest asks trump Queen, next asks specific Kings, later 5D is /O, 5S transfers to 6D, 5NT is GSF
- 4D - KCB for D; then cheapest asks trump Queen, next asks specific Kings, later 5D is S/O, 5S transfers to 6D, 5NT is GSF
- 4M – SPL, both minors
- 4NT – quantitative with 44 in minors (or exc. 5422)

4C - Gerber

4D, 4H - transfer, later 4NT is KCB

## [11] HIGHER LEVEL OPENINGS

Gambling 3NT does not promise an Ace or King.

4C is KCB (or 4D if clubs is the suit). 4M is to play

After gambling 3NT, 4D asks for shortness (4H = none, other = graded)

After a three-level or higher preempt followed by DBL and RDBL by partner, direct DBL by preempter shows stiff. Direct DBL by responder shows willingness to play opposite shortness, while PASS is F, asks to bid, not double with shortness.

Passed hand bid after partner preempts (in comp or not) is fit-showing.

### Asking after 3 level preempts

3D (3H, 3S) – 4C (asking for suit length and quality, later 4N is RKCB)  
4D – 6-carder (then 4H asks suit quality (or 4S after 3H opening))  
4H – weak 7-carder (at most 1 out of 3 honors, then 4S asks)  
4S – strong 7 carder (2 out of three honors)  
6D (H, S) – one loser suit headed by Ace  
5NT – running 7-carder

After

3D (3H, 3S) – 4C  
4D – 4H asks suit quality  
4S – 1 out of 3 (or none if opened white on red first seat)  
4N – 2 out of 3 (or 1 if W/R 1<sup>st</sup> seat)  
5C – 2 out of 3 if W/R 1<sup>st</sup> seat  
6D (H, S) – one loser suit headed by Ace  
5NT – running 6-carder

3C – 3D (asking for suit length and quality, later 4D is RKCB)  
the same scheme of responses

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### [12] RUBIN ADVANCES

Only when non-jump on 1- or 2-level.

Also after a balance position overcall.

ON in COMP with 1NT or DBL.

OFF in other COMP.

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### [13] DEFENCE vs STRONG NT (upper limit 16 HCP or higher)

1NT

- DBLE –
  - Single suited minor
  - Both majors
  - Good hand with 6S4H
- 2m – DONT
- 2M – natural
- 2NT - 5C5D

1NT 2m DBL

RDBL = SOS, asks for 2<sup>nd</sup> suit,  
2D, 2H, 2S = own suit

1NT 2m 2M

DBL = T/O, PASS or correct

---

### [14] DEFENCE vs WEAK NT (upper limit 15 HCP or lower)

1NT

- DBL – strong 15+ HCP, run-out by pard = WK, Pass = some values, After Pass by pard any DBL = PEN (both players), if responder bids - later first DBL by each defender is T/O, since then each DBL is PEN, Lebensohl
- 2C – both Majors, 2D asks for the longer one
- 2D - a Major, Multi responses
- 2H – the hearts + a minor, at least 5H4+m
  - 2S, nat., NF, but constructive
  - 2NT – asking, agrees to play a game opposite max
    - 3C - clubs, but not max with 5H5C
      - 3D - asking
        - 3H - min., 5H4C
        - 3S - min., 5H5C
        - 3NT – max, 5H4C
- 3D - nat., min
  - 3H - asking

- 3S - 5H4D
- 3NT - 5H5D
- 3H - max, 5H5C
- 3S - max, 5H4D
- 3NT - max, 5H5D
- 3C - P/C
- 3D - art., shows a GF hand interested in S
  - 3H - 5H4+C, no spade fit
  - 3S - 2-3S,
    - 4m - cue-bid
    - 3NT - proposition with exactly 5 spades
    - 4NT - KCB
  - 3NT - 5H4+D, no spade fit
  - 4m - nat., 3 spades, max
- 3H - inv.
- 3S - nat. F
- 2S - the spades + a minor, at least 5S4+m
  - 2NT - asking, agrees to play a game opposite max
    - 3C - clubs, but not max with 5S5C
      - 3D - asking
        - 3H - min., 5S4C
        - 3S - min., 5S5C
        - 3NT - max, 5S4C
    - 3D - nat., min
      - 3H - asking
        - 3S - 5S4D
        - 3NT - 5S5D
    - 3H - max, 5S5C
    - 3S - max, 5S4D
    - 3NT - max, 5S5D
  - 3C - P/C
  - 3D - art., shows a GF hand interested in H suit
    - 3H - 2-3H,
      - 3S, 4m - cue-bid
      - 3NT - proposition with exactly 5 hearts
      - 4NT - KCB
    - 3S - 5S4+C, no heart fit
    - 3NT - 5S4+D, no heart fit
    - 4m - nat., 3 hearts, max
  - 3H - nat. 6+, F
  - 3S - inv.
- 2NT - 5C5D
- 3m - constructive
- 3M - PE
- 3NT gambling

[15] **LEBENSOHL**

ON when O/C is nat. with one- or two-suiter.

ON when O/C is art. with a suit known (ex. transfer)

OFF when O/C is art. with unknown suit;

Transfer Lebensohl

1NT (2H nat)

- 2N 1. clubs (any strength)
- 2. sign-off in any suit
- 3. 4S with H stopper (cue-bid follows)
- 4. on the way to 3N (with a H stopper)
- 3C Xfer to D, inv+
- 3D Xfer to S, inv+
- 3H 4S without H stopper
- 3S asks H stopper, no 4M
- 3N - to play, decision, with or without a stopper
- 

1NT (2D nat)

- 2N 1. clubs (any strength)
- 2. sign-off in any suit
- 3. 4H or 4S or both M with D stopper (cue-bid follows)

- 4. on the way to 3N (with a D stopper)
- 3C Xfer to H, inv+
- 3D asks D stopper, no 4M
- 3H Xfer to S, inv+
- 3S asks D stopper, no 4M
- 3N - to play, decision, with or without a stopper

1NT - (overcall showing one known suit X or two suits including exactly one known suit X, does not matter if X suit bid naturally or not)

PASS then DBL - penalty

DBL - negative

- 2N - 1. clubs (any strength)
- 2. sign-off in any suit (that suit follows)
- 3. 4M with X stopper (cue-bid follows)
- 4. on the way to 3N (with a stopper)
- 3N - to play, decision, with or without a stopper
- cue-bid – Stayman, no stopper
- Other – Xfer to the next suit (X suit excluded) inv+
- 3S (or 3H, if X=S) – asks stopper, denies 4M

1NT - (2C overcall showing more than one variant, no anchor suit)

PASS then DBL – take-out

PASS then anything (2N included) when anchor suit is known – Xfer Lebensohl

DBL – Stayman if 2C overcall,

2any – nat, NF

- 2N - 1. clubs (any strength)
- 2. sign-off in any suit (that suit follows)
- 3N - to play, decision, with or without a stopper
- Other – Xfer to the next suit inv+
- 3S minors,
- 3N to play

1NT - (overcall showing both majors, by bidding 2C, 2D or 2H)

PASS then DBL – take-out

DBL - penalty

- 2N - 1. Xfer to clubs (any strength)
- 2. sign-off in the D (3D follows)
- 3. showing one stopper on the way to 3N (stopper cue-bid follows)
- 4. on the way to 3N (with both stoppers)
- 3C – Xfer to D, inv+
- 3N - to play, decision, with or without stoppers
- 3H, 3S – shortness, both minors

#### [16] UNUSUAL vs UNUSUAL

##### BOTH SUITS ARE KNOWN

- lower cue-bid is for the lower suit, higher for higher.
- cue-bid in pard's suit is limit or better
- cue-bid in the 4<sup>th</sup> suit is not yet GF
- DBLE creates a force, promises defence in at least one of their suits,
- raise is two and a half raise

##### ONE OF THEIR SUITS ONLY IS KNOWN

- cue-bid in pard's suit is limit or better
- one of the two remaining suits is nat. and semi-force
- DBLE creates a force, suggests defence
- raise is two and a half raise

#### [17] OTHER COMPETITION SEQUENCES

1m PASS PASS 1NT = transfers

1m 3m – nat., (also in balance pos.)

1m DBL 1H 2H – natural

1M 3M – asks for stopper, (also in balance pos.)

1M 4NT – minors, (also in balance pos.)

1m Pass 1M

1NT – 16-19, nat.  
DBL – T/O  
2NT – offensive weak 2-suiter  
2m, 2M, 3m – natural  
3M – asks for stopper

2M 3M – asks for stopper

2M 4NT – minors

1M any Pass 2M

DBL – good hand

1N (WK) DBL 2M DBL = penalty

1m any Pass 2m

DBL – natural, does not promise extras

1S 2H DBL

RDBL – Ax or Kx in H, exceptionnally 3

2M 2NT Pass

3C - S/O in any suit  
3D - inv. or better in the other Major  
3M - Stayman  
3OM – minors, (then bid like after 2NT 3S)

1m 1NT

2C - Majors  
2D, 2H - transfer

1M 1NT

any bid – transfer

1S 2H

2NT – natural  
Pass Pass DBL Pass  
2NT – Lebensohl

1NT (weak) DBL 2H

2NT – Lebensohl

If 2NT would be natural, Pass followed by 2NT after DBL  
by pard is almost always Lebensohl, rarely scrambling

If there is a game still possible 2NT is Lebensohl, otherwise it is  
scrambling

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## [18] SLAM BIDDING

### KEYCARD BLACKWOOD

KCB 4NT, other cases (Gerber, Exclusion,...)

King ask promises all the keycards and the Queen; may be  
courtesy, asking for source of tricks rather than specific King

DOPI (no DEPO), (3014)

Specific Kings

After Queen ask bid the closest King if positive (or 5NT)

With useful void 5NT=even, 6void (or 6trumps)=odd

When hearts are agreed and 5D (0 or 3) was the RKB response, 5H is to play opposite 0, the queen-ask opposite 3.

5S is asking to bid 5NT (to get out)

The suit which is not a queen ask is an asking bid in that suit (for queen, otherwise ask for kings)

---

## 5NT

5NT is

- a) pick a slam (if trumps are not clearly agreed), or
- b) grand slam force, otherwise

Responding to a grand slam force, bid:

- a) 7 having two cards
  - b) 6 having none
  - c) something else having one card (cheaper the better)
- 

## CUE-BIDS

1<sup>st</sup> and 2<sup>nd</sup> round control equally.

Courtesy cue-bid below game level.

1<sup>st</sup> opportunity partner's suit cue-bid is with an honour only (skipping a side suit cue-bid is permitted then), while a 2<sup>nd</sup> opportunity pard's suit cue-bid shows shortness.

---

When a Major suit is agreed at 3M level, after Jacoby or direct 2/1, 4m is a serious cue-bid, while 3NT is frivolous.

When a cue-bid is doubled, RDBL shows 1<sup>st</sup> round control (by each side), Pass asks for RDBL (if 1<sup>st</sup> rd control). If the doubler's pard will be on lead, Pass shows a possibility of losing two fast tricks (no A, K, Q or shortness). The cue-bidder redoubles with 1<sup>st</sup> round control, continues bidding with KQ or shortness, otherwise returns to the suit agreed.

---

## [19] TONTO (AFTER PARD'S 3NT ADVANCE VS 3-LEVEL PREEMPT)

- 4C transfers to the cheaper major. After a transfer to a major, 3NT overcaller bids :
  - 4NT with void in the suit transferred to, or a stiff with a source of tricks
  - 4 of a major transferred to, with a misfit
  - graded responses: the cheaper the better, with a fit
- 4D transfers to the suit following the cheaper major
- 4H transfers to the remaining suit. After a transfer to a minor, 3NT overcaller bids
  - 4NT with a misfit
  - graded responses: the cheaper the better, with a fit
- 4S is regular Blackwood
- 4NT is quantitative (around 14 HCP)

Next bid by 2nd defender :

- 4NT is key card Blackwood after showing a fit, and quantitative after showing a misfit
  - new suit is cue-bid (length) after showing a fit (later 5NT would be RKB) and natural with some interest after showing a misfit.
- 

## [19] MISCELLANEOUS

### FORCING PASS

When the bidding is forced to the next level in COMP- Pass  
Shows extras, bidding the agreed suit is negative (also at  
partscore level).

After 2C opening and COMP by LHO, Pass by responder shows  
Some values (may be trap) while DBLE is WK.

**FSF** is always GF (not to 4m). After that fast arrival is ON.

---

## **SPECIAL DOUBLES**

- DBLE of Splinter =
  - a) lead the highest of the remaining suits or
  - b) possibility of save (if first bid and white vs red)
- DBLE of constructive raise is take-out
- DBLE of limit raise is lead directing (or save suggesting)
- DBLE of forcing NT is take-out of the suit opened
- DBLE of suit opened, overcalled or raised = do not lead this suit

White O/C means nothing (exceptionally as few as 6HCP), red O/C is solid, 2-level O/C is good, usually with 6 cards

After 1m opening DBL of a cue-bid by opener shows a real suit

After 1M opening DBL of a cue-bid by opener shows extras

Running out of a DBL to a two-suiter with one or both suits  
known:

- natural bid of the closer suit shows this suit longer or equal
- RDBL shows the closer suit shorter

Suction against strong 1C or 2C up to 2NT level.

Passed hand 1NT overcall is Raptor (unless two suits were bid).

Cue-bid response to a take-out DBL forces until a suit is raised,  
a suit is repeated or NT is bid.

When everybody bids at low level DBL by second defender shows  
The missing major suit (if possible). Otherwise, it shows the  
missing suit + tolerance for the pard's one.

1X 1Y 1NT DBL =T/O for 2 other suits

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## **[20] LEADS**

3<sup>rd</sup> (from 3, 4 and 6 carders) and 5<sup>th</sup> against suits (through the hand)

2<sup>nd</sup> from a bad suit (at most headed by the 10) and 4<sup>th</sup> against NT  
(at least headed by Jack). From J98x – lead the 9.

9 lead against NT promises 10 or J

Later in the hand – tend to lead attitude

Attitude if partner leads an honor or if taken by Ace or King in  
dummy

If partner leads A against suit and dummy shows at least Qxx,  
low = a doubleton, high = 3 or more

Reverse Smith by both partners (even after encouraging or  
discouraging). If not (in obvious situations) – suit preference

Standard remainder count

Count from three small = highest, from five = the middle one

On level 5 and higher – lead K from AK

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