

# A modern five-cards majors bridge system



**“God does not play dice”**  
(Albert Einstein)

**...but bridge!**  
(the Author)

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## List of symbols and abbreviations

<b>“●”</b>	bid by responder
<b>“_“</b>	bid by opener
<b>“=&gt;”</b>	succeeding bidding
<b>am</b>	the other minor suit
<b>aM</b>	the other major suit
<b>BW</b>	Blackwood (see Chapter 17)
<b>RSO</b>	the real suit of the overcall
<b>CB</b>	cue-bid (see Chapter 17)
<b>1RF</b>	one round forcing
<b>LHO</b>	left-hand opponent
<b>GF</b>	game forcing
<b>H</b>	high honor (A, K, Q)
<b>HCP</b>	high cards points (Milton Work 4-3-2-1 count)
<b>IA</b>	asking for trumps (see Chapter 17)
<b>ID</b>	asking for distribution (see Chapter 17)
<b>KCB</b>	key card Blackwood (see Chapter 17)
<b>m</b>	minor
<b>M</b>	major
<b>ma</b>	minor suit of the opening bid
<b>Ma</b>	major suit of the opening bid
<b>Mopp</b>	opponents' major (suit)
<b>MST</b>	mild slam trying
<b>MTWS</b>	modified Two-Way Stayman
<b>NF</b>	non forcing
<b>NT</b>	notrump
<b>LT</b>	losing-tricks, losers
<b>FS</b>	fourth suit
<b>RA</b>	Aces rule (see Chapter 17)
<b>RHO</b>	right-hand opponent
<b>s</b>	singleton
<b>SB</b>	splinter-bid (single [NON A or K] or chicane in the suit)
<b>SO</b>	sign-off (to pass)
<b>SSc</b>	spiral scan (see Chapter 17)
<b>ST</b>	slam trying
<b>TB</b>	trial-bid (positive: asks for honor cards that partner hold in the game try suit)
<b>v</b>	void, chicane, blank
<b>x+</b>	x “good” HCP
<b>y-</b>	y “bad” HCP
<b>z<sup>+</sup></b>	z minimum (number of cards or HCP)

## 1. Opening bids

---

### 1♣ = 2<sup>+</sup>♣:

- one-suiter 11/18
- two-suiter with ♣ longer, as far as 22<sup>1</sup>
- three-suiter with 4/5♣ (excluding 1♠-4-4-4 of 12/15: 1♦ opening bid) as far as 22
- balanced 12/14 with 4♣-3-3-3, 5♣-3-3-2, 4♣-4♦, 4M-3-3-3, 4♥-4♠-2/3♣
- balanced 18/20- with 4♣-3-3-3, 5♣-3-3-2, 4♣-4♦, 4M-3-3-3, 4♥-4♠-2/3♣

### 1♦ = 4<sup>+</sup>♦:

- one-suiter 11/18
- two-suiter with ♦ longer or 5♦-5♣ as far as 22<sup>2</sup>
- three-suiter with 5♦ or 4-4-4-1♣ as far as 22; three-suiter 1♠-4-4-4 12/15
- balanced 12/14 with 4♦-3-3-3, 5♦-3-3-2, 4♦-4M
- balanced 18/20- with 4♦-3-3-3, 5♦-3-3-2, 4♦-4M

### 1♥ = 5<sup>+</sup>♥:

- one-suiter 11/18
- 2/3-suiter with ♥ longer or with 5♥-5m as far as 22<sup>3</sup>
- balanced 12/19

### 1♠ = 5<sup>+</sup>♠:

- one-suiter 11/18
- 2/3 suiter with ♠ longer or with 5♠-5 as far as 22
- balanced 12/19

1NT = balanced 15/17 (possibly 5/6 cards in minor<sup>4</sup>)

2♣ = artificial: unbalanced GF; balanced 22+

2♦ = artificial: one-suiter (any suit) 19/21

2♥ = one-suiter 5/11

2♠ = one-suiter 5/11

2NT = balanced 20+/22- (possibly 5/6 cards in major)

3Suit = preemptive, with a number of LT according to the rule of 2, 3, 4

3NT = completely solid minor suit of 7/8 cards (8 if vulnerable vs. not)

4♣ = completely solid ♥ suit of 7/8 cards or 7 + 1 Ace (Namyats)

4♦ = completely solid ♠ suit of 7/8 cards or 7 + 1 Ace (Namyats)

4♥, 4♠; 5♣, 5♦ = standard preemptive

4NT = BW.

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<sup>1</sup>But with 6♣-5Suit: 1♣ opening bid only with 3½-4½ PE. With 5+ PE 1Suit opening bid

<sup>2</sup>But with 6♦-5M: 1♦ opening bid only with 3½-4½ PE. With 5+ PE 1M opening bid

<sup>3</sup>But with 6♥-5♠: 1♥ opening bid only with 3½-4½ PE. With 5+ PE 1♠ opening bid

<sup>4</sup>With 6 cards the opening is allowed only with 3-2 in the majors

## 2. One Club opening bid

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### Responses

pass= 0/4 as a rule (the hands with 1 Ace or KJxxx are good for 1 over 1 response; those with 6/7 suited are good for the 2/3♦ or 2/3M jump responses)

1♦ = natural 1RF with 4<sup>+</sup>♦ (with only the ♣ suit and a minimum hand of 5/7, the ♦ suit can be of 2/3 cards). With 4M-4♦ of minimum strength it is better to advance the M in order to find this fit as quickly as possible

1M= natural 1RF with 4<sup>+</sup>M

1NT= 8/10 balanced, denies 4<sup>+</sup>M; generally with 4<sup>+</sup>♣. Sometimes a "tactical" response in balanced hand with ♦ or ♣ and ♦

2♣<sup>5</sup>= natural GF with 4<sup>+</sup>♣; exceptionally only 3 ♣ in a 4-3-3-3 hand pattern of 16<sup>+</sup>

2♦, 2M= preemptive very weak (3/5 with 6 cards)

2NT= 11/12, balanced, denies 4<sup>+</sup>M: 4♣ and/or 4♦; 10/11 with 5♣ o 5♦

3♣= 8/10, 6 cards

3♦, 3M= preemptive (3/5 with a 7 cards suit)

3NT= 13/15, balanced, denies 4<sup>+</sup>M: 4♣ and/or 4♦; 12/14 with 5♣ or 5♦ and good stoppers in the M (otherwise responder bids 1♦ or 2♣)

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<sup>5</sup> In the system, all the responses "2 over 1" in a new suit without jump and 2♣ over 1♣ are **FM**: to a minimum the 3NT or 4M level must be reached; only exceptionally the auction can stopper in a 4m contract (when 3NT is not playable owing to a not stopped suit, no major fit exists and the two hands are minimum).

## One over one responses and developments

### Opener raises responder's suit

1♣	1♦
2♦	

12/14 with 4 cards

1♣	1♥
2♥	

12/14 with 4 cards

(exceptionally HHx or Hxx with 5♣-4♦-3♥, as the ♦ fourth bidding should show a stronger hand and 1NT should require xx minimum in ♠; with xxx in ♥ opener rebids ♣).

Responder's rebids:

- pass
- 2NT (for ♠), 3♣, 3♦ = **TB**
- 3♥ = preemptive raise with 5♥ (according to "The Law of Total Tricks"<sup>6</sup>)
- 3NT = natural, normally with 4♥-3-3-3 12+/15-
- 4♥ = 12+/15- balanced
- 3♠, 4♣, 4♦ = **SB** with 12+/15- (slam possibly if opener's hand fits well)
- 2NT = **ID**. Responses:
  - 3♦ = 4♦-4♥-5♣ (with 4♣-4♥-4♦ the opening bid would be 1♦ due to the singleton ♠)
  - 3♥ = balanced with 4♥-3-3-3, 4♥-4♣-3-2, 4♠-4♥-2/3♣
  - 3NT = HHx/Hxx in ♥ (5♣-4♦-3♥)

1♣	1♠
2♠	

12/14 with 4 cards

(exceptionally HHx or Hxx with 5♣-4♥-3♠ or 5♣-4♦-3♠; with xxx in ♠ opener rebids ♣).

Responder's rebids:

- pass
- 3♣, 3♦, 3♥ = **TB**
- 3♠ = preemptive raise with 5♠ (according to "The Law of Total Tricks")
- 3NT = natural, normally with 4♠-3-3-3 12+/15-
- 4♠ = 12+/15- balanced
- 4♣, 4♦, 4♥ = **SB** with 12+/15- (slam possibly if opener's hand fits well)
- 2NT = **ID**. Responses:
  - 3♣ = 5<sup>+</sup>♣-4♠
  - 3♦ = 4♦-4♠-4/5♣
  - 3♥ = 4♥-4♠-4/5♣
  - 3♠ = balanced with 4♠-3-3-3, 4♠-4♣-3-2, 4♥-4♠-2/3♣
  - 3SA = HHx/Hxx in ♠ (5♣-4♥-3♠ or 5♣-4♦-3♠)

#### Notes.

- 1) Opener raises the suit of **TB** with Hxxx or better; with values- but 2 or 3 cards only- bids four in the agreed M; with a maximum hand but no fit for the suit- bids in his turn a new suit as **TB** (counter-TB), but only in a suit of higher rank than that of **TB**, since the responder had already excluded interest in the suit. Otherwise signs off at 3M.
- 2) After the response to the **ID**, responder can rebids four in the agreed M or continues the auction according to the **RA**. Anyway the M of responder is agreed as trump, even if responder can bid 6/7 in a suit showed by opener with the **ID**.
- 3) When a passed responder bids 2NT over 2M, this is **natural and game invitational** (9+/12-) and shows a balanced hand with only 4 cards in M, scattered values and stoppers in the lateral suits: invites to 3NT (if opener is maximum and with a regular hand) or to 4M (if opener is maximum and with an unbalanced hand). Therefore 2♠ of a passed responder after 1♣-1♥-2♥ is **natural**, that is a **TB** in the suit.

1♣	1♦
3♦	

15<sup>+</sup> with 5<sup>+</sup>♣-4♦.

<sup>6</sup> The law was proposed by Jean Renè Vernes that wrote an article appeared in the June 1969 on The Bridge World. "The number of total tricks in a hand is nearly equal to the total number of trumps owned by both sides, each in their suit". As a practical rule that can be deduced from the law it is possibly to assert approximately that: "A side is safe in contracting for as many tricks as the side holds trumps".

The jump raise is **forcing to 4♦** (opener can have a maximum hand but exceeds 3NT only with the 6-5 shape).

1♣	1M	
3M		15/17 with 4 cards in M and unbalanced hand or 5♣-4M-2-2

Responder's rebids:

- pass
- Suit/3NT= RA
- 4M

1♣	1M	
3NT		SB with s/v in aM, 18/22 (or 3½-4½ LT) with 5/6♣-4M, 6♣-5M, 4/5♣-4♦-4M

1♣	1♦	
4♣		6♣-5♦-1-1

1♣	1♦	
4♦		KCB ♦ (6♣-5♦)

1♣	1♦	
4♥		6♣-5♦ with v in ♥ (6♣-5♦-2♠)

1♣	1♦	
4♠		6♣-5♦ with v in ♠ (6♣-5♦-2♥), possibly ♥ control

1♣	1M	
4♣		18/22, 5♣-4M-2-2

1♣	1M	
4♦		SB in ♦, 18/22 (or 3½-4½ LT) with 5/6♣-4M, 6♣-5M or 4/5♣-4♥-4♠

1♣	1M	
4M		18/20- balanced with 4M

### Opener rebids 1♥ or 1♠ (12/15 HCP range)

1♣	1♦, 1♥	
1M	pass	3 or 4 cards in M, 5/7

1♣	1♦, 1♥	
1M	2M	4 cards in M, 8/9

1♣	1♦, 1♥	
1M	3M	4 cards in M, 10/11

1♣	1♦, 1♥	
1M	4M	4 cards in M with 12+/15-, no slam (with a ST hand, responder uses the FS (see further))

1♣	1♦, 1♥
1M	1NT

5-10, 4 or 5 cards in his suit

1♣	1♦
1M	2♣

5-9, 5 or 6 ♣ (only 2 or 3 ♦ possibly)

1♣	1♥
1♠	2♣

5-9 with 4♣-5♥, 5♥/4♣, 5♥/5♣ (opener passes with 0-2 cards in ♥; with 3 takes a preference to 2♥ as responder can have 5 cards in the suit).

**Note.** Since 3♣ jump rebid is **GF** (see further), with 9+/12- and ♣ support, responder rebids 2NT with suitable hand or makes use of the **FS**.

1♣	1♦
1M	3♣

**GF** with 5♦-4/5♣ (opener can have only 2/3♣<sup>7</sup>: therefore responder bids the suit in a natural way).

1♣	1♦
1M	3♦

Invitational (9+/12-) with 6♦

1♣	1♥
1♠	3♣

**GF** with 5♥-4/5♣ (opener can have only 3♣: therefore responder bids the suit in a natural way).

1♣	1♥
1♠	3♥

Invitational (9+/12-) with 6♥

1♣	1♦
1♥	1♠

**FS,**  
**1RF**

“Ambiguous” situation as responder could show:

- 4/5♦-4♠ (minimum hand too); if **GF** only with 4♦-4♠<sup>8</sup>
- 5♦-3-3-2 (invitational) without a ♠ stopper
- 5♦-3-3-2 **GF**
- 6♦ **GF**
- 2-suiter ♦-♥ **ST**
- 2-suiter ♦-♣ invitational

#### Opener's rebids:

- 1NT= 4♣-4♥ or 4♥-3-3-3 with/without a ♠ stopper; 5♣-4♥-2-2 with a ♠ stopper.

Responder rebids:

- pass
- 2♣= invitational with 2-suiter ♦-♣
- 2♦= one-suiter **GF**
- 2♥= **ID** with 4<sup>+</sup>♦-4♥ **ST**=>
  - 2NT= with the minimum length promised in ♣ (4♣- 4♥ or 4♥-3-3-3)
  - 3♣= with a major length (5♣-4♥-2-2)
- 2♠= asking for a ♠ stopper=>
  - 2NT= ♠ stopper and minimum
  - 3Suit= values with 4♣-4♥ or 4♥-3-3-3, no ♠ stopper, undefined strength
  - 3NT= ♠ stopper and maximum (13+/14)

- 2♣= 6♣-4♥, 5♣-4♥-3-1; 5♣-4♥-2-2 with no ♠ stopper

Responder's rebids:

- pass

<sup>7</sup> Only 2 ♣ if rebids 1♥ (4♠-4♥-3♦)

<sup>8</sup> With 5<sup>+</sup>♦-4♠ **FM** responder jumps to 2♠; with 6♦-5♠ jumps to 3♠ (see further).



- 2♦ = one-suiter **GF**
- 2♥ = **ID** with 4<sup>+</sup>♦-4♥ **ST** =>
  - 2NT= with the minimum length promised in ♣ (5♣-4♥)
  - 3♣= with a major length (6♣-4♥)
- 2♠ = asking for stopper=>
  - 2NT= ♠ stopper and minimum
  - 3♣= 6♣, no ♠ stopper, ambiguous strength
  - 3Suit= values in the suit with 5♣-4♥, no ♠ stopper, ambiguous strength
  - 3NT= ♠ stopper and maximum (13+/14)
- 3♣= invitational with 3<sup>+</sup>♣
- 4♣= **KCB** in ♣, **ST**

- 2♦ = 5♣-4♦-4♥ (with 4♣-4♦-4♥ opening bid would be 1♦)

Responder's rebids:

- pass
- 2♥ = **IA**<sup>9</sup>
- 3♣ = invitational with 3<sup>+</sup>♣
- 3♦ = invitational with 4<sup>+</sup>♦
- 4m = **KCB** in m, **ST**

- 2♠ = 4♥-4♠

Responder's rebids:

a) without 4♠:

- 2NT = invitational (possibly two-suiter ♦-♣) =>

- pass
- 3NT

- 3♦ = **GF** with 6 cards
- 3♥ = with 4<sup>+</sup>♦-4♥ => **CB (RA)**
- 3NT

b) with 4♠ (possibly 4♥):

- pass
- 3♣ = **artificial**: ♠ is agreed trump suit (with/without ♣ control)=>

- **CB (RA)**

- 3♠ = invitational
- 4♠

Besides this case of **FS** at one level, after the bid of a new suit by opener, responder can continue the auction bidding the **FS** at the two level.

For example:

1♣	1♥
1♠	2♦

2♦ is **FS** that can show:

- 5♥ (from invitational to **GF**)
- 4♥ without a ♦ stopper (from invitational to **GF**)
- 4♠ **ST**
- 5♥-4/5♦ (from invitational to **GF**; but with a 5-5 hand this is limited to about ten HCP : see further)

After the **FS** (at least invitational, in the 9+/12- range, but usually **GF**), opener should further describe his hand as follows:

- as first priority shows three card support for responder's first bid suit
- bids 3NT to show a stopper in the **FS**
- raises the **FS** with 4 card support for that suit (there is the only exception of the auction 1♣-1♦-1♠-2♥: opener- after denying four cards in ♥- can raise to 3♥ with 5♣-4♠-3♥ of xxx pattern: with Hxx or better, he should bid 2NT).

For example:

1♣	1♦
1♠	2♥
3♥	

**FS, 1RF**

with ♠Kxxx ♥xxx ♦x ♣AKQxx

When all these rebids are not available opener can repeat ♣ with 5<sup>+</sup> cards and ♠ if balanced, as "waiting time").

Even if on rare occasions, the **FS** can be used with values only invitational; so opener must clarify his strength- if possibly-: when his values are maximum he jumps to 3M or rebids 3NT directly.

Therefore, over 2NT or 2M responder can pass; and the same is true for opener if responder rebids the **FS**, showing a two-suiter 5-5 only invitational.

<sup>9</sup> Giving that the distribution of opener's hand is well known, in this particular situation the **FM** at the two level is made by the trump asking (see Chapter 17), not by the **ID** (standard).

For example:

1♣	1♥	FS, 1RF with: ♠x ♥AJ10xx ♦KJxxx ♣xx
1♠	2♦	
2♠	3♦ (NF)	
2NT		

Other NF situations are:

1♣	1♦
1♠	2♥

1♣	1♥
1♠	2♦

where any 3♣ opener's rebids is invitational only.

For example:

1♣	1♥	FS, 1RF with: ♠x ♥AJ10x ♦xx ♣KQxxxx
1♠	2♦	
2♥	3♣ (NF)	
2♠		

The FS with jump to 3 level is not artificial: in fact it always shows the suit with a two-suiter 5-5<sup>+</sup> GF.

For example:

1♣	1♥	GF with 5♥-5♦
1♠	3♦	

1♣	1♦	GF with 6♦-5♥
1♠	3♥	

### Some particular auctions

1♣	1♥	FS, 1RF ID (after the 3 card support the ID establishes ♥ as trump with 5 <sup>+</sup> ♥ ST)
1♠	2♦	
2♥	2NT	

Responses to ID:

- 3♣= 5/6♣-4♠-3♥ (s/v ♦)
- 3♥= 4♠-3-3-3 or 4♣-4♠-3♥

1♣	1♥	FS, 1RF ID (opener has also 4♠ and establishes the suit as trump with 5 <sup>+</sup> ♥-4♠ or 4♥-4♠ ST)
1♠	2♦	
2♥	2♠	

Responses to ID:

- 2NT= 4♠-3-3-3 or 4♣-4♠-3♥
- 3♣= 5/6♣-4♠-3♥ (s/v in ♦)

**Note.** In both the auctions opener's hand is minimum since the support to ♥ is not at 3 level. The use of the FS followed by the ID and RA, is reserved to strong hands from 15+. With 12+/15- responder jumps directly to game after opener's ♥ support; with similar values, but s/v in the FS, responder softly invites to slam with a SB in that suit.

For example:

1♣	1♥	FS, 1RF with ♠Kxx ♥AQxxxx ♦x ♣Kxx
1♠	2♦	
2♥	4♦	

## Opener rebids 1NT (balanced hands 12/14): the "Modified two-way Stayman" convention <sup>10</sup>

When opener rebids 1NT, he describes a balanced or half-balanced hand of 12/14 and shows xx in the worst suit. (For this reason, with 4♣-4♦-4♥ and 12/15, opening bid is necessary 1♦, followed by 2♣ in case of 1♠ response).

After 1NT responder can make use of **MTWS** agreement based on 3 important features:

- ♦ 2♣ bid is a relay that forces opener to rebid 2♦; generally is **invitational** (9+/12-) but:
  - after 1♠-1♦ can be weak with 5/6♦ (and responder passes the obliged 2♦ rebid);
  - after 1♠-1♦, followed by 3NT, shows 4♦-4M or 4♦-4♥-4♠ of exactly 18/19
  - after 1♠-1♥, followed by 3NT, shows 4♥-4♠ of exactly 18/19
- ♦ 2♦ is a relay **GF** (12<sup>+</sup>), checkback in the response suit (asks for a three card support)
- ♦ jumping rebids (**except 3♣ SO**) are at least **GF** and describe a specific shape.

1♣-1♦-1SA

1♣	1♦
1SA	2♣
2♦	

**forced response**

Continuations:

- pass= **SO** with 6♦ (or 5♦-4/5♣)
- 2♥= invitational with 5♦, ♥ but not ♠ stopper
- 2♠= invitational with 5♦, ♠ but not ♥ stopper
- 2NT= invitational with 4<sup>+</sup>♦-4♣ (without 4♣ responder invites with 2NT over 1NT)
- 3♣= invitational with 4<sup>+</sup>♦-5/6♣
- 3♦= invitational with 6♦
- 3NT= exactly 18/19 in a balanced hand with 4♦-4M or 4♦-4♥-4♠

1♣	1♦
1NT	2♦

**GF** with 5<sup>+</sup>♦ (at first asks for 3 card support in ♦)

Continuations:

- 2♥= 5♣-2♦, ♥ but not ♠ stopper =>
  - 3♣= establishes the trump
  - 4♣= **KCB** ♣
- 2♠= 5♣-2♦, ♠ but not ♥ stopper=>
  - 3♣= establishes the trump
  - 4♣= **KCB** ♣
- 2SA= 5♣-2♦, stoppers in both majors =>
  - 3♣= establishes the trump
  - 4♣= **KCB** ♣

***Nota.** With 5♣-3-3-2♦ and all values in ♣ and ♦ (good ♣, Hx or HH in ♦ without stoppers in both the majors) opener rebids 2♣ preferably and not 1NT; as a result, 1NT assures the stopper in ♥ and/or in ♠.*

- 3♣= 5♣-3♦ (3♦ support with 5♣) =>
  - 3M= stopper for 3NT
  - 3♦, 4♣= establishes the trump
  - 4♦= **KCB** ♦
- 3♦= 4♣-3♦ (3♦ support with 4♣ only [4♣-3-3-3]) =>
  - 3M= stopper for 3NT
  - 4♣, 4♦= establishes the trump

1♣	1♦
1NT	2♥

**GF with 6♦-5♥** (with 5/6♦-4♥ responder bids 2♦, since there is no ♥ fit)

<sup>10</sup> The name is due to an old convention after 1NT opening bid that used a double Stayman: 2♣ (not **FM**) and 2♦ (**FM**)

*Aurelio Mascheroni: A modern five-cards majors bridge system*

1♣	1♦
1NT	2♠

**GF with 6♦-5♠** (with 5/6♦-4♠ responder bids 2♦, since there is no ♠ fit)

1♣	1♦
1NT	2NT

Invitational to 3NT without 4♣

1♣	1♦
1NT	3♣

**SO** with 5/6♣, possibly only 3 cards in ♦ (opener has certainly 4/5♣)

1♣	1♦
1NT	3♦

**GF** with 6<sup>+</sup>♦

1♣	1♦
1NT	3♥
	3♠
	4♣

auto-SB: sets ♦ as trump, **MST** in a limited hand with 6<sup>+</sup>♦

For example:

1♣	1♦
1NT	3♠

with: ♠x ♥Axx ♦AQJ10xx ♣Rxx

1♣	1♦
1NT	3NT

slam excluded

1♣	1♦
1NT	4♣

**KCB** ♣

1♣	1♦
1NT	4♦

**KCB** ♦

**1♣-1♥-1NT**

1♣	1♥
1NT	2♣
2♦	

**forced response**

Continuations:

- 2♥= invitational with 5 (possibly 6 "bad")♥ (possibly 4/5♣ or 4♦)
- 2NT=invitational with 4♥-4♣ (without 4♣ responder invites with 2NT over 1NT)
- 3♣= invitational with 4♥-5/6♣
- 3♦=invitational with 5♥-5♦
- 3♥= invitational with 6♥
- 3NT= 18/19 4♥-4♠

1♣	1♥
1NT	2♦

**GF** with 5<sup>+</sup>♥ (at first asks for 3 card support in ♥)

Opener rebids:

- 2♥= 3♥ => 2NT (sets ♥ as trump, **ID**).

Responses to 2NT **ID**:

- 3♣= 5♣-3♥-3-2

- 3♦= 4♣-4♦-3♥

- 3♥= 4♣-3-3-3

- 2♠= 5♣-3-3-2♥, ♠ but not ♦ stopper=>

- 3♣= sets the trump suit

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- 3♥ = ST with 6♥<sup>11</sup> => RA
- 4♣ = KCB ♣

- 2NT = 5♣-3-3-2♥, stoppers in ♠ and ♦ =>

- 3♣ = sets the trump suit
- 3♥ = ST with 6♥<sup>12</sup> => RA
- 4♣ = KCB ♣

- 3♣ = 5♣-3-3-2♥, ♦ but not ♠ stopper=>

- 3♦, 3♠ = CB with ♣ trump
- 3♥ = ST with 6♥<sup>13</sup> => RA
- 4♣ = KCB ♣

**Note.** With 5♣-3-3-2♥ and good ♣, Hx o HH in ♥ without stoppers in ♠ and ♦, opener rebids 2♣ and not 1NT; then, 1NT assures ♦ and/or ♠ stopper.

- 3♦ = 4♣-4♦-2♥ or 5♣-4♦-2♥ (natural with 4♦) =>

- 3♥ = ST with 6♥<sup>14</sup> => RA
- 3♠ = asks for a stopper for 3NT
- 4♣, 4♦ = sets the trump suit

1♣	1♥	
1NT	2♥	SO with 5/6♥ (possibly length in ♣ or ♦)

1♣	1♥	
1NT	2♠	GF with 6♥-5♠ (with 5/6♥-4♠ responder bids 2♦, since there is not fit for ♠)

1♣	1♥	
1NT	2NT	Invitational to 3NT with 4♥ without 4♣

1♣	1♥	
1NT	3♣	SO with 5/6♣ (opener has surely 4/5♣)

1♣	1♥	
1NT	3♦	GF with 5♥-5♦

1♣	1♥	
1NT	3♥	ST with 6♥ => RA

1♣	1♥	
1NT	3♠ 4♣ 4♦	auto-SB: sets ♥ as trump, MST in a limited hand with 6 <sup>+</sup> ♥

1♣	1♥	
1NT	3NT	slam excluded with 4♥

1♣	1♥	
1NT	4♥	slam excluded with 6♥

1♣	1♥	
1NT	4NT	KCB ♥

<sup>11</sup> Responder sought a possibly ♦ fit (6♥-4♦)

<sup>12</sup> See preceding note

<sup>13</sup> See preceding note

<sup>14</sup> See preceding note

**1♣-1♠-1NT**

1♣	1♠
1NT	2♣
2♦	

forced response

Continuations:

- 2♥ = invitational with 5♠-4♥
- 2♠ = invitational with 5 (possibly 6 "bad")♠ (possibly 4/5♣ or 4♦)
- 2NT = invitational with 4♠-4♣ (without 4♣ responder invites with 2NT over 1NT)
- 3♣ = invitational with 4♠-5♣
- 3♦ = invitational with 5♠-5♦
- 3♥ = invitational with 5♠-5♥
- 3♠ = invitational with 6♠

1♣	1♠
1NT	2♦

GF con 5<sup>+</sup>♠ (at first asks for 3 card support in ♠)

Opener rebids:

- 2♥ = 4♥-2♠ =>

- 2♠ = ST with 6♠ => RA<sup>15</sup>
- 2NT = sets ♥ as trump with 4<sup>+</sup> card fit for the suit, ID

Responses to 2NT ID:

- 3♣ = 5♣-4♥-2♦-2♠
- 3♥ = 4♣-4♥-3♦-2♠

- 2♠ = 3♠ (possibly 4♥) =>

- 2NT = sets ♠ as trump, ID

Responses to 2NT ID:

- 3♣ = 5♣-3♠-3-2
- 3♦ = 4♣-4♦-3♠
- 3♥ = 4♣-4♥-3♠
- 3♠ = 4♣-3-3-3, 4♥-3-3-3

- 3♥ = natural, seeking a 4-4 fit for ♥

- 2NT = 5♣-2♠-3♥, stoppers in ♥ and ♦ =>

- 3♣ = sets the trump suit
- 3♠ = ST with 6♠ => RA<sup>16</sup>
- 4♣ = KCB ♣

- 3♣ = 5♣-2♠-3♥, ♦ or ♥ stopper =>

- 3♦, 3♥ = stopper for 3NT
- 3♠ = ST with 6♠ => RA<sup>17</sup>
- 4♣ = sets the trump suit

**Note.** With 5♣-3-3-2-♠ and good ♣, Hx or HH in ♠ without stoppers in ♥ and ♦, opener rebids 2♣ and not 1NT.

- 3♦ = 4♣-4♦-2♠ or 5♣-4♦-2♠ (natural with 4♦) =>

- 3♥ = asks for a stopper for 3NT
- 3♠ = ST with 6♠ => RA<sup>18</sup>
- 4♣, 4♦ = sets the trump suit

1♣	1♠
1NT	2♥

SO with 5♠-4/5♥

1♣	1♠
1NT	2♠

SO with 5/6♠ (possibly length in ♣ or ♦)

1♣	1♠
1NT	2NT

Invitational to 3NT with 4♠ without 4♣

<sup>15</sup> Responder sought a possibly ♦ fit (6♠-4♦)

<sup>16</sup> Responder sought a possibly ♦ or ♥ fit (6-4)

<sup>17</sup> Responder sought a possibly ♦ or ♥ fit (6-4)

<sup>18</sup> Responder sought a possibly ♥ fit (6♠-4♥)

1♣	1♠
1NT	3♣

**SO** with 6♣

1♣	1♠
1NT	3♦

**GF** with 5♠-5♦

1♣	1♠
1NT	3♥

**GF** with 5♠-5♥

Opener rebids:

- 3♠= with 3♠ and at least 1 Ace
- 3NT= with 5♣-4♦-2-2
- 4♣, 4♦= **CB** with 3♥ and at least 1 Ace
- 4♥= with 3♥ and 0 Aces
- 4♠= with 3♠ and 0 Aces

1♣	1♠
1NT	3♠

sets ♠ as trump, **ST** with 6♠ => **RA**

1♣	1♠
1NT	3NT

slam excluded with 4♠

1♣	1♠
1NT	4♣
	4♦
	4♥

auto-**SB**: **MST** in a limited hand with 6<sup>+</sup> ♠

1♣	1♠
1NT	4♠

slam excluded with 6♠

1♣	1♠
1NT	4NT

**KCB** ♠

**Note.** Invitational **MTWS** sequences can be logically employed even by a passed responder .  
2♦, after 1♣-1M-1NT, on the contrary is natural and therefore not forcing, with 5M-4/5♦.

### Opener rebids 2♣ (12/15 HCP range with 5<sup>+</sup> ♣)

1♣	1♦
2♣	2M

**GF** with 4<sup>+</sup>♦ and M also not playable (stopper for 3NT or M control with ♣ fit **ST**)

1♣	1♦
2♣	2NT

natural invitational with 4/5♦

1♣	1♦
2♣	3M

**GF** with 6♦-5M

1♣	1Suit
2♣	2Suit

**SO** (6/8 with 6 cards)

1♣	1♥
2♣	2♦

**NF** with 5♥-4/5♦

1♣	1♠
2♣	2♦, 2♥

NF with 5♠-4/5♦ or ♥

1♣	1Suit
2♣	3Suit

invitational (9+/12- with 6 cards)

1♣	1Suit
2♣	3♣

3<sup>+</sup> card ♣ fit, invitational (9+/12-) with 4/5Suit

1♣	1M
2♣	2♦

**artificial:** asking for strength/support with 5<sup>+</sup>M

Opener rebids:

- 2♥= minimum without 3 card fit
- 2♠= minimum with 3 card fit
- 2NT= maximum without 3 card fit
- 3♣= maximum with 3 card fit

**Notes.** Responses after opposing bids over 2♦.

1) After a double, opener makes use of pass and redouble as 2 first steps (**general rule in case of an asking doubled**), so:

- pass= minimum without 3 card fit
- redouble= minimum with 3 card fit
- 2♥= maximum without 3 card fit
- 2♠= maximum with 3 card fit

2) After an overcall the responses become natural:

- pass= minimum (opener can have 3 card fit if the overcall obliges to bid at the 3 level)
- 2♠= minimum with 3 card fit
- double= maximum without 3 card fit and without a stopper in the opponent's suit
- 2/3NT (at minimum level)= maximum without 3 card fit, but with a stopper in the opponent's suit
- 3M (at minimum level), 3♠ (jump response)= maximum with 3 card fit

If opener passes, responder can double asking partner to show the support to his major suit; without the 3 card fit opener expresses his values.

After the responses to 2♦ relay, the auction can stop under the game level only in the sequences:

1♣	1♥
2♣	2♦
2♥	pass

1♣	1♠
2♣	2♦
2♠	pass

1♣	1♠
2♣	2♦
2♥	2♠

1♣	1M
2♣	2♦
2♥	2NT

1♣	1♥
2♣	2♦
2♠	3♥

All other calls are **GF**. Particularly:



1♣	1♠
2♣	2♦
2♥	3♦

In search for 4 card fit for ♦

1♣	1♠
2♣	2♦
2♥	3♥

In search for 4 card fit for ♥

1♣	1M
2♣	2♦
2♥	3♣

sets ♣ as trump with 4<sup>+</sup>♣

1♣	1♥
2♣	2♦
2♠	2NT

sets ♥ as trump, **ID**

Responses to 2NT **ID**:

- 3♣ = 6♣-3♥ (2-2 or 3-1 ♠/♦)
- 3♦ = 5/6♣-4♦-3♥ (s/v in ♠)

1♣	1♠
2♣	2♦
2♠	2NT

Sets ♠ as trump, **ID**

Responses to 2NT **ID**:

- 3♣ = 6♣-3♠ (2-2 or 3-1 ♦/♥)
- 3♦ = 5/6♣-4♦-3♠ (s/v in ♥)
- 3♥ = 5/6♣-4♥-3♠ (s/v in ♦)

1♣	1♠
2♣	2♦
2♠	3♥

In search of 4 card fit for ♥ =>

- 3♠ = no 4♥
- 3NT = 4♥ and 1 Ace, **RA** (possibly ♠ control)
- 4♣ = **CB**, 4♥ and 2/3 Aces, **RA** (possibly ♠ control)
- 4♦ = **CB**, 4♥ and 2 Aces, **RA** (no ♣ control, possibly ♠ control)
- 4♥ = 4♥ and 0 Aces, or lack of controls in minors

1♣	1♥
2♣	2♦
3♣	3♥

sets ♥ as trump and obliges opener to **RA**

1♣	1♠
2♣	2♦
3♣	3♥

In search for 4 card fit for ♥ =>

- 3♠ = no 4♥
- 3NT = 4♥ and 1 Ace, **RA** (possibly ♠ control)
- 4♣ = **CB**, 4♥ and 2/3 Aces, **RA** (possibly ♠ control)
- 4♦ = **CB**, 4♥ and 2 Aces, **RA** (no ♣ control, possibly ♠ control)
- 4♥ = 4♥ and 0 Aces, or lack of minors controls

1♣	1♠
2♣	2♦
3♣	3♠

sets ♠ as trump and obliges opener to **RA**

1♣	1M
2♣	2NT

natural game tray with 4M. With 5M responder bids 2♦ relay

1♣	1♥
2♣	2♠

GF with 4♥ only (♠ stopper for 3NT or ♠ control with fit for ♣ in a ST hand).  
With 5/6♥-4♠ GF responder makes use of 2♦ relay

1♣	1♥
2♣	3♦

GF with 5♥-5♦. With 5♥-4♦ GF responder bids 2♦ relay

1♣	1♥
2♣	3♠

GF with 6♥-5♠ =>  
- 3NT= no fit, max. 2♠ and 1♥  
- 4♣= **artificial**: ♥ fit  
- 4♦= **artificial**: ♠ fit

1♣	1♠
2♣	3♦

GF with 5♠-5♦. Con 5♠-4♦ GF responder bids 2♦ relay =>  
- 3♠= 3♠  
- 3NT= no fit, max. 2♠ and 2♦  
- 4♦= max. 2♠ and 3/4♦

1♣	1♠
2♣	3♥

GF with 5♠-5♥. Con 5♠-4♥ GF responder bids 2♦ relay =>  
- 3♠= 3♠  
- 3NT= no fit, max. 2♠ and 2♥  
- 4♣= CB, 3/4♥ and 1 or more Aces (possibly ♠ control)  
- 4♦= CB, 3/4♥ and 1 or more Aces (no ♣ control, possibly ♠ control)  
- 4♥= 3/4♥ and 0 Aces, or lack of minors controls

1♣	1Suit
2♣	4♣

KCB ♣

1♣	1♦
2♣	4♦

KCB ♦

1♣	1M
2♣	4NT

KCB M

### Opener rebids a new suit at the two level

a) After 1 over 1 response, opener's rebid in a new suit at the 2 level shows a reverse with 16/22 and 2 or 3-suiter

1♣	1Suit
2 new Suit	

1RF

Note. With 3-suiter hands opener:

- raises responder's M (3M; artificial 3NT or 4♦)
- with s/v in responder's M bids 2♦
- with 4/5♣-4♦-4M, over 1♦ bids 2M
- with 4/5♣-4♥-4♠, over 1♦ bids 2♥

It is responder's duty to search for a possibly fit for the fourth suit, bidding it if owns the suit (see further on).

1♣	1M
2♦	2M rebid

negative (5/7 HCP) but with 5 cards in M or longer

Opener's rebids:

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- pass= minimum reverse and 2 or 3 cards in M
- 2NT, 3♣, 3M= natural **NF**
- 2/3aM= **FS**

1♣	1♠
2♥	2♠

negative (5/7 HCP) but with 5 cards in ♠ or longer

Opener's rebids:

- pass= minimum reverse and 2 or 3 cards in ♠
- 2NT, 3♣, 3♠= natural **NF**
- 3♦= **FS**, generally **GF**

1♣	1♦
2M	2NT

negative artificial (Lebensohl)

1♣	1M
2♦	2NT

negative artificial (Lebensohl)

1♣	1♠
2♥	2NT

negative artificial (Lebensohl)

1♣	1♥
2♠	2NT

negative artificial (Lebensohl)

In all these auctions 2NT shows a 5/7 range, do not guarantee the stopper in the **FS** and can include a fit for an opener's suit.

Over 2NT opener:

- 1) with a no **GF** hand rebids 3♣, over which responder:
  - pass
  - continues by bidding 3 in the opener's reverse suit
  - repeats his suit with 6 cards
- 2) with a **GF** hand - instead of 3♣- best describes his values.

Besides the negative rebids (2M in his suit and 2NT) responder:

- when holds a hand in the 8/11 range bids game in his suit or jumps to 3NT
- when holds a hand that asks again for further information about opener or with **ST** hands:
  - makes use of **FS** at level (the suit can be playable)
  - makes use of a jump in **FS** (with 5-5<sup>+</sup> or 6-5<sup>+</sup> if **FS** is in a higher ranking suit)
  - rebids his suit at the 3 level ( with/without jump) with a good 6 cards suit
  - raises to 3♣ or 3♦ (second opener's suit)
  - raises to 3M (second opener's suit) => **RA**
  - raises to 4♣ (or 4♦, second opener's suit) as **KCB** in the suit.

**Note.**

- 1) After 1♣-1♠-2♦-2♥, 2♥ is a **FS**, but can be natural in the 5/7 range with 5♠-4/5♥.

Accordingly opener:

- raises to 3♥ **1RF** with 4 cards fit (3-suiter) =>

- 3NT to play in (♥ **FS**)
- **CB** with ♥ trump (5♠-4♥ in a good hand)
- 4♥ (5♠-4♥ in a minimum hand)

- carries back to 2♠ with 3 card fit  
 - bids 2/3NT with a ♥ stopper (min./max.)  
 - otherwise rebids 3♣/3♦ (min./max.)

If responder rebids 3♥ over 2NT and 3m, shows a 5-5 **SO** (with **GF** hands would jump to 3♥).

- 2) Similarly, after 1♣-1♦-2♥-2♠, 2♠ is a **FS**, but can be natural in the 5/7 range with 5♦-4♠ (with only 4♦, 1♠ would be the correct response).

Accordingly opener:

- raises to 3♠ **1RF** with 4 cards fit (3-suiter) =>

- 3NT to play in (♠ **FS**)

- CB with ♠ trump (4/5 ♦-4 ♠ in a good hand)
- 4 ♠ (5 ♦-4 ♠ in a minimum hand)

- raises to 3 ♦ **1RF** with 4 cards fit (3-suiter)
- bids 2/3NT with a ♠ stopper (min./max.)
- otherwise rebids 3 ♣

b) After 1NT response, opener's rebid in a new suit at level two shows first thing a stopper in the suit as 3NT attempt.

The suit might, in this case, be short and the high card strength also of 14<sup>+</sup>/15 HCP only.

1 ♣	1NT	
2 new Suit		1RF

1 ♣	1NT	
2 ♦	2 ♥	♥ but not ♠ stopper

1 ♣	1NT	
2 ♦	2 ♠	♠ but not ♥ stopper

1 ♣	1NT	
2 ♦	2/3NT	♠ and ♥ stoppers (min/max)

1 ♣	1NT	
2 ♦	3 ♣	NO ♠ and ♥ stoppers, 4/5 ♣

1 ♣	1NT	
2 ♦	3 ♦	NO ♠ and ♥ stoppers, 4/5 ♦

1 ♣	1NT	
2 ♥	2 ♠	stopper in ♦ (that opener does not hold) and <u>NOT</u> in ♠

1 ♣	1NT	
2 ♥	2/3NT	♦ and ♠ stoppers (min/max)

1 ♣	1NT	
2 ♥	3 ♣	NO ♦ stopper

1 ♣	1NT	
2 ♥	3 ♥	NO ♦ stopper, Hxx/HHx ♥ in a maximum hand

1 ♣	1NT	
2 ♠	2/3NT	♦ and ♥ stoppers (that opener does not hold) (min/max)

1 ♣	1NT	
2 ♠	3 ♣	NO stopper in ♦ and/or in ♥

1 ♣	1NT	
2 ♠	3 ♠	NO stopper in ♦ and/or in ♥, Hxx/HHx ♠ in a maximum hand

Particularity:

1♣	1NT
2NT	

3NT invitational, asks for maximum values (9/10).

With the strong balanced hands of 18/20- **HCP** or comparable strength, opener bids 3NT directly.

### Opener rebids 2NT (balanced hands 18/20- HCP range)

1♣	1Suit
2NT	

**NF** (exceptionally responder may pass after a "courtesy response")

**Note.** If Suit= M, 2NT denies a four card fit, with which opener jumps directly to 4M

1♣	1♦
2NT	3♣

**extended Stayman convention**

With 4♦-4M of any strength or with 5♦-4M and no slam to seek (without a M fit, 3NT will be the final contract).

Opener's rebids:

- 3♦ = 4♣-4♦ =>

- 3NT
- 4♣, 4♦ = trump for **CB**

- 3♥ = 4♥<sup>19</sup> =>

- 3♠ = search for a possibly ♠ fit
- 4m = **CB** with ♥ trump (does not deny a ♠ control)
- 4♥
- 4NT = **KCB** ♥

- 3♠ = 4♠<sup>20</sup> =>

- 3NT, searched for 4♥
- 4m, 4♥ = **CB** with ♠ trump
- 4♠
- 4NT = **KCB** ♠

- 3NT = 4♣-3-3-3, 5♣-3-3-2 =>

- pass
- 4♣ = trump for **CB**

1♣	1♦
2NT	3♦

♦ one-suiter or 5<sup>+</sup>♦-4♣

Opener's rebids:

- 3M = **CB** with 3/4♦

- 3NT = no 3♦ =>

- pass
- 4♣ = with 4 cards =>
  - 4Suit = **CB** with 4/5♣
  - 4NT = **NO** 4♣ (4♠-4♥-2♦-3♣).

1♣	1♦
2NT	3♥

5<sup>+</sup>♦-4♥ with interest in ♦ if opener does not have 4♥

Opener's rebids:

- 3♠ = **CB**<sup>21</sup> with 4♥ =>

- 3NT = **RA** (1 Ace)
- 4m = **CB** with 2+ Aces
- 4♥
- 4NT = **KCB** ♥

- 3NT = no 4♥, no Hxx<sup>+</sup> in ♦

- 4♣ = **CB** with 4♥, no ♠ control

- 4♦ = no 4♥, Hxx<sup>+</sup> in ♦.

1♣	1♦
2NT	3♠

5<sup>+</sup>♦-4♠ with interest in ♦ if opener has not 4♠

Opener's rebids:

- 3NT = no 4♠, no Hxx<sup>+</sup> in ♦

- 4♣, 4♥ = **CB** with 4♠ (4♥ denies a ♣ control, but not a ♦ control)

<sup>19</sup> 4♥-4♣, 4♥-3-3-3 or 4♥-4♠-3-2

<sup>20</sup> 4♠-4♣ or 4♠-3-3-3

<sup>21</sup> 3♠ is a **CB** and do not show 4 cards in the suit because with 5♦-4♥-4♠ responder rebids 3♣ over 2NT, and in the event that there is not fit for both major suits rebids 4♦.

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- 4♦ = no 4♠, Hxx<sup>+</sup> in ♦.

1♣	1♦
2NT	4♣

5<sup>+</sup>♦-5<sup>+</sup>♣ ST.

Opener's rebids:

- 4♦ = with 4♦ or 3♦-2/3♣
- 4M= **CB** with more ♣ than ♦

1♣	1♦
2NT	4♦

6<sup>+</sup>♦ ST, **KCB** ♦.

1♣	1♥
2NT	3♣

**extended Stayman convention** (with 4♥-4♠)

Opener's rebids:

- 3♦ = 4♣-4♦
- 3♠ = 4♠<sup>22</sup> =>
  - 3NT= **RA** (1 Ace)
  - 4♣ **CB**= with 2 or more Aces
  - 4♦ **CB**= with 2 or more Aces, denies ♣ control
  - 4♥ **CB**= with ♥ and ♠ Aces, denies ♣ and ♦ controls
  - 4♠
  - 4NT= **KCB** ♠
- 3NT= 4♣-3-3-3, 5♣-3-3-2.

1♣	1♥
2NT	3♦

5<sup>+</sup>♦-4♠ **with interest in** ♦ if opener has not 3♥

Opener's rebids:

- 3♥ = 3♥ (4♦ possibly) =>
  - 3♠ = **CB**
  - 3NT= **RA**: denies ♠ control, 1 Ace
  - 4♣ = denies ♠ control, **CB** with 2 or more Aces
  - 4♦ = denies ♠ and ♣ control, ♦ and ♥ Aces
  - 4♥
  - 4NT= **KCB** ♥
- 3♠, 4♣ = no 3♥, **CB** with 4♦
- 3NT = no 3♥, no 4♦.

1♣	1♥
2NT	3♥

5<sup>+</sup>♥ (4m possibly)

Opener's rebids:

- 3♠ = **CB** with 3♥ =>
  - 3NT= **RA**: 1 Ace
  - 4m= **CB** with 2 or more Aces
  - 4♥
  - 4NT= **KCB** ♥
- 3NT = no 3♥
  - Responder can reopen with 4♣ (**ST**), showing 4 cards in the suit; over which opener rebids 4Suit, **CB** with 4/5♣ (having only 2♥, opener has 4/5♣)
- 4♣ = **CB** with 3♥, denies ♠ control

1♣	1♥
2NT	3♠

5<sup>+</sup>♥-4♠ o 6♥-5♠

Opener's rebids:

- 3NT = no 3♥, no 4♠
- 4♣ (= ♥) = **artificial**: 3♥, no 4♠; does not guarantee the ♣ control =>
  - 4♥
  - **CB**
  - 4NT= **KCB** ♥
- = **artificial**: 4♠; does not guarantee the ♦ control and not deny the ♣ control =>

<sup>22</sup> Sets ♠ as trump since responder must have performed 4 cards in the suit having utilized the 3♣ convention.

- 4♠
- CB
- 4NT= KCB ♠

1♣	1♥
2NT	4♣

5<sup>+</sup>♥-5♣ ST

Opener's rebids:

- 4♥= 3♥
- 4♦, 4♠= no 3♥, CB (with 2♥ only opener has 4/5♣).

1♣	1♠
2NT	3♣

natural with 5<sup>+</sup>♠-4/5♣

Opener's rebids:

- 3♦, 3♥= no 3♠, CB with ♣ trump (with 2♠ only opener has 4/5♣)
- 3♠= 3♠ (4♣ possibly) =>
  - 3NT= RA: 1 Ace
  - 4♣= CB with 2 or more Aces
  - 4♦= CB with 2 or more Aces, denies ♣ control
  - 4♥= CB with ♥ and ♠ Aces, denies ♣ and ♦ control
  - 4♠
  - 4NT= KCB ♠

1♣	1♠
2NT	3♦

5<sup>+</sup>♠-4/5♦ with interest in ♦ if opener has not 3♠

Opener's rebids:

- 3♥, 4♣= no 3♠, CB with 4♦ (4♣-4♦-3♥-2♠)
- 3♠= 3♠ (4♦ possibly) =>
  - 3NT= RA: 1 Ace
  - 4♣= CB with 2 or more Aces
  - 4♦= CB with 2 or more Aces, denies ♣ control
  - 4♥= CB with ♥ and ♠ Aces, denies ♣ and ♦ control
  - 4♠
  - 4NT= KCB ♠
- 3NT= no 3♠, no 4♦.

1♣	1♠
2NT	3♥

5<sup>+</sup>♠-4/5♥

Opener's rebids:

- 3♠= 3♠ (no 4♥) =>
  - 3NT= RA: 1 Ace
  - 4♣= CB with 2 or more Aces
  - 4♦= CB with 2 or more Aces, denies ♣ control
  - 4♥= CB with ♥ and ♠ Aces, denies ♣ and ♦ control
  - 4♠
  - 4NT= KCB ♠
- 3NT= no 3♠, no 4♥
- 4♣, 4♦= CB with 4♥ (3♠ possibly) =>
  - 4♥
  - CB
  - 4NT= KCB ♥

1♣	1♠
2NT	3♠

5<sup>+</sup>♠ (4m possibly)

Opener's rebids:

- 3NT= no 3♠
- 4♣, 4♦= CB with 3♠ =>
  - 4♠
  - CB
  - 4NT= KCB ♠

1♣	1♠	5♠ <sup>+</sup> -5♥ <sup>+</sup> , no slam: asks for preference.
2NT	4♥	

### Opener rebids a suit at the three level

1♣	1Suit	16/18 with a 6 cards or longer suit, <b>NF</b>
3♣		

Opener's rebids:

- pass
- 3Suit in the suit he has responded= **GF** with 5<sup>+</sup> cards
- 3new Suit (also only with values)= in the first instance shows a stopper for 3NT<sup>23</sup>
- 3NT, 5♣
- 4♣= **ST** raise, forcing opener to **CBs**

1♣	1♦	6♣-5♥ of 3½-4½ LT, <b>GF</b>
3♥		

Opener's rebids:

- 3♠= **CB** with ♥ support in a **ST** hand
- 3NT= no support (max. ♣ singleton and ♥ doubleton)
- 4♣= natural preference **ST**, forcing opener to **CBs**
- 4♦= **CB** with ♥ support in a **ST** hand, no ♠ control
- 4♥= minimum raise
- 4NT= **KCB** ♥
- 5♣= minimum preference

1♣	1♦	6♣-5♠ of 3½-4½ LT, <b>GF</b>
3♠		

Opener's rebids:

- 3NT= no support (max. ♣ singleton and ♠ doubleton)
- 4♣= natural preference **ST**, forcing opener to **CBs**
- 4♦= **CB** with ♠ support in a **ST** hand
- 4♥= **CB** with ♠ support in a **ST** hand, no ♦ control
- 4♠= minimum raise
- 4NT= **KCB** ♠
- 5♣= minimum preference

1♣	1M	6♣-5♦ of 3½-4½ LT, <b>GF</b>
3♦		

Opener's rebids:

- 3M in the suit he has responded= with a 6 card or longer suit and ambiguous values
- 3NT= no support (max. ♣ singleton and ♦ doubleton)
- 4♣, 4♦= natural preference **ST**, forcing opener to **CBs**
- 4M in the suit he has responded= discouraging, to play in
- 5♣, 5♦= minimum raise

1♣	1♥	6♣-5♠ of 3½-4½ LT, <b>GF</b>
3♠		

Opener's rebids:

- 3NT= no support (max. ♣ singleton and ♠ doubleton)
- 4♣= natural preference **ST**, forcing opener to **CBs**
- 4♦= **artificial** (shows ♠ support in a **ST** hand but does not guarantee a ♦ control)
- 4♥= discouraging, to play in
- 4♠= minimum raise
- 4NT= **KCB** ♠
- 5♣= minimum raise

1♣	1♠	6♣-5♥ of 3½-4½ LT, <b>GF</b>
3♥		

<sup>23</sup> Possible "early" **CB** with **ST** hand and ♣ trump



Opener's rebids:

- 3♠= with a 6 card or longer suit and ambiguous values
- 3NT= no support (max. ♣ singleton and ♥ doubleton)
- 4♣= natural preference **ST**, forcing opener to **CBs**
- 4♦= **artificial** (shows ♥ support in a **ST** hand but does not guarantee a ♦ control)
- 4♥= minimum raise
- 4♠= discouraging, to play in
- 4NT= **KCB ♥**
- 5♣= minimum raise

## Two over one responses and continuation

**1♣-2♣**

Opener's rebids:

- 2♦= 4<sup>+</sup>♣-4♦: balanced 4♣-4♦ 12/14 or 18/20-  
unbalanced 5<sup>+</sup>♣-4♦ of ambiguous strength  
3-suiter 4/5♣-4♦-4M of ambiguous strength
- 2♥= 2<sup>+</sup>♣-4♥: balanced 4♣-4♥, 4♥-3-3-3, 4♥-4♠-2/3♣ 12/14 or 18/20-  
unbalanced 5<sup>+</sup>♣-4♥ of ambiguous strength  
3-suiter 4/5♣-4♥-4♠ of ambiguous strength
- 2♠= 3<sup>+</sup>♣-4♠: balanced 4♣-4♠, 4♠-3-3-3 12/14 or 18/20-  
unbalanced 5<sup>+</sup>♣-4♠ of ambiguous strength
- 2NT= 4♣-3-3-3 12/14
- 3♣= 5<sup>+</sup>♣ of ambiguous strength
- 3♦= 6♣-5♦ of 3½-4½ LT
- 3M= 6♣-5M of 3½-4½ LT
- 3NT= 4♣-3-3-3, 5♣-3-3-2 18/20-
- 4♣= KCB ♣

### Notes.

1) After opener's rebids, responder continues with the auction naturally. There is the only exception of a 4♣ jump= **KCB ♣**.

In particular, since the situation is **GF**, responder's 2NT over 2♥ and 2♠ asks opener to show (with 3♣ rebid) possibly 4 cards of ♣, normally with **ST** hands to find a ♣ fit.<sup>24</sup> Over 3♣, responder rebids:

- 3Suit= **CB**
- 4♣= **KCB ♣**

2) When opener's strength is ambiguous, responder continues to bid as if opener's values should be minimum (12/15). It is opener's task to show possibly extra values:

- in case of fit, reopening over a game contract with **CB** or 4NT (**KCB**)
- without a fit, rebidding:
  - 4NT= 16/17
  - 5NT= 18/20-
  - 6NT= 20/22

3) If a passed responder bids 2♣ this is not forcing and strictly **denies four cards in major!**

**1♣-2♦**

**1♣-2M**

Opener's rebids:

- pass

<sup>24</sup> 2NT may also be successively followed by a quantitative **4NT** (18/19 generally).

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- 3/4 ♦, 3/4M= preemptive raise with 3 or 4 card fit
- 2NT (**Ogust convention**)= relay with maximum hands =>

- 3♣= bad hand & bad suit
- 3♦= bad hand & good suit
- 3♥= good hand & bad suit
- 3♠= good hand & good suit

Examples of 1♣-2♠ auctions and responses to the Ogust:

- (a) ♠ J87543 ♥ 85 ♦ 964 ♣ Q2
- (b) ♠ QJ10875 ♥ 85 ♦ 964 ♣ 32
- (c) ♠ 10976543 ♥ 2 ♦ Q62 ♣ 54
- (d) ♠ KQ10875 ♥ 6 ♦ 864 ♣ 109x

**Note.** Responses after a takeout double or an overcall over Ogust 2NT.

In case of double responder makes use of the general rule (**the first two steps are replaced by pass and redouble**):

- pass= bad hand & bad suit
- redouble= bad hand & good suit
- 3♣= good hand & bad suit
- 3♦= good hand & good suit

In case of overcall responder:

- bids normally if his response is not influenced (inferior) by opponent's overcall
- double if his response is the same that opponent's 3Suit
- pass if his response is influenced (superior) by opponent's overcall

### 3. One Diamond opening bid

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#### Responses

pass= 0/4 as a rule (the hands with 1 Ace or KJxxx are good for 1 over 1 response; those with 6/7 suited are good for the 2/3M jump responses)

1M= natural 1RF with 4<sup>+</sup>M. Possible length in ♦

1NT= 6/10 balanced, denies 4<sup>+</sup>M. Possible maximum balanced hand with 4/5♦

2♣= natural GF with 4<sup>+</sup>♣; exceptionally only 3♣ in a 4-3-3-3 or ♦ one-suiter of 16<sup>+</sup>

2♦ = 5/7 with 4<sup>+</sup>♦

2M= preemptive very weak (3/5 with 6 cards)

2NT= 11/12, balanced with 4♦ and/or 4♣; 10/11 with 5m-3-3-2

3♣= 8/10, 6 card suit

3♦ = 8/11 with 4<sup>+</sup>♦ (6♦ or two-suiter ♦ - ♣ of 9<sup>+</sup> cards)

3M= preemptive (3/5 with a 7 cards suit)

3NT= 13/15, balanced with 4♦ and/or 4♣; 12/14 with 5m-3-3-2 and good stoppers in major suits

## One over one responses and developments

### Opener raises responder's suit

1♦	1♥
2♥	

12/14 with 4 cards

Responder's rebids:

- pass
- 2NT (for ♠), 3♣, 3♦ = **TB**
- 3♥ = preemptive raise with 5♥
- 3NT = natural, normally with 4♥-3-3-3 12+/15-
- 4♥ = 12+/15- balanced
- 3♠, 4♣, 4♦ = **SB** with 12+/15- (slam possibly if opener's hand fits well)
- 2♠ = **ID**. Responses:
  - 2NT (for ♠) = 4♠-4♥-4/5♦
  - 3♣ = 4♣-4♥-4/5♦ (with 4♦-4♥-4♣ the opening bid has been 1♦ and not 1♣, due to the ♠ singleton)
  - 3♦ = 5<sup>+</sup>♦-4♥
  - 3♥ = balanced with 4♥-4♦

1♦	1♠
2♠	

12/14 with 4 cards

(exceptionally HHx or Hxx with 5♦-4♥-3♠; with xxx in ♠ opener rebids ♦).

Responder's rebids:

- pass
- 3♣, 3♦, 3♥ = **TB**
- 3♠ = preemptive raise with 5♠
- 3NT = natural, normally with 4♠-3-3-3 12+/15-
- 4♠ = 12+/15- balanced
- 4♣, 4♦, 4♥ = **SB** with 12+/15- (slam possibly if opener's hand fits well)
- 2NT = **ID**. Responses:
  - 3♣ = 4♣-4♠-5♦
  - 3♦ = 5<sup>+</sup>♦-4♠
  - 3♥ = 4♥-4♠-4/5♦
  - 3♠ = balanced with 4♠-4♦
  - 3NT = HHx/Hxx in ♠ (5♦-4♥-3♠)

#### Note.

- 1) Opener raises the suit of **TB** with Hxxx or better; with values- but 2 or 3 cards only- bids four in the agreed M; with a maximum hand but no fit for the suit- bids in his turn a new suit as **TB** (counter-TB), but only in a suit of higher rank than that of **TB**, since the responder had already excluded interest in the suit. Otherwise signs off at 3M.
- 2) After the response to the **ID**, responder can rebids four in the agreed M or continues the auction according to the **RA**. Anyway the M of responder is agreed as trump, even if responder can bid 6/7 in a suit showed by opener with the **ID**.
- 3) When a passed responder bids 2NT over 2M, this is **natural and game invitational** (9+/12-) and shows a balanced hand with only 4 cards in M, scattered values and stoppers in the lateral suits: invites to 3NT (if opener is maximum and with a regular hand) or to 4M (if opener is maximum and with an unbalanced hand). Therefore 2♠ of a passed responder after 1♦-1♥-2♥ is **natural**, that is a **TB** in the suit.

1♦	1M
3M	

15/17 with 4 cards in M and unbalanced hand or 5♦-4M-2-2

Responder's rebids:

- pass
- Suit/3NT = **RA**
- 4M

1♦	1M
3NT	

**SB** with s/v in aM, 18/22 (or 3½-4½ LT) with 5/6♦-4M, 5♦-4M-4♣ or 6♦-5M

1♦	1M	SB in ♣, 18/22 (or 3½-4½ LT) with 5/6♦-4M, 4/5♦-4♥-4♠ or 6♦-5M
4♣		

1♦	1M	18/22, 5♦-4M-2-2
4♦		

1♦	1M	18/20- balanced with 4M
4M		

### Opener rebids 1♠ (12/15 HCP range)

1♦	1♥	3 or 4 cards in ♠, 5/7
1♠	pass	

1♦	1♥	4 card support, 8/9
1♠	2♠	

1♦	1♥	4 card support, 10/11
1♠	3♠	

1♦	1♥	4 card support, 12 <sup>+</sup> /15-, no slam (with a <b>ST</b> hand, responder uses the <b>FS</b> (see further))
1♠	4♠	

1♦	1♥	5-10, 4-5 cards in ♥
1♠	1NT	

1♦	1♥	week preference (5-9) with 4 <sup>+</sup> ♦ and 4/5♥ (opener passes with 0-2 cards in ♥; with 3 ♥ rebids 2♥, since partner can have 5 cards in the suit).
1♠	2♦	

1♦	1♥	invitational (9+/12-) with 4 <sup>+</sup> ♦ and 4/5♥ (with <b>GF</b> hands, responder uses the <b>FS</b> (see further))
1♠	3♦	

### Opener rebids 1NT (balanced hands 12/14): the "Modified two-way Stayman" convention

When opener rebids 1NT, he describes a balanced or half-balanced hand of 12/14 and shows xx in the worst suit. (For this reason- like already seen in the previous chapter- with 4♣-4♦-4♥ and 12/15, opening bid is necessary 1♦, followed by 2♣ in case of 1♠ response).

After 1NT responder can make use of **MTWS** agreement (see the previous chapter) based on 3 important features:

- ♦ 2♣ bid is a relay that forces opener to rebid 2♦; generally is **invitational** (9+/12-) but:
  - can be a week hand with 4M-4<sup>+</sup>♦ (and responder passes over opener's 2♦ obliged rebid);
  - after 1♥ response, followed by 3NT, shows exactly 4♥-4♠ 18/19
- ♦ 2♦ is a relay **GF** (12<sup>+</sup>), checkback in the response suit (asks for a three card support)
- ♦ jumping rebids (**except 3♣ SO**) are at least **GF** and describe a specific shape.

**1♦-1♥-1NT**

1♦	1♥	
1NT	2♣	
2♦		<b>forced response</b>

Continuations:

- pass= **SO** with 4<sup>+</sup>♦
- 2♥= invitational with 5 (possibly 6 "bad") ♥ (not excluded 4♣ or 4/5♦)
- 2NT= invitational with 4♥-4♦ (without 4♦ responder invites with 2NT over 1NT)
- 3♣= invitational with 5♥-5♣
- 3♦= invitational with 4♥-5♦
- 3♥= invitational with 6♥
- 3NT= exactly 18/19 in a balanced hand with 4♥-4♠

1♦	1♥	
1NT	2♦	<b>GF</b> with 5 <sup>+</sup> ♥ (at first asks for 3 card support in ♥; not excluded 4 <sup>+</sup> ♦)

Opener rebids:

- 2♥= 3♥ =>

- 2NT= sets ♥ as trump, **ID**

Responses to 2NT **ID**:

- 3♦= 5♦-3♥-3-2

- 3♥= 4♦-3♥-3-3

- 2♠= 5♦-3-3-2♥, ♠ but not ♣ stopper=>

- 3♣= 5♥-5♣
- 3♦= sets the trump suit
- 4♦= **KCB** ♦

- 2NT= 5♦-3-3-2♥, ♠ and ♣ stoppers=>

- 3♣= 5♥-5♣
- 3♦= sets the trump suit
- 4♦= **KCB** ♦

- 3♣= 5♦-3-3-2♥, ♣ but not ♠ stopper=>

- 3♦= sets the trump suit
- 4♣= sets ♣ as trump with 5♥-5♣
- 4♦= **KCB** ♦

**Note.** With 5♦-3-3-2♥ and good ♦, Hx or HH in ♥ without stoppers in ♣ and ♠, opener rebids 2♦ and not 1NT.

1♦	1♥	
1NT	2♥	<b>SO</b> with 5/6♥

1♦	1♥	
1NT	2♠	<b>GF</b> with 6♥-5♠ (with 5/6♥-4♠ responder would bid 2♦, in the absence of a ♠ fit)

1♦	1♥	
1NT	2NT	inviting 3NT with 4♥ without 4♦

1♦	1♥	
1NT	3♣	<b>SO</b> with 6♣

1♦	1♥	
1NT	3♦	<b>GF</b> with 4♥ only and 4 <sup>+</sup> ♦ (with 5♥ responder would bid 2♦ to seek a ♥ fit)

1♦	1♥	
1NT	3♥	<b>ST</b> with 6♥ => <b>RA</b>

1♦	1♥
1NT	3♠ 4♣ 4♦

auto-SB: sets ♥ as trump, MST in a limited hand with 6<sup>+</sup>♥

1♦	1♥
1NT	3NT

slam excluded with 4♥

1♦	1♥
1NT	4♥

slam excluded with 6♥

1♦	1♥
1NT	4NT

KCB ♥

1♦-1♠-1NT

1♦	1♠
1NT	2♣
2♦	

forced response

Continuations:

- pass= SO with 4<sup>+</sup>♦
- 2♥= invitational with 5♠-4♥
- 2♠= invitational with 5 (possibly 6 "bad") ♠ (possibly 4♣ or 4/5♦)
- 2NT= invitational with 4♠-4♦ (without 4♦ responder invites with 2NT over 1NT)
- 3♣= invitational with 5♠-5♣
- 3♦= invitational with 4♠-5♦
- 3♥= invitational with 5♠-5♥
- 3♠= invitational with 6♠

1♦	1♠
1NT	2♦

GF with 5<sup>+</sup>♠ (at first asks for 3 card support in ♠)

Opener's rebids

- 2♥= 4♥-2♠ =>

- 2NT = sets ♥ as trump with fit 4<sup>+</sup> card in the suit, ID

Responses to 2NT ID:

- 3♦= 5♦-4♥-2♠
- 3♥= 4♦-4♥-2♠

- 3♣= 5♠-5♣

- 3♦= sets ♦ as trump with 5♠-4<sup>+</sup>♦

- 2♠= 3♠ (possibly 4♥) =>

- 2NT= sets ♠ as trump, ID

Responses to 2NT ID:

- 3♦= 5♦-3♠-3-2
- 3♥= 4♦-4♥-3
- 3♠= 4♦-3-3-3

- 3♥= natural, to seek a 4-4 fit for ♥

- 2NT= 5♦-3-3-2♠, stoppers in ♥ and ♣ =>

- 3♣= 5♠-5♣
- 3♦= sets the trump suit
- 3♠= ST with 6♠<sup>25</sup> => RA
- 4♦= KCB ♦

- 3♣= 5♦-3-3-2♠, ♣ but not ♥ stopper =>

- 3♦= sets the trump suit
- 3♠= ST with 6♠<sup>26</sup> => RA

<sup>25</sup> Responder sought a possibly ♥ fit (6♠-4♥)

<sup>26</sup> See the previous note.

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- 4♣= sets ♣ as trump with 5♠-5♣

- 4♦= KCB ♦

- 3♦= 5♦-3-3-2♠, ♥ but not ♣ stopper =>

- 3♠= **ST** with 6♠<sup>27</sup> => **RA**

- 4♣= sets ♣ as trump with 5♠-5♣

- 4♦= sets the trump suit

**Note.** With 5♦-3-3-2♠ and good ♦, Hx or HH in ♠ without stoppers in ♥ and ♣, opener rebids 2♦ and not 1NT.

1♦	1♠	
1NT	2♥	SO with 5♠-4/5♥

1♦	1♠	
1NT	2♠	SO with 5/6♠

1♦	1♠	
1NT	2NT	inviting 3NT with 4♠ without 4♦

1♦	1♠	
1NT	3♣	<b>SO with 6♣</b>

1♦	1♠	
1NT	3♦	GF with 4♠-4 <sup>+</sup> ♦ (with 5♠ responder would bid 2♦ to seek a ♠ fit)

1♦	1♠	
1NT	3♥	GF with 5♠-5♥

Opener's rebids:

- 3♠= with 3♠ and at least 1 Ace

- 3NT= with 5♦-4♣-2-2 (exceptionally, with bad ♣, bad ♦ and HH in ♥)

- 4♣, 4♦= **CB** with 3♥ and at least 1 Ace

- 4♥= with 3♥ and 0 Aces

- 4♠= with 3♠ and 0 Aces

1♦	1♠	
1NT	3♠	sets ♠ as trump, <b>ST</b> with 6♠ => <b>RA</b>

1♦	1♠	
1NT	3NT	slam excluded with 4♠

1♦	1♠	
1NT	4♣	
	4♦	
	4♥	auto-SB: <b>MST</b> in a limited hand with 6 <sup>+</sup> ♠

1♦	1♠	
1NT	4♠	slam excluded with 6♠

1♦	1♠	
1NT	4NT	<b>KCB</b> ♠

**Note.** Invitational **MTWS** sequences can be logically employed even by a passed responder .

2♦- after 1♦-1M-1NT- on the contrary is natural and therefore not forcing, with 5M-4/5♦.

<sup>27</sup> See the previous Note.



## Opener rebids 2♣ (12/17 HCP range with 4<sup>+</sup>♣)

As a general rule, 2♣ rebid shows hands with 5<sup>+</sup>♦-4<sup>+</sup>♣ of 12/17 HCP; seldom- after 1♠ response- also are possibly three-suiter 4♣-4♦-4♥ of 12/15.

1♦	1M	
2♣	2♦	week preference (5/9-) even with 2 card support

1♦	1M	
2♣	2M	6/9- with 6M

1♦	1M	
2♣	2aM	FS: see further

1♦	1M	
2♣	3♣	support invitational (9+/12-) with 4 <sup>+</sup> ♣ and 4/5M (with GF hands responder uses the FS)

1♦	1M	
2♣	3♦	support invitational (9+/12-) with 3 <sup>+</sup> ♦ and 4/5M (with GF hands responder uses the FS)

1♦	1♠	
2♣	3♥	GF with 5♠-5♥

Opener's rebids

- 3♠= with 3♠ and at least 1 Ace
- 3NT= with 5♦-4♣-2-2
- 4♣, 4♦= CB with 3♥ and at least 1 Ace
- 4♥= with 3♥ and 0 Aces
- 4♠= with 3♠ and 0 Aces

1♦	1♥	
2♣	3♠	GF with 6♥-5♠

Opener's rebids

- 3NT= no fit, max. 2♠ and 1♥
- 4♣= **conventional**: fit ♥
- 4♦= **conventional**: fit ♠

1♦	1M	
2♣	3M	NF: 9+/12- with 6M

1♦	1M	
2♣	4♦	KCB ♦

1♦	1M	
2♣	4♣	KCB ♣

1♦	1M	
2♣	4NT	KCB M

After opener's rebid of 1♠ or 2♣, responder may elect to force by bidding in the FS.

For example:

1♦	1♠	
2♣	2♥	

2♥ is FS, which can show:

- 5♠ (with invitational values 9+/12- or better)
- 4♠ without a ♥ stopper (with invitational values 9+/12- or better)
- 3<sup>+</sup>♦ GF

- 4<sup>+</sup>♣ GF

- 5♠-4/5♥ (with invitational values 9+/12- or better; but with two-suiter 5-5 the strength is limited to 10 HCP about: see further)

Opener should further describe his hand as follows:

- as first priority, supports responder's first bid suit with 3 cards

- bids NT with a stopper in the FS

- raises the FS with 4 card support for that suit (there is the only exception of the auction 1♦-1♥-2♣-2♠, in which opener has denied holding 4♠ and raises to 3♠ to show pattern with 5♦-4♣-3♠ of xxx: if he held a ♠ honor he would bid 2NT and not 3♠).

For example:

1♦	1♥	
2♣	2♠	
3♠		with: ♠xxx ♥x ♦AKQxx ♣Kxxx

When such rebids by opener are not available, he makes a bid that naturally best describes his hand (opener repeats ♣ with 5-5; ♦ with 5/6 cards; ♠ with balanced hands as "waiting time").

Even if on rare occasions, the FS can be used with values only invitational; so opener must clarify his strength- if possibly-: when his values are maximum he jumps to 3M or rebids 3NT directly.

Therefore, over 2NT or 2M responder can pass; and the same is true for opener if responder rebids the FS, showing a two-suiter 5-5 only invitational.

The FS with jump to 3 level is not artificial: in fact it always shows the suit with a two-suiter 5-5<sup>+</sup> GF.

For example:

1♦	1♥	
1♠	3♣	GF with 5♥-5♣

1♦	1♥	
2♣	3♠	GF with 6♥-5♠

### Some particular auctions

1♦	1♥	
1♠	2♣	FS, 1RF
2♥	2♠	ID (sets ♠ as trump with 5 <sup>+</sup> ♥-4♠ or 4♥-4♠ ST)

Responses to ID:

- 2NT= 4♦-4♠-3♥

- 3♦= 5/6♦-4♠-3♥ (s/v in ♣)

1♦	1♥	
1♠	2♣	FS, 1RF
2♥	2NT	ID (sets ♥ as trump with 5 <sup>+</sup> ♥ ST)

Responses to ID

- 3♦= 5/6♦-4♠-3♥ (s/v in ♣)

- 3♥= 4♦-4♠-3♥

1♦	1♠	
2♣	2♥	FS, 1RF
2♠	2NT	ID (sets ♠ as trump with 5 <sup>+</sup> ♠ ST)

Responses to ID:

- 3♣= 5♦-5♣-3♠ (v in ♥)

- 3♦= 6♦-4♣-3♠ (v in ♥)

- 3♠= 5♦-4♣-3♠ (s in ♥)

**Note.** In all the auctions opener's hand is minimum since the support to the M is not at 3 level.

The use of the FS followed by the ID and RA, is reserved to strong hands from 15+. With 12+/15- responder jumps directly to game after opener's ♥ support; with similar values, but s/v in the FS, responder softly invites to slam with a SB in that suit.

For example:

1♦	1♠	
2♣	2♥	FS, 1RF
2♠	4♥	with ♠KQxxx ♥x ♦Axx ♣KQx

### Opener rebids 2♦ (12/15 HCP range with 5+♦)

1♦	1M
2♦	2M

SO (6/9- with 6M)

1♦	1M
2♦	2NT

natural invitational with 4/5M  
**Note.** If opener accepts invitation and has 3 card M support, rebids 3M. With 4 cards only, responder calls 3NT; with 5, 4M.

1♦	1M
2♦	3♦

3+♦, invitational (9+/12-) with 4/5M

1♦	1M
2♦	3M

invitational (9+/12- with 6M)

1♦	1♥
2♦	2♠

GF with 4+♥ and also only values in ♠ (as first priority 2♠ seeks for a 3 card support in ♥; the suit can be of 4 cards only if responder has a fit for ♦ in ST hand)

1♦	1♥
2♦	3♣

GF with 4+♥ and also only values in ♣ (as first priority 3♣ seeks for a 3 card support in ♥; the suit can be of 4 cards only if responder has a fit for ♦ in a ST hand; possibly 5♥-5♣)

1♦	1♥
2♦	3♠

GF with 6♥-5♠ =>  
 - 3NT= no fit, max. 2♠ and 1♥  
 - 4♣= **conventional**: ♥ fit  
 - 4♦= **conventional**: ♠ fit

1♦	1♠
2♦	2♥

NF with 5♠-4/5♥

1♦	1♠
2♦	3♣

GF with 4+♠ and also only values in ♣ (as first priority 3♣ seeks for a 3 card support in ♠; the suit can be of 4 cards only if responder has a fit for ♦ in a ST hand; possibly 5♠-5♣)<sup>28</sup>

1♦	1♠
2♦	3♥

GF with 5+♠-4/5♥

Opener's rebids:

- 3♠= with 3♠ and 1 or more Aces
- 3NT= no fit, max. 2♠ and 3♥
- 4♣, 4♦= CB with 4♥ and 1 or more Aces
- 4♥= with 4♥ and 0 Aces
- 4♠= with 3♠ and 0 Aces

1♦	1M
2♦	4♦

KCB ♦

<sup>28</sup> Unlike the analogous situation after the 1♥ response, now responder may not have values in ♣ because 3♣ is the only forcing rebid that has at his disposal (for example with: AKxxx-AQX-RJxx-x)

1♦	1M	KCB M
2♦	4NT	

### Opener rebids 2M

a) After 1M response, 2aM rebids shows a reverse with 16/22 and 5+♦- 4M

1♦	1M	16/22 5+♦-4aM, 1RF
2aM		

Note. Opener has 5+♦: with 4-4-4-1M would open 1♣ and with 4-4-4-1♣ would support (3M; 4♣)

1♦	1♠	negative (5/7) with 5/6 cards
2♥	2♠	

Opener's rebids:

- pass= minimum reverse and minimum support in ♠
- 2NT, 3♦, 3♠= natural NF
- 3♣= FS, generally GF

1♦	1♥	negative artificial (Lebensohl)
2♠	2NT	

1♦	1♠	negative artificial (Lebensohl)
2♥	2NT	

In all these auctions 2NT shows a 5/7 range, do not guarantee the stopper in the FS and can include a fit for an opener's suit.

Over 2NT opener:

1) with a no GF hand rebids 3♣, over which responder:

- pass (with 6♣)
- takes a preference with 3♦
- takes a preference with 3aM
- rebids 3♥ with a suit at least 6 cards long

2) with a GF hand- instead of 3♣- most naturally best describes his values.

The only possibly opener's rebid different from 3♣ without a GF hand is 3♦. This call shows a good 6 card ♦ suit with s/v in ♣ and can be made if opener is afraid that responder can pass 3♣.

For example:

1♦	1♠	with ♠Ax ♥AJxx ♦AKJ10xx ♣x
2♥	2NT	
3♦		

Besides the negative rebids (2M in his suit and 2NT) responder:

a) when holds a hand in the 8/11 range bids game in his suit or jumps to 3NT

b) when holds a hand that asks again for further information about opener or with ST hands:

- makes use of FS
- rebids his suit at the 3 level (with/without jump) with a good 6 cards suit
- raises to 3♦
- raises to 3aM (second opener's suit) obliging to RA
- raises to 4♦ as KCB in the suit.

b) After 1NT response, opener's rebid of 2M shows first thing a stopper in the suit as 3NT attempt.

The suit might, in this case, be short and the high card strength also of 14<sup>+</sup>/15 HCP only.

Responder is assumed to have a ♣ stopper<sup>29</sup> and opener not to have in both majors.

1♦	1NT	1RF
2M		

<sup>29</sup> Normally responder has at least 4♣ (hands of 8/10 HCP with 4♦-3-3-3 make an exception, because 1NT response is preferred to a weaker 2♦).

1♦	1NT
2♥	2♠

♠ half stopper (asks for a stopper complement in the suit)

1♦	1NT
2♥	2/3NT

♠ stopper (min/max)

1♦	1NT
2♥	3♣

neither stopper nor ♠ half stopper ♠

1♦	1NT
2♥	3♦

neither stopper nor ♠ half stopper, 4♦ in a maximum hand (with a minimum hand would respond 2♦)

1♦	1NT
2♥	3♥

neither stopper nor ♠ half stopper, HHx in ♥ and a maximum hand (in search for a 4-3 fit for ♥)

1♦	1NT
2♠	2/3NT

♥ stopper (min/max)

1♦	1NT
2♠	3♣

NO ♥ stopper

1♦	1NT
2♠	3♦

NO ♥ stopper, 4♦ in a maximum hand (with a minimum hand would respond 2♦)

1♦	1NT
2♠	3♠

NO ♥ stopper, HHx in ♠ and a maximum hand (in search for a 4-3 fit for ♠)

### Opener rebids 2NT (balanced hands 18/20- HCP range)

1♦	1M
2NT	

2NT denies a four card fit, with which opener jumps directly to 4M

1♦	1♥
2NT	3♣

**extended Stayman convention** (with 4♥-4♠)

Opener's rebids:

- 3♦ = 5♦ =>

- 3♥, 3♠, 4♣ = **CB** with ♦ trump
- 3NT
- 4♦ = **KCB** ♦

- 3♠<sup>30</sup> = 4♦-4♠ =>

- 3NT = **RA**: 1 Ace
- 4♣ = **CB** with 2 or more Aces
- 4♦ = **CB** with 2 or more Aces, denies a ♣ control
- 4♥ = with ♥ and ♠ Aces, denies ♣ and ♦ controls
- 4♠
- 4NT = **KCB** ♠

- 3NT = 4♦-3-3-3 =>

- pass
- 4♦ = sets the trump suit, **ST** (responder has a three-suiter with s/v in ♣)

<sup>30</sup> Sets ♠ as trump since responder must have 4 cards in the suit, having make use of 3♣ extended Stayman.

1♦	1♥
2NT	3♦

natural support (sets the trump suit with 4♥-4♦, ST)

**Note.** With 5♥ responder rebids 3♥ and reopens with 4♦ in the event that opener calls 3NT

Opener's rebids:

- 3♥ = CB
- 3♠ = CB, denies a ♥ control
- 3NT = denies the controls in both M

1♦	1♥
2NT	3♥

5♥

Opener's rebids:

- 3♠ = CB with 3♥ =>
  - 3NT = RA: 1 Ace
  - 4m = CB with 2 or more Aces
  - 4♥
  - 4NT = KCB ♥
- 3NT = no 3♥ =>
  - pass
  - 4♦ = 4/5♦ ST
- 4♠ = CB with 3♥, denies a ♠ control

1♦	1♥
2NT	3♠

5♥-4♠ or 6♥-5♠

Opener's rebids:

- 3NT = no 3♥, no 4♠ (5♦-3♠-2♥)
- 4♣ (= ♥) = artificial: 3♥, no 4♠; does not guarantee the ♣ control =>
  - 4♥
  - CB
  - 4NT = KCB ♥
- 4♦ (= ♠) = artificial: 4♠; does not guarantee the ♦ control and not deny the ♣ control =>
  - 4♠
  - CB
  - 4NT = (KCB♠)

1♦	1♥
2NT	4♣

5♥-5♣<sup>31</sup> ST

Opener's rebids:

- 4♥ = 3♥
- 4♦, 4♠ = no 3♥, CB with 3♣ (5♦-3♣-2♥)

1♦	1♠
2NT	3♠

5♠-5♣ ST

Opener's rebids:

- 3♦, 3♥ = no 3♠, CB with 3♣<sup>32</sup>
- 3♠ = 3♠ =>
  - 3NT = RA: 1 Ace
  - 4♣ = CB with 2 or more Aces
  - 4♦ = CB with 2 or more Aces, does not guarantee the ♣ control
  - 4♥ = CB with ♥ and ♠ Aces, denies the controls in both M
  - 4♠
  - 4NT = KCB ♠

1♦	1♠
2NT	3♦

natural support (sets the trump suit with 4♠-4♦, ST)

**Note.** With 5♠ responder rebids 3♥ and reopens with 4♦ in the event that opener calls 3NT

Opener's rebids:

- 3♥ = CB
- 3♠ = CB, denies an ♥ control

<sup>31</sup> Opener has only 2/3 ♣

<sup>32</sup> Since opener has only 2♠, certainly hold 3♣ (5♦-3-3-2♠ or 4♦-4♥-3-2♠)

- 3NT= denies the controls in both M

1♦	1♠	
2NT	3♥	5♠-4/5♥

Opener's rebids:

- 3♠= 3♠ (no 4♥) =>

- 3NT= RA: 1 Ace
- 4♣= CB with 2 or more Aces
- 4♦= CB with 2 or more Aces, denies ♣ control
- 4♥= CB with ♥ and ♠ Aces, denies ♣ and ♦ control
- 4♠
- 4NT= KCB ♠

- 3NT= no 3♠, no 4♥ (5♦-3-3-2♠)

**Note.** A possibly responder's 4♥ (that shows 5 cards and is ST) forces opener to CB and is forcing to 5♥ (with a sole FM hand, responder would bid directly 4♥ over 2NT: vedi further).

- 4♣, 4♦= CB with 4♥ =>

- 4♥
- CB
- 4NT= KCB ♥

1♦	1♠	
2NT	3♠	5+♠

Opener's rebids:

- 3NT= no 3♠ =>

- pass
- 4♦= 4/5♦ ST

- 4♣, 4♦= CB with 3♠ =>

- 4♠
- CB
- 4NT= KCB ♠

1♦	1♠	
2NT	4♥	5♠-5♥, no slam: asks for preference.

A peculiar case:

1♦	1NT	
2NT		inviting 3NT with maximum values (9/10).

With the balanced hands of 18/20- HCP (or of comparable strength), opener raises directly to 3NT.

### Opener rebids a suit at the three level

1♦	1M	
3♣		5♦-4/5♠ 18/22 or 6♦-5♣ of 3½-4½ LT, GF

**Note.** Only if responder rebids 3♦ (a "courtesy response" with possibly xx in ♦), opener - with a minimum reverse- has the option to pass.

Aside from this rare case, responder continues with:

- FS= inquire of stopper (full) for 3NT
- 3M in the suit he has responded= with a 6 card or longer suit and ambiguous values
- 3NT, 5♣, 5♦= discouraging, to play in
- 4♣, 4♦= natural preference ST, forcing opener to CBs
- 4M in the suit he has responded= discouraging, to play in
- 4NT= MST.

1♦	1M	
3♦		16/18 with a 6 cards or longer suit, NF

Opener's rebids:

- pass
- 3M in the suit he has responded= GF with 5+ cards

- 3new Suit (also only with values)= in the first instance shows a stopper for 3NT
- 3NT, 5♦
- 4♦= support **ST**, forcing opener to **CBs**
- 4M= **SO**
- 4NT= **MST**

1♦	1♥
3♠	

6♦-5♠ of 3½-4½ LT, **GF**

Opener's rebids:

- 3NT= no support (max. ♦ singleton and ♠ doubleton)
- 4♣= **artificial** (shows ♠ support in a **ST** hand but does not guarantee a ♣ control)
- 4♦= natural support **ST**, forcing opener to **CBs**
- 4♥= discouraging, to play in
- 4♠= minimum raise
- 4NT= **KCB ♠**
- 5♦= minimum raise

1♦	1♠
3♥	

6♦-5♥ of 3½-4½ LT, **GF**

Opener's rebids:

- 3♠= with a 6 card or longer suit and ambiguous values
- 3NT no support (max. ♦ singleton and ♥ doubleton)
- 4♣= **artificial** (shows ♥ support in a **ST** hand but does not guarantee a ♣ control)
- 4♦= natural support **ST**, forcing opener to **CBs**
- 4♥= 4♥= minimum raise
- 4♠= discouraging, to play in
- 4NT= **KCB ♥**
- 5♦= 4♥= minimum raise

## Two over one responses and continuation

**1♦-2♣**

Opener's rebids:

- 2♦= 5<sup>+</sup>♦: balanced 5♦-3-3-2 12/14  
unbalanced 5<sup>+</sup>♦-4M of ambiguous strength  
unbalanced 5<sup>+</sup>♦-4/5♣ minimum  
3-suiter 5♦-4♣-4M, 5♦-4♥-4♠ of ambiguous strength
- 2♥= 4♦-4♥: balanced 4♦-4♥ 12/14 or 18/20-  
3-suiter 4♦-4♣-4♥ 12/15 (by reason of s ♠, opening bid has been 1♦ and not 1♣)  
3-suiter 4♦-4♥-4♠ of ambiguous strength
- 2♠= 4♦-4♠ balanced 12/14 or 18/20-
- 2NT= 4♦-3-3-3 12/14
- 3♣= 5<sup>+</sup>♦-4/5♣ of ambiguous strength as far as 22 **HCP** (excluded only 2-suiter 5<sup>+</sup>♦-4/5♣ minimum)
- 3♦= 6 solid cards and 16/18
- 3M= 6♦-5M of 3½-4½ LT
- 3NT= 4♦-3-3-3 or 5♦-3-3-2 18/20-
- 4♣= **KCB ♣**
- 4♦= **KCB ♦**

### Notes.

- 1) After opener's rebids, responder continues with the auction naturally. There is the exceptions of a 4m jump= **KCB m**. In particular, since the situation is **GF**, responder's 2NT over 2♥ and 2♠ asks opener to show (with 3♣ or 3♦ rebid) 3 card ♣ support or 6♦, normally with **ST** hands to find a minor fit. Over 3m, responder rebids:



- 3Suit= **CB**
- 4♣, 4♦ = **KCB** in that suit

- 2) When opener's strength is ambiguous, responder continues to bid as if opener's values should be minimum (12/15). It is opener's task to show possibly extra values:
- in case of fit, reopening over a game contract with **CB** or 4NT (**KCB**)
  - without a fit rebidding:
    - 4NT= 16/17 (18/20- after 2♠ rebid)
    - 5NT= 18/20-
    - 6NT= 20/22

3) If a passed responder bids 2♣ this is not forcing and strictly **denies four cards in major!**

**1♦-2♦**

Opener's rebids:

- pass
- 2♥= stopper for 3NT (possibly 4 cards in the suit)
- 2♠= stopper for 3NT (possibly 4 cards in the suit), NO ♥ stopper
- 2NT= inviting 3NT
- 3♣= 2-suiter ♣-♦ at least invitational, **1RF**
- 3♦= preemptive raise with 5/6♦
- 3♥, 3♠= 6♦-5M **GF**
- 3NT= balanced 18/20<sup>-</sup> or equivalent playable strength
- 4♣= 5/6♦-5♣ **ST**
- 4♦= **KCB** ♦

**1♦-2M**

Opener's rebids:

- pass
- 3/4♦, 3/4M= preemptive raise with 3 or 4 card fit
- 2NT (**Ogust convention**) = relay with maximum hands =>
  - 3♣= bad hand & bad suit
  - 3♦= bad hand & good suit
  - 3♥= good hand & bad suit
  - 3♠= good hand & good suit

In case of double responder makes use of the general rule (**the first two steps are replaced by pass and redouble**):

- pass= bad hand & bad suit
- redouble= bad hand & good suit
- 3♣= good hand & bad suit
- 3♦= good hand & good suit

In case of overcall responder:

- bids normally if his response is not influenced (inferior) by opponent's overcall
- double if his response is the same that opponent's 3Suit
- pass if his response is influenced (superior) by opponent's overcall

## 4 . Defending against opposing competitive bids after an opening bid in a minor suit

### After a takeout *double*

1m	<i>double</i>	?
----	---------------	---

- **redouble= GF**
- **1Suit= 1RF**, ignores the double (but not with a minimum hand, since it is not necessary the "courtesy response" to the opening bid)
- **2♣= 6 cards** in a weak hand (max. 7)
- **2♦ (after 1♦)= ignores the double**
- **2♦ (after 1♣), 2M= preemptive**, ignores the double; opener can use the 2NT **Ogust** relay
- **3♣ (after 1♣, 1♦)= invitational (8/10)** with 6 cards, ignores the double
- **3♦ (after 1♣), 3M= preemptive**, ignores the double
- **1NT= balanced or half balanced 8/10** without M
- **2NT (after 1♣)= ignores the double**
- **2NT (after 1♦)=** either with balanced invitational hands (ignores the double) or with those invitational but unbalanced containing 4<sup>+</sup>♦ (two-suiter ♦/♣ of 9+ cards or one-suiter of 6<sup>+</sup> cards ); with this type of hands, responder would bid 3♦ in the absence of an opposing takeout double.  
Opener can bid **3♣ relay** in order to investigate the responder's hand who clarifies:
  - 3♦ = unbalanced and minimum (8/9)
  - 3M, 4♣ = unbalanced and maximum with s/v in the suit
  - 3NT = balanced 10/11-12, or unbalanced and maximum (10/11) without singletons
- **3♦ (after 1♦)= preemptive jump raise** (max. 7), generally with 5<sup>+</sup> card support; with invitational unbalanced hands responder bids 2NT as above seen
- **pass= "natural"** weak, but possibly hands of 8/11 **HCP** lacking in the requirements previously shown.  
If the second opponent passes- converting the double for penalties - opener in his turn calls:
  - pass
  - redouble (**SOS=** calling on partner to select another denomination) with 4-3-3-3
  - 1♥ with 4♥ and 4♠ (either after 1♣ opening bid or 1♦ opening bid)
  - 1NT with balanced hands of 18/20-

### After an overcall with a bid of a *suit*

1m	<i>1 or 2Suit</i>	?
----	-------------------	---

- **1M= natural response 1RF**, the same that responder should make without the overcall (but not with a minimum hand, since it is not necessary the "courtesy response" to the opening bid)
- **1NT= 8/10** with a stopper in the opponent's suit; denies 4<sup>+</sup> M
- **2♦, 2♥ (CB of the overcall)= balanced GF** without M: as first priority seeks for stopper in the opponent's suit; 2♥- after 1♦ opening bid- can show a **GF ♦** one-suiter
- **2♠ (CB of the overcall)=** from invitational (9+/12-) to **GF** without 4<sup>+</sup>♥ (with the ♥ suit, responder makes a negative double) and without a ♠ stopper (with this he bids 1/2/3NT).  
For these reasons, as first priority 2♠ seeks for ♠ stopper and opener clarifies:
  - 2NT= minimum opening bid and ♠ stopper
  - 3NT= no minimum opening bid and ♠ stopper
  - 3ma= NO ♠ stopper

- 3♣ (after 1♦ opening bid)= NO ♠ stopper, 3<sup>+</sup>♣
- 3♥= 4♥, maximum opening bid, NO ♠ stopper

For instance, 3♣ in the auction:

1♦	1♠	2♠	pass
2NT	pass	3♣	

reveals that responder has a hand invitational only without 4<sup>+</sup>♥, without a ♠ stopper and without a ♦ support; opener is free to pass.

- **double**= negative with 8<sup>+</sup>; the values are not limited because responder may also have a **GF** hand lacking of sufficient suit length for a free bid (see further); denies that responder has M biddable at one level, with the exception of:

1♣	1♦	double
----	----	--------

that strictly guarantees 4-4M (also GF).

If the overcall has been 1♠, the double shows 4<sup>+</sup>♥; for this reason, with a maximum of 9 HCP without 4<sup>+</sup>♥, responder must pass at his first turn<sup>33</sup>.

After the double, opener has the obligation to bid a second suit also if the level of the auction will be raised and his hand is minimum; thus- with greater values- he must jump in the suit, particularly if that suit is indicated by the double; in this event, opener may even be able to bid game directly.

After an overcall followed by a negative double, if the advancer raises the overcall and opener has a fit for the suit guaranteed by partner (typically after 1♠ doubled, to show hearts) but not sound values to bid at high level, makes a **responsive double**; consequently, when opener bids freely (for example 3♥ in the above mentioned auction), he promises extra values- enough to game- except the case of a bare minimum near to partner.

Examples.

1♣	1♠	double	pass
2♥			

with: ♠xx ♥Axxx ♦KQx ♣QJxx

1♣	1♠	double	2
double			♠

with: ♠xx ♥KQxx ♦Axx ♣Kxxx

1♣	1♠	double	2♠ or pass
3♥			

with: ♠xx ♥KJxx ♦x ♣AKQxxx

- **2♣ (after 1♣ opening bid)**= GF, ignores the overcall
- **2♦ (after 1♦ opening bid)**= with 4<sup>+</sup>♦; the hand can be stronger than 1♦-pass-2♦, since responder is not able to bid 1NT if lacking in stopper in the opponent's suit.
- **2 or 3 new Suit at level**= 5<sup>+</sup> cards, GF
- **2M (jump response)**= preemptive, ignores the overcall; opener can use the 2NT **Ogust** relay
- **2NT (with/without jump)**= balanced or half-balanced hands invitational (10/11-12), with a secure stopper in the opponent's suit; possibly fit for **ma** but not 4<sup>+</sup> cards in a major not yet bid
- **3♣ at level**= 5<sup>+</sup> cards, GF (after 1♣ opening bid too)
- **3♣ with jump**= 8/10 with 6 cards, ignores the overcall
- **3♦ with jump (after 1♦ opening bid)**= invitational with 4<sup>+</sup>♦. Responder can have:
  - balanced or half-balanced hands with which it is impossible to bid 2NT in the absence of a stopper in the opponent's suit
  - unbalanced hands two/three-suiter ♦/♣ of 9<sup>+</sup> cards
  - one-suiter with 6♦
- **3♦ at level (after 1♦ opening bid)**= "flexible" bid (but NF) with 4<sup>+</sup>♦
- **3♦ at level (after 1♣ opening bid)**= 5<sup>+</sup>♦, GF

<sup>33</sup> If advancer passes, opener should rarely pass in this situation; he must consider the fact that the responder might have a hand that could not be bid after the overcall and must "protect" his partner (see further).

- **3new Suit with jump**= invitational with a good 6 card suit
- **3new Suit with double jump** = preemptive, ignores the overcall

• **pass**= with hand:

1) "natural" weak

2) of limited strength (from 5<sup>+</sup> to 10<sup>-</sup>) but without ♦ support, unfit for a negative double, for bidding a suit or NT

3) positive with which responder would double for penalties ("trapp-pass").

For this reason, opener should rarely pass in this situation, as he must consider the fact that responder might have a hand of type 3; that is to say normally reopens also with minimum hands- keeping the auction alive-, but with a shortness in the opponent's suit. Consequently- instead of passing (ending the auction) or bidding a suit- opener doubles (hoping that responder wished to penalize the opponents). But if his hand is offensive and he thinks that his side should play a contract instead of defending (for example, with a s/v in the opponent's suit and a very unbalanced hand), opener must reopen bidding a suit or with a bid that expresses his great potential (he can jump in a suit or also bid NT, in this case with balanced or semi-balanced hands of 18/20- and a good stopper in the opponent's suit).

Exceptionally opener can make a **CB** of the overcall with the maximum three-suiter (20/22), logically with s/v in the opponent's suit.

For example, after:

1♦	1♠	pass	pass
----	----	------	------

double with:

♠ xx  
♥ KQxx  
♦ AJ10x  
♣ Kxx

pass with:

♠ AJxx  
♥ Qx  
♦ KJxx  
♣ QJx

3♣ with:

♠ x  
♥ x  
♦ AKJ10xx  
♣ AQJxx

2♠ with:

♠ -  
♥ AQJx  
♦ KQ10xx  
♣ AKJx

1NT with:

♠ AQ  
♥ KJx  
♦ AKxxx  
♣ Qxx

### After an overcall with a conventional bid of a *suit*

For example, if 1♥ is transfer to ♠ (or similar):

- **double**= 4<sup>+</sup> cards in the suit bid conventionally (♥ in the example), with sufficient values (8<sup>+</sup>)
- **CB of RSO** (1♠ in the example)= denies 4<sup>+</sup> cards in the conventional suit of the opponent's overcall (with which responder would double) and is equivalent to a negative double
- **jump CB of RSO** (2♠ in the example)= balanced **GF** without M: as first priority seeks for a stopper in **RSO**; when opening bid has been 1♦, responder's hand can include a support for the suit with **GF** values
- ♦ **raises**= ignores the overcall
- **free bid**= forcing, like in the event of an overcall made with a natural bid
- **NT** (assures a stopper in **RSO**)= natural
- **pass**= with hand:
  - 1) "natural" weak
  - 2) of limited strength (from 5<sup>+</sup> to 10<sup>-</sup>) but without ♦ support, unfit for a negative double, for bidding a suit or NT
  - 3) positive with length in **RSO** and with which responder would double for penalties ("trapp-pass").

### After an overcall with *1NT natural*

- **pass**= "natural" weak
- **double**= for penalties, 8<sup>+</sup> typically
- **2♣**= competitive, **conventional (Landy type)** with 5-4 at least in M.

For example:

1♣	1NT	2♣	with: ♠QJxxx ♥KJ10x ♦xxx ♣x
----	-----	----	-----------------------------

Opener's rebids:

- 2♦= asks for the M of 5 cards (2♥ with 5-5)
- 2M= simple preference, with 2 more cards regarding the **aM**

- **2♦** (after 1♣ opening bid), 2M= competitive, with 6<sup>+</sup> cards
- **2♦** (after 1♦ opening bid)= ignores the opponent's 1NT
- **3♦** (jump raise after 1♦ opening bid)= preemptive, with 5 card support at least

For example:

1♦	1NT	3♦
----	-----	----

with: ♠x ♥Kx ♦J10xxx ♣Jxxxx

- **3♣**= preemptive, with 6 card support at least
- **3M**= invitational; normally with 7 cards and values sufficient for game in opener has not a bare minimum

For example:

1♦	1NT	3♥
----	-----	----

with: ♠x ♥KJ109xxx ♦Kx ♣Q10x

### After an overcall with **1NT conventional**

In case of 1NT transfer to a suit (for example, 1NT equivalent to a 2♣ natural overcall) responder behaves like opponent has overcalled naturally in the suit, that is to say:

- **pass**= with hand:
  - 1) "natural" weak
  - 2) of limited strength (from 5<sup>+</sup> to 10<sup>-</sup>) but without ♦ support, unfit for a negative double, for bidding a suit or NT
  - 3) positive with length in **RSO** and with which responder would double for penalties ("trapp-pass").
- **double**= normal negative double with reference to **RSO**, that is to say with shortness in this suit; if the hand is minimum, the double must assure 4<sup>+</sup> cards in a M at least
- **CB of RSO** (2♣ in the example)= balanced **GF** without M: as first priority seeks for a stopper in **RSO**; when opening bid has been 1♦, responder's hand can include a support for the suit with **GF** values
- **2new Suit**= free bid **GF** with 5 cards at least

### After an interference of the second opponent over 1suit response

1m	<i>pass</i> <i>(double)</i> <i>(1Suit)</i>	1Suit	<i>double</i>
<b>redouble</b>			

3 card support for responder's suit with no obligation in strength or distribution  
It should be noted that if opener fails to redouble, responder must infer that opener has fewer than 3 cards in responder's suit.

If opener has four card support for responder's (major) suit, ignores the overcall and raises in the normal manner previously seen.

After the redouble, the auction goes on in a natural manner. Specifically – if there is a "pass"- responder can bid:

- **pass**= 4 cards only in the suit, minimum values or desire for penalties
- **1♥, 1♠**= natural **1RF**
- **1NT**= 4 cards only in the suit (if major), medium hand (8/10)
- **2ma**= 4 cards only in the suit of response, minimum values with fit for ma (5th<sup>+</sup> if ♣, 4th<sup>+</sup> if ♦)
- **2 in the suit of 1Suit response**= 5 cards, preemptive
- **2new suit**= natural **1RF**
- **2NT**= 4 cards only in the suit (if major), inviting 3NT
- **3ma**= 4 cards only in the suit of response, invitational with fit for ma (5th<sup>+</sup> if ♣, 4th<sup>+</sup> if ♦)
- **3new suit** = **GF** and normally **ST**, with 5<sup>+</sup> cards in the suit of response even with values only in the new suit
- **3♠** (after 1♥ response)= **SB** (s/v in the suit) with 12+/15- and 5<sup>+</sup>♥

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- **3 in the suit of 1Suit response** = game trying with 5 cards
- **3NT**= 4 cards only in the suit (if major), 12/15
- **4♥** (after 1♠ response)= **SB** (s/v in the suit) with 12+/15- and 5+♠
- **4M in the suit of response**= 5 cards at least, sometimes a “tactical” raise to try to keep the second opponent side out of the auction.

1m	<i>pass</i> <i>(double)</i> <i>(1Suit)</i>	1Suit	<i>double</i>
1NT			

**balanced 18/20-**, without 3 or 4 card support for responder’s M (double or 4M respectively)

**Note.** If response has been 1♦, 1NT does not deny 3 or 4 card support.

1m	<i>pass</i> <i>(double)</i> <i>(1Suit)</i>	1Suit	<i>1Suit</i> <i>2Suit</i>
double			

**Support double:** 3 card support for responder’s suit with no obligation in strength or distribution

It should be noted that if opener fails to double, responder must infer that opener has fewer than 3 cards in responder’s major suit.

After 1♦ response followed by 1M overcall, if opener has a **balanced hand 18/20-** with a stopper in the suit- even though there is a ♦ support- it is preferable to bid **1NT** more indicative.

After the support double, the auction goes on naturally. Specifically- if the second opponent passes- responder bids:

- **pass**= exceptionally, for penalties
- **1♠**= natural **1RF**, with 4♠-4/5♦
- **1NT**= 4 cards only in the M response suit, stopper in the opponent’s suit(s), 10 **HCP** max.
- **2ma**= 4 cards only in the response suit, minimum values with fit (5th+ if ♣, 4th+ if ♦)
- **2 in the response suit**= possibly 4 cards only, minimum values
- **2new suit**= natural **1RF**
- **CB of the overcall at the 2 level**= as first priority asks for (if opponents have bid only a suit) or assures (if opponents have bid two suits) a stopper for 3NT, with 4 cards only in the suit of the response (if major)<sup>34</sup> and values at least invitational. Possible a **ST** hand with 5+ cards in the suit of response and a control in the suit of **CB**. Opener must clarify strength and presence of a stopper (2/3NT with stopper and minimum/maximum; other indicative bid without a stopper)
- **2NT**= 4 cards only in the M response suit, inviting 3NT
- **3ma**= 4 cards only in the response suit, invitational with fit (5th+ if ♣, 4th+ if ♦)
- **3 in the response suit**= 5 cards, invitational
- **3NT**= 4 cards only in the M response suit, stopper in the opponent’s suit(s), 12+/15-
- **4M in the response suit**= 5 cards at least, sometimes a “tactical” raise to try to keep the second opponent side out of the auction.

**Note.** After a 2♣ response (surely positive) the opener’s double over the second opponent’s suit is always for **penalties!**

1m	<i>pass</i> <i>(double)</i> <i>(1Suit)</i>	1Suit	<i>1Suit</i>
1NT			

**balanced 18/20-**, without 3 or 4 card support for responder’s M with a sure stopper in the opponent’s suit(s)

<sup>34</sup> See further the **General Rule** concerning a 3NT attempt after opponent(s) has(have) overcalled.

1m	<i>pass</i> <i>(double)</i> <i>(1Suit)</i>	1Suit	1Suit
2 opp. Suit			

balanced 18/20-, without 3 or 4 card support for responder's M, asks for a stopper in the suit (or assures the stopper if the opponents' suits are two)

1♦	<i>pass</i>	1NT	<i>double</i>
redouble			

balanced 18/20-

1♣	<i>pass</i>	1NT	<i>double</i>
redouble			

suggests to penalize a possibly opponent's suit (responder is maximum)

### After a responder's pass preceded or followed by opposing competitive bids

1m	<i>pass</i>	pass	<i>double</i>
1NT			

balanced 18/20-

1m	<i>double</i>	pass	<i>pass</i>
1NT			

balanced 18/20-

1m	1Suit	pass	<i>pass</i>
1NT			

balanced 18/20- with a sure stopper in the overcaller's suit

1m	<i>pass</i> <i>(double)</i> <i>(1Suit)</i>	pass	1 Suit
1NT			

balanced 18/20- with a sure stopper in the overcaller's suit (if the suits are two, at least the stopper is required for the RHO's suit).

### After a defensive two-suiter convention (*Ghestem* type) at the two level

After 2♦ or 2NT overcall in the auctions:

1♣	2♦	(shows ♥-♠)
----	----	-------------

1♣	2NT	(shows ♦-♥)
----	-----	-------------

1♦	2♦	(shows ♣-♠)
----	----	-------------

1♦	2NT	(shows ♣-♥)
----	-----	-------------

- **3ma (3♣ too)** is always competitive (max. 9): promises 4<sup>+</sup> cards after 1♦ opening bid and 5 good/6 cards after 1♣ opening bid.

For instance:

1♦	2♦	3♦	competitive with 4 <sup>+</sup> ♦
1♣	2NT	3♣	competitive with 5(6)♣

- the **CB of the overcall** (if opponent's suit is of equivalent rank to **ma**) is always invitational or better (10<sup>+</sup>) in this suit (as usual promises 4<sup>+</sup> cards after 1♦ opening bid and 5 good/6 after 1♣ opening bid).

For instance:

1♦	2♦	3♣	invitational or better in ♦
----	----	----	-----------------------------

Opener has ♦, his LHO ♣ and ♠; 3♣ is the **CB** of the overcall of the suit of lower rank between the two suits: hence makes reference to the suit of the opening bid (♦), that is of lower rank than the other (♥).

- the **bid of the remaining suit** is natural, shows 5<sup>+</sup> cards and it is:

- **GF** if higher than the **CB** of the opponent's suit of equivalent rank;
- invitational only (9+/12-) if lower.

For instance:

1♣	2NT	3♠	<b>GF</b> with 5 <sup>+</sup> ♠
----	-----	----	---------------------------------

Opener has ♣, his LHO ♦ and ♥; 3♠ is the bid of the remaining suit and is higher than the **CB** of the overcall of the opponent's suit of corresponding rank (3♥): so it is **GF**

Another example:

1♦	2♦	2♥	invitational with 5 <sup>+</sup> ♥
----	----	----	------------------------------------

Opener has ♦, his LHO ♣ and ♠; 2♥ is the bid of the remaining suit and is not higher than the **CB** of the overcall of the opponent's suit of corresponding rank (2♠): so it is invitational only.

- the **CB of the overcall** (if opponent's suit is of equivalent rank to the remaining suit) is **GF** if higher than that suit; it is invitational only if lower.

For instance:

1♦	2♦	2♠	<b>GF</b> with 5 <sup>+</sup> ♥
----	----	----	---------------------------------

Another example:

1♣	2NT	3♥	invitational with 5 <sup>+</sup> ♠
----	-----	----	------------------------------------

- **2/3NT** are natural with stoppers in both opponents' suits; 2NT is logically invitational only(10/11)
- **double** shows hands at least invitational and generally balanced, without a support for opener's suit and without a his own suit at least 5 cards long: consequently **invites as a general rule to penalize**.  
It is also possible that responder has some length in one of opponent's suit, always with the purpose to penalize if that suit will become the trump.  
If the penalty is impossible or- in any case- opener or responder prefer to play in 3NT, they can go on the auction bidding an opponent's suit in order **to show** the stopper there. In that case, the subsequent **CB** of the overcall of the other suit asks for an half guard (like Jxx or Qx).  
Everything according to the

### General Rule

- when opponents have bid only a suit, the **CB** asks for a stopper (full, at least Qxx)
- when opponents have bid two suits, the (first) **CB** shows the guard (obviously without a full guard in the other suit, with which partner would bid directly 3NT); the possibly succeeding **CB** of the second suit consequently gives and asks for a guard complement).

A corollary of the Rule is that: "**one gives the stopper that is biddable**".

That is to say: if opponents have showed two suits, but only one is cuebiddable under the 3NT level:

- the **CB** promises a stopper in the suit (and denies a stopper- at least full- in the other)
- 3NT guarantees a stopper in the suit not cuebiddable, but not necessarily in that cuebiddable!

For example:

1♦	1♠	2♥	3♣	
3♠				stopper in ♠ and not in ♣
3NT				sure stopper in ♣, dubious in ♠



## 5. One Heart opening bid

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### Raise responses

**2♥ = elastic raise 5/9:**

- 5/7 unbalanced with 3 card fit (1a)
- 5/7 balanced with 3 or 4 card fit (1b)
- 8/9 balanced with 3 or 4 card fit (1c)

**2NT = invitational raise 8/11 with 3 card fit:**

- 8/9 unbalanced (2a)
- 10/11 unbalanced (2b)
- 10/11 balanced (2c)

**3♣ = invitational raise 8/11 unbalanced with 4 or more card fit:**

- 8/9 (3a)
- 10/11 (3b)

**3♦ = invitational raise 10/11 balanced with 4 or more card fit**

**3♥ = preemptive raise 0/7 with 4 card fit for a tendentially<sup>35</sup> unbalanced hand**

**3NT (for shortness in ♠), 4♣, 4♦ = SB: conventional raise 8/11 with Hxxx<sup>+</sup> fit, singleton (NOT s Ace) or chicane in the suit, 3 or 4 controls**

**4♥ = “destructive” raise, max. 9 with 5 card fit**

### Other responses

**pass = usually 0/4 (hands with ♠ Axxx or KJxxx are good for the 1 over 1 response; those with 6 or 7 card suits are worth of the specific preemptive jump shift response 2 and 3♠)**

**1♠ = natural 1RF, normally with 4 or more ♠ but without a ♥ support, except GF or ST hands**

**1NT = 5<sup>+</sup>/12-, strictly denies a ♥ fit; almost 1RF: opener passes only with 5♥-3-3-2 or 5♥-4♠-2-2 and minimum values (12/14-)**

**2♣ = GF, natural with 4<sup>+</sup> ♣ (possibly only 3♣ as a rare exception with a ♥ fit for balanced hands)**

**2♦ = GF, natural with 4<sup>+</sup> ♦ (possibly only 3♦ as a rare exception with a ♥ fit for balanced hands)**

**2♠ = preemptive (3/5 with 6 cards)**

**3♠ = preemptive (3/5 with 7 cards)**

<sup>35</sup> A singleton or chicane is requested only if vulnerable versus not vulnerable

## Opener's rebids after responder raises

**1♥-2♥**

Opener's rebids:

- pass=> if opponents reopen, responder always competes at the 3 level with 4 card fit or with 3 card also but with s/v in the opponents' suit; with 8/9 and 3 card fit reopen by doubling and redoubling after a double
- 2♠= **relay** =>
  - 2NT (for s/v in ♠), 3♣, 3♦: shortness in the suit with hands (1a)
  - 3♥= hands (1b)
  - 3NT= hands (1c)
- 2NT (for ♠), 3♣, 3♦ = **TB** =>
  - 3♥= no **TB** agreement
  - 3♣, 3♦= counter-**TB** (not minimum hand)
  - 4♥= **TB** agreement (H(H)xx in the suit)
  - 3♠, 4♣, 4♦ raising the suit of **TB** = Hxxx<sup>+</sup>
- 3♥= **preemptive raise** (1-2-3) with 6♥
- 3♠= 6♥-5♠ **ST**
- 3NT= 18/19 5-3-3-2
- 4♣, 4♦= 2-suiters **ST**
- 4♥

**1♥-2NT**

Opener's rebids:

- 3♠= **relay** =>
  - 3♦= hands (2a) =>
    - 3♥= **SO**
    - 3♠= asks for s/v =>
      - 3NT (for ♠), 4♣, 4♦= s/v =>
        - **CB**
        - 4♥
        - 4NT= **KCB**
    - 4♥
  - 3♥= hands (2c) =>
    - pass
    - 3NT
    - **CB**
    - 4♥
    - 4NT= **KCB**
  - 3♠, 3NT (for ♣), 4♦= s/v in the suit with hands (2b) =>
    - **CB**
    - 4♥
    - 4NT= **KCB**
- 3♦= **TB** =>
  - 3♥= no ♦ agreement
  - 3♠, 4♣= **CB** with Hxxx<sup>+</sup> ♦ =>
    - **CB** (♥ trump)
    - 4♥
    - 4NT= **KCB** with six Key Cards: ♥, ♦<sup>36</sup>
  - 4♦= Hxxx<sup>+</sup> ♦, no ♠ and ♣ controls (consequently a balanced hand 10/11) =>

<sup>36</sup> See Chapter 17

- 4♥
- CB (♥ trump)
- 4NT= KCB with six Key Cards: ♥, ♦

- 4♥= ♦ agreement =>
  - pass
  - CB
  - 4NT= KCB ♥

- 3♥= minimum values, transfers the initiative to responder

- 3♠= 4♠ (asks for support) with GF or ST hands seeking for a 4-4 fit =>

- 4♣, 4♦= CB with 4<sup>+</sup>♠ =>
  - CB (♠ trump)
  - 4♠
  - 4NT= KCB with six Key Cards: ♥, ♠

- 4♥= no 4♠ (forced call) =>
  - pass
  - CB
  - 4NT= KCB

- 4♠= 4♠, no ♣ and ♦ controls (consequently a balanced hand 10/11) =>
  - pass
  - 4NT= KCB with six Key Cards: ♥, ♠
  - CB (♠ trump)

- 4♥

- 4NT= KCB

### 1♥-3♣

**Note.** 3♣ shows some hands weaker than those bid with 3NT or 4m SB.

Opener's rebids:

- 3♦= relay =>

- 3♥= hands (3a) =>
  - pass
  - 3♠= asks for s/v =>
    - 3NT (for ♠), 4♣, 4♦= s/v =>
      - CB
      - 4♥
      - 4NT= KCB

- 4♥

- 3♠, 3NT (for ♦), 4♣: s/v in the suit with hands (3b) =>
  - CB
  - 4♥
  - 4NT= KCB

- 3♥= minimum values, transfers the initiative to responder

- 3♠= 4♠ (asks for support) with GF or ST hands seeking for a 4-4 fit =>

- 4♣, 4♦= CB with 4<sup>+</sup>♠ =>
  - 4♠
  - CB (♠ trump)
  - 4NT= KCB with six Key Cards: ♥, ♠

- 4♥= no 4♠ (forced call) =>
  - pass
  - CB
  - 4NT=KCB

- 4♥= possibly preemptive with 6♥

- 4NT= KCB

**1♥-3♦**

Opener's rebids:

- 3♥= minimum values, transfers the initiative to responder
- 3♠= 4♠ (asks for support) with **GF** or **ST** hands seeking for a 4-4 fit =>
  - 4♣, 4♦= **CB** with 4<sup>+</sup>♠=>
    - 4♠
    - **CB** (♠ trump)
    - 4NT= **KCB with six Key Cards: ♥, ♠**
  - 4♥= no 4♠ (forced bid) =>
    - pass
    - **CB**
    - 4NT (**KCB**)
  - 4♠= 4♠, no ♣ and ♦ controls =>
    - pass
    - 4NT= **KCB with six Key Cards: ♥, ♠**
    - **CB** (♠ trump)
- 3NT
- 4♣, 4♦= **CB** with **ST** hands (may have a ♠ control, because 3♠ would be natural showing the suit)
- 4♥= possibly preemptive with 6♥
- 4NT= **KCB**

**1♥-3NT (for ♠)**

**1♥-4♣**

**1♥-4♦**

Opener's rebids:

- 4♥
- **CB**
- 4NT= **KCB**

**Notes.**

1) When responder uses the above explained raises, opener do not apply the **RA**. If this makes a slam trying, normally must have 3 Aces or 2 Aces and a void; anyway opener can verify the number of Aces with the **KCB** (normal or with six Key Cards).

2) After 1♥-2NT-3♦ and an implicit (**CB**) or explicit ♦ support, **CBs** imply the opening bid suit (♥) as trump, because 3♦ can be based only on a 3 card suit and there is no certainty to play in ♦. On the contrary, after 1♥-2NT or 3♣ or 3♦-3♠ and an implicit (**CB**) or explicit ♠ support, **CBs** always imply ♠ as trump, seeing that 3♠ is necessary based on a 4 card suit..

**However, a possibly succeeding KCB after the ♦ or ♠ support is always with six Key Cards!**

**Opener's rebids after 1♠ response**

1♥	1♠
2♠	

12/14 with 5<sup>+</sup>♥-4♠

Responder's rebids:

- pass
- 2NT= **ID**. Responses:
  - 3♣= 5♥-4♠-3/4♣ (s/v in ♦)
  - 3♦= 5♥-4♠-3/4♦ (s/v in ♣)
  - 3♥=6♥-4♠
  - 3♠= 5♥-4♠-2-2

- 3♣, 3♦ = TB
- 3♠ = preemptive raise with 5♠
- 4♠

1♥	1♠	15/17 with 5 <sup>+</sup> ♥-4♠
3♠		

Responder's rebids:

- pass
- 3NT/4m = RA
- 4♠

1♥	1♠	18/22 (or 3½-4½ LT) with 5 <sup>+</sup> ♥-4♠ and s/v in m
4m		

1♥	1♠	18/22 with 5♥-4♠-2-2
4♠		

1♥	1♠	12/14 with 5♥-3-3-2
1NT		

After 1NT rebid, responder can employ the **MTWS** convention already explained in the previous chapters concerning the minor suit opening bids:

- ♦ 2♣ bid is a relay that forces opener to rebid 2♦; generally is **invitational** (9+/12-) but:
  - after 1♣-1♦ can be weak with 5/6♦ (and responder passes the obliged 2♦ rebid);
  - after 1♣-1♦, followed by 3NT, shows 4♦-4M or 4♦-4♥-4♠ of exactly 18/19
  - after 1♣-1♥, followed by 3NT, shows 4♥-4♠ of exactly 18/19
- ♦ 2♦ is a relay **GF** (12<sup>+</sup>), checkback in the response suit (asks for a three card support)
- ♦ jumping rebids (**except 3♣ SO**) are at least **GF** and describe a specific shape.

**Note.**

Only a 2♦ rebid can show **ST** hands with a ♥ support; with all other hands (weak or invitational) responder raises immediately, failing to bid the ♠ suit.

1♥	1♠	<b>forced</b>
1NT	2♣	
2♦		

Continuation:

- pass = **SO** with 5<sup>+</sup>♦-4♠
- 2♠ = invitational with 5 (possibly 6 "bad")♠ (not excluded 4m)
- 3♣ = invitational with 5♠-5♣
- 3♦ = invitational with 5♠-5♦
- 3♠ = invitational with 6♠

1♥	1♠	<b>GF</b> with 5 <sup>+</sup> ♠ (at first asks for 3 card support in the suit; not excluded a ♥ support with <b>ST</b> hands (in that case also only 4♠ are possibly))
1NT	2♦	

Opener's rebids

- 2♥ = 5♥-3-3-2♠ =>

- 2♠ = 6♠ **ST**, but the suit is not quite solid (otherwise responder would bid 3♠ over 1NT: see further)
- 2NT = **IA** with ♥ trump

- 2♠ = 5♥-3♠-3-2 =>

- 2NT = **IA** with ♠ trump
- 3♥ = sets ♥ as trump in order to apply the **RA** with 4♠ (or five, but with preference to play in ♥)

1♥	1♠	<b>SO</b> with 4/5♠-2♥, but with preference to play in ♥ rather than in NT
1NT	2♥	

1♥	1♠	SO with 5/6♠
1NT	2♠	

1♥	1♠	inviting 3NT with 4♠
1NT	2NT	

1♥	1♠	<u>SO with 6♣</u>
1NT	3♣	

1♥	1♠	GF with 5♠-5♦
1NT	3♦	

1♥	1♠	ST with 6 solid ♠ (sets the trump suit) => RA
1NT	3♠	

1♥	1♠	to play in with 4♠
1NT	3NT	

1♥	1♠	auto-SB: MST in a limited hand with 6 <sup>+</sup> ♠
1NT	4♣, 4♦	

1♥	1♠	slam excluded with 6♠
1NT	4♠	

**Note.**

2♣ after 1♥-1♠-1NT can be logically employed even by a passed responder (it is already possibly an invitational hand of 9<sup>+</sup>/12- strength).

2♦, after 1♥-1♠-1NT, on the contrary is natural and therefore not forcing with 5♠-5♦ in a weak hand: opener passes or prefers 2♠ with 3 card support.

With those hands- if not passed- responder repeats ♠ (1♥-1♠-1NT-2♠); but with good ♦ and bad ♠, may rebid 2♣ and passes over the forced 2♦ (1♥-1♠-1NT-2♣-2♦).

1♥	1♠	12/17 with 5 <sup>+</sup> ♥-4 <sup>+</sup> ♣ (possibly only 3 cards of ♣ with 5♥-3♣-3-2 and 15/17)
2♣		

Responder's rebids:

- 2♦ = **FS** (normally with 5♠ in search for 3 card support in invitational or better hands; possibly ♣ fit **ST**)
- 2♥ = **SO** preference with 2 card support
- 2♠ = 6/9- with 6 cards
- 2NT = inviting 3NT with 4♠
- 3♣ = invitational with 4<sup>+</sup> cards
- 3♦ = **GF** with 5♠-5♦
- 3♥ = **ST** => **RA**
- 3♠ = **NF**: 9<sup>+</sup>/12- with 6 cards
- 4♣ = **KCB** ♣
- 4♦ = **SB**: ♣ fit for hands 12+/15-
- 4NT = **KCB** ♠

1♥	1♠	12/17 with 5 <sup>+</sup> ♥-4 <sup>+</sup> ♦ (possibly only 3 cards of ♦ with 5♥-3♦-3-2 and 15/17)
2♦		

Responder's rebids:

- pass = ♥ s/v with 3<sup>+</sup>♦ and minimum values
- 2♥ = **SO** preference with 2 card support
- 2♠ = 6/9- with 6 cards
- 2NT = inviting 3NT with 4♠
- 3♣ = **FS** (normally with 5♠ in search for 3 card support in **GF** hands; possibly ♦ fit **ST**)

- 3♦ = invitational with 4<sup>+</sup> cards
- 3♥ = **ST** => **RA**
- 3♠ = **NF**: 9<sup>+</sup>/12- with 6 cards
- 4♣ = **SB**: ♦ fit for hands 12<sup>+</sup>/15-
- 4♦ = **KCB** ♦
- 4NT = **KCB** ♠

1♥	1♠	one-suiter (6 cards 12/15)
2♥		

Responder's rebids:

- pass
- 2♠ = ♥ s/v, 6/9- with 6♠
- 2NT = inviting 3NT
- 3♣ = **GF**, usually with strength in the suit and 5♠ in search for 3 card support; possibly 5♠-5♣
- 3♦ = **GF**, usually with strength in the suit and 5♠ in search for 3 card support; possibly 5♠-5♦
- 3♥ = **ST** => **RA**<sup>37</sup>
- 4NT = **KCB** ♠

1♥	1♠	<b>conventional</b>
2NT		

Opener's possibly hands:

5♥-5m **GF**

5♥-3♠-3-2 18/19

Responder rebids naturally, with the exception of 3♣ (relay) over which opener clarifies:

- 3♦ = 5♥-5♦

- 3♥ = 5♥-5♣

- 3♠ = 5♥-3♠-3-2

1♥	1♠	<b>conventional</b> : 5/6♥ and 4♣ <b>only</b> , 18/22 <b>GF</b>
3♣		

Responder's rebids:

- 3♦ = **FS**: ask for a full stopper in order to play in 3NT
- 3♥ = **ST** => **RA**
- 3♠ = 6<sup>+</sup>♠
- 3NT = medium-minimum hand with a ♦ stopper
- 4♣ = **ST** with 4<sup>+</sup>♣
- 4NT = **MST**
- 4♥, 5♣ = minimum hands, forced to game owing to opener's **GF**

1♥	1♠	<b>conventional</b> : 5/6♥ and 4♦ <b>only</b> , 18/22 <b>GF</b>
3♦		

Responder's rebids:

- 3♥ = **ST** => **RA**
- 3♠ = 6<sup>+</sup>♠
- 3NT = medium-minimum hand with a ♣ stopper
- 4♣ = **CB** with 4<sup>+</sup>♦
- 4♦ = **ST** with 4<sup>+</sup>♦, no ♣ control
- 4♥, 5♦ = minimum hands, forced to game owing to opener's **GF**
- 4NT = **MST**

1♥	1♠	one-suiter (6 cards 16/18)
3♥		

Responder's rebids:

- pass
- 3♠ = **GF** with 5<sup>+</sup> cards
- 3NT
- 4m = **CB** with ♥ fit
- 4♥

<sup>37</sup> If responder's hand is only invitational (consequently with 2 card ♥ support), he must choose among pass and 4♥, because 3♥ is **ST**.

1♥	1♠	5♥-2♠-3-3 18/19
3NT		

### 1NT response and opener's rebids

1♥	1NT	Normally natural with 4 <sup>+</sup> ♣ 12/17 (the ♣ suit may be shorter than 4 cards with 5♥-4♠-2-2 or 5♥-3♠-3-2 and 15/17)
2♣		

Responder's rebids:

- pass= 4<sup>+</sup>♣, s/v in ♥, 5/9-
- 2♦ = 5<sup>+</sup> cards, 5/9-
- 2♥ = 2 card support, 5/9-
- 2♠ = **conventional**: 4<sup>+</sup>♣, **constructive support 9<sup>+</sup>/12-**

For example:

1♥	1NT	with ♠xx ♥xx ♦AQxx ♣KJ10xx
2♣	2♠	

- 2NT= stoppers in the side-suits, 9+/12-
- 3♠ = **preemptive**, 5<sup>+</sup>♣, 5/9- (with a stronger hand the bid would be 2♠)

For example:

1♥	1NT	with ♠xx ♥x ♦Qxxx ♣Kxxxxx
2♣	3♠	

- 3♦ = 6 card solid suit, 9<sup>+</sup>/12-

For example:

1♥	1NT	with ♠Jxx ♥x ♦AQJ10xx ♣Qxx
2♣	3♦	

1♥	1NT	Normally natural with 4 <sup>+</sup> ♦ 12/17 (the ♦ suit may be shorter than 4 cards with 5♥-3♦-3♠ or 5♥-4♠-3♦ and 15/17)
2♦		

Responder's rebids:

- pass= 4♦, s/v in ♥, 5/9-
- 2♥ = 2 card support, 5/9-
- 2♠ = **conventional**: 4<sup>+</sup>♦, **constructive support 9<sup>+</sup>/12-**
- 2NT= stoppers in the side-suits, 9+/12-
- 3♠ = 6 card solid suit, 9<sup>+</sup>/12-
- 3♦ = **preemptive**, 5<sup>+</sup>♦, 5/9- (with a stronger hand the bid would be 2♠)

1♥	1NT	one-suiter (6 cards 12/15)
2♥		

Responder's rebids:

- pass
- 2♠ = **conventional**: s/v in ♥, 5<sup>+</sup>♣-5<sup>+</sup>♦ 8<sup>+</sup>/12-
- 2NT= s in ♥, 9+/12- (possibly ♥ fit with xx in a balanced hand suitable for NT)
- 3♠ = s/v in ♥, good 6 or 7 card suit with hand (even minimum) more suitable for a ♣ contract
- 3♦ = s/v in ♥, good 6 or 7 card suit with hand (even minimum) more suitable for a ♦ contract
- 3♥ = 2♥, 9<sup>+</sup>/12-

Some examples of responder's rebids after 1♥-1NT-2♥:

pass with:	♠ Kx	♥ x	♦ Qxx	♣ Q10xxxxx
2♠ with:	♠ x	♥ x	♦ Axxxxx	♣ KJxxxx
3♣ with:	♠ xx	♥ x	♦ Qxx	♣ KQ10xxxx
3♥ with:	♠ KJx	♥ Qx	♦ Axxx	♣ xxxx

1♥	1NT	16 <sup>+</sup> , at least 5♥-4♠, <b>1RF</b> . With 5-4-2-2 18/19 opener may rebid 3NT (With 5-4-3-1 or more/minus <b>HCP</b> , opener rebids 2♠ anyway)
2♠		

Responder's rebids:

- 2NT= 5/7, not too unbalanced
- 3♠ = good 6 or 7 card suit with minimum hand: suggests to play the contract unless opener is maximum



- 3♦ = good 6 or 7 card suit with minimum hand: suggests to play the contract unless opener is maximum
- 3♥ = 2♥ support with minimum hand unsuitable for NT
- 3♠ = Hxx/HHx ♠ support with 9<sup>+</sup>/12- and hand unsuitable for NT
- 3NT = from 8 HCP

Some examples of responder's rebids after 1♥-1NT-2♠:

2NT with: ♠ xxx ♥ x ♦ K10xx ♣ QJxxx  
 3NT with: ♠ Jx ♥ xx ♦ KJxxx ♣ KQ10x  
 3♥ with: ♠ Qx ♥ Jx ♦ Kxxxx ♣ xxxx  
 3♠ with: ♠ KQx ♥ x ♦ Axxxx ♣ xxxx  
 3♦ with: ♠ Jx ♥ x ♦ KQJxxx ♣ xxxx

1♥	1NT
2NT	

**conventional:** 5♥-5m GF

Responder rebids naturally, with the exception of 3♣ (relay) over which opener clarifies:

- 3♦ = 5♥-5♦ s/v in the suit of inferior rank (♣)
- 3♥ = 5♥-5♠ s/v in the suit of inferior rank (♦)
- 3♠ = 5♥-5♦ s in the suit of superior rank (♠)
- 3NT = 5♥-5♠ s in the suit of superior rank (♠)
- 4♠ = 5♥-5♠ v in ♠
- 4♦ = 5♥-5♦ v in ♠

1♥	1NT
3♣	

**conventional:** 5/6♥ and 4♣ only, 18/22 GF

Responder's rebids:

- 3♦ = ♦ but not ♠ stopper
- 3♥ = **ST** with a ♥ fit of Hx and values in high-cards
- 3♠ = ♦ stopper and ♠ half stopper (asks for a guard in the suit)<sup>38</sup>. It should be noted that this case stretches the general rule of the "third suit" that affirms the stopper in the bid suit.
- 3NT = medium-minimum hand with stoppers in ♦ and in ♠
- 4♣ = **ST** with 4<sup>+</sup>♣ fit and values in high-cards
- 4♥, 5♠ = minimum hands, forced to game owing to opener's GF
- 4NT = quantitative: **MST** with maximum values (10/12-)

1♥	1NT
3♦	

**conventional:** 5/6♥ and 4♦ only, 18/22 GF

Responder's rebids:

- 3♥ = **ST** with a ♥ fit of Hx and values in high-cards
- 3♠ = ♣ stopper, asks a ♠ stopper<sup>39</sup>. It should be noted that this case stretches the general rule of the "third suit" that affirms the stopper in the bid suit.
- 3NT = medium-minimum hand with stoppers in ♣ and in ♠
- 4♣ = **CB** with 4<sup>+</sup>♦ and values in high-cards
- 4♦ = **ST** with 4<sup>+</sup>♦ and values in high-cards, no ♣ control
- 4NT = quantitative: **MST** with maximum values (10/12-)
- 4♥, 5♦ = minimum hands, forced to game owing to opener's GF

1♥	1NT
3♥	

16/18 with 6♥

1♥	1NT
3♠	

6♥-5♠ 3½-4½ LT, GF

Responder's rebids:

- 4♣ (for ♥) = **artificial:** 2♥ support in a **ST** hand; does not guarantee the ♣ control
- 4♦ (for ♠) = **artificial:** 3♠ support in a **ST** hand; does not guarantee the ♦ control
- 4M = minimum hand

<sup>38</sup> Responder has 3♠, 2♥ and 3♣ at the maximum: so he holds a ♦ stopper for sure (to a minimum 5 cards in the suit!)

<sup>39</sup> Responder has 3♠, 2♥ and 3♦ at the maximum: so he holds a ♣ stopper for sure (to a minimum 5 cards in the suit!)

1♥	1NT
3NT	

5♥-3-3-2 or 5♥-4♠-2-2 18/19

## Two over one responses and continuation

1♥	2♣
2♦	

with 4 cards and strength till the maximum of the opening bid; with 5 cards as far as 17 **HCP**: being the auction **GF**, opener jumps in his second suit only with **5-5** hands of 18/22 **HCP** or 3½-4½ **LT**)

Responder's rebids:

- 2♥ = **ID** with **ST** hand (see further the auction 1♥-2♣-2♦-2♥)
- 2♠ = **FS**, as first priority seeks for a stopper in the suit but 4♠ cards are also possible (for this reason, with 5♥-4♦-4♠ opener raises)
- 2NT = asks for an explanation of opening bid hand shape (3♣ = 3 or 4 cards; 3♦ = 5-5; 3♥ = 6-4; 3♠ = 5-4-4; 3NT = 5-4-2-2 or 5-4-3-1♣)
- 3♣, 3♦ = natural
- 3♥ = transfers a possible slam trying to opener (medium hand) =>
  - **RA**
  - 4♥
- 3♠ = 6♣-5♠ =>
  - 3NT = no support (max. x in ♣ and xx in ♠)
  - 4♣ = fit
  - other suit = control with fit for ♠
- 3NT = minimum hand (12+/15-)
- 4♣ = **KCB ♣** (long and solid suit)
- 4♦ = **KCB ♦**
- 4♥ = minimum hand (normally without Aces or with a ♥ support of xxx)

1♥	2♣
2♥	

with 5♥ only, up till 17 **HCP** (possibly 4/5♣, but with minimum hands only; denies 4♦ and 4♠)

Responder's rebids:

- 2NT = asks for a 3 or 4 card ♣ support; it should be noted that the opening bid hand is necessarily minimum if opener raises later with four cards (see further)
- 2♠, 3♣, 3♦ = natural (♠ and ♦ are possibly stoppers in order to play in 3NT)
- 3♥ = **ST** and forcing opener to **RA**
- 3♠ = 6♣-5♠ =>
  - 3NT = no support
  - 4♣ = 3 or 4 card fit (or Hx)
  - 4♦, 4♥ = suit control with 3♠ and 1+ Aces
  - 4♠ = 3♠ and 0 Aces
- 3NT = minimum hand (12+/15-)
- 4♣ = **KCB ♣** (long and solid suit)
- 4♦ = 6♣-5♦ =>
  - 4♥ (for ♣) = **artificial**: agrees ♣ as trump (no control guaranteed in ♥)
  - 4♠ (for ♦) = **artificial**: agrees ♦ as trump (no control guaranteed in ♠)
- 4♥ = "**fast arrival**": denies controls in both side-suits

1♥	2♣
2♠	

with 4 cards and ambiguous strength

Responder's rebids:

- 2NT = asks for an explanation of opening bid hand shape (3♣ = 3 or 4 cards; 3♦ = 5-4-3-1♣; 3♥ = 6-4; 3NT = 5-4-2-2)
- 3♣ = natural
- 3♦ = **FS**, normally in search for 3NT
- 3♥ = **ST** and forcing opener to **RA**
- 3♠ = **ST** and forcing opener to **RA**
- 3NT = minimum hand (12+/15-)
- 4♣ = **KCB ♣** (long and solid suit)
- 4♦ = 6♣-5♦ =>
  - 4♥ (for ♣) = **artificial**: agrees ♣ as trump (no control guaranteed in ♥)
  - 4♠ (for ♦) = **artificial**: agrees ♦ as trump (no control guaranteed in ♠)
  - 4NT = no support for responder's minor suits

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- 4♥ = minimum hand (normally without Aces or with a ♥ support of xxx)
- 4♠ = minimum hand (normally without Aces or with a ♠ support of xxxx)

1♥	2♣
2NT	

**conventional:** **6♥**, till 18 HCP if the suit is not almost totally solid (precondition for a jump to the 3 level).  
Denies 4♦ and 4♠ but not 4♣; with 6♥-4♦ or 4♠ opener rebids 2♦ or 2♠: calls that do not exclude 6♥

Responder's rebids:

- 3♥ = **ST** and forcing opener to **RA**
- 3♣; 3♦, 3♠; 3NT = natural (♠ and ♦ possibly stoppers in order to play in 3NT)
- 4♣ = **KCB ♣** (long and solid suit)
- 4♦ = 6♣-5♦ =>
  - **4♥ (for ♣)** = **artificial**: agrees ♣ as trump (no control guaranteed in ♥)
  - **4♠ (for ♦)** = **artificial**: agrees ♦ as trump (no control guaranteed in ♠)
  - 4NT = no support for responder's minor suits
- 4♥ = "**fast arrival**": denies controls in both side-suits (possibly 2♥ only)

1♥	2♣
3♣	

4 card support with a not minimum hand (usually 15+ HCP and 5-4-2-2; inferior strength allowed with more unbalanced hands)

Responder's rebids:

- 3♥ = **ST** and forcing opener to **RA** (♥ is trump, but responder may reach slam in ♣)
- 4♣ = **natural ST**, sets the trump suit and invites to **CB** (4♣ is NOT **KCB** since responder may have a suit without controls and must suggest ♣ as the trump suit for a possible slam; 3♥ would be a natural support; 3♦ and 3♠ stoppers in order to reach 3NT)

1♥	2♣
3♦	

5-5 from 18 (or 3½-4½ LT)

Responder's rebids:

- 3♥ = **ST** and forcing opener to **RA**
- 4♦ = **natural ST**, sets the trump suit and invites to **CB** (3♥ would be a natural support; 3♠ **FS**, stopper-seeking in order to reach 3NT)

1♥	2♣
3♥	

**16/18 with a totally solid suit that becomes the trump suit and forces responder to RA**

1♥	2♣
3♠	

6♥-5♠ of 3½-4½ LT

Responder's rebids:

- 3NT = denies a support either in ♥ or in ♠
- **4♣ (for ♥)** = **artificial**: ♥ support in a **ST** hand; does not guarantee the ♣ control
- **4♦ (for ♠)**: **artificial**: 3+ ♠ support in a **ST** hand; does not guarantee the ♦ control
- 4M = minimum hand

1♥	2♣
3NT	

5-3-3-2 18/19

1♥	2♣
4♣	

**KCB ♣**

**A special sequence**

1♥	2♣
2♦	2♥

**ST in ♥, ID**

Responses to **ID**:

- 2♠ = 3 or 4 cards (5♥-4♦-*s/v* in ♣)
- 2NT = 5♥-4♦-2-2

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- 3♣ = 3 cards (5♥-4♦-3♣)
- 3♦ = 5 cards (5♥-5♦)
- 3♥ = 6 cards (6♥-4♦)
- 4♣ = **4 cards** (5♥-4♦-4♣)

1♥	2♦
2♥	

with 5♥ only, up till 17 HCP (possibly 4/5♣ or 4<sup>+</sup>♦, but with minimum hands only; denies 4♠)

Responder's rebids:

- 2NT = asks for a 3 or 4 card ♦ support; it should be noted that the opening bid hand is necessarily minimum if opener raises later with four cards (see further)
- 2♠, 3♣, 3♦ = natural (♠ and ♣ possibly stoppers for 3NT)
- 3♥ = **ST** forcing opener to **RA**
- 3♠ = 6♦-5♠ =>
  - 3NT = denies a support either in ♦ or in ♠
  - 4♦ = 3 or 4 card fit
  - 4♣, 4♥ = **CB** with a ♠ fit and 1+ Aces
  - 4♠ = ♠ fit and 0 Aces
- 3NT = minimum hand (12+/15-)
- 4♣ = 6♦-5♣ =>
  - 4♦ = 3 or 4 card fit, or HX
  - 4♥, 4♠ = **CB** with 3♣
  - 4NT = no support for responder's minor suits
- 4♦ = **KCB** ♦ (long and solid suit)
- 4♥ = "**fast arrival**": denies controls in both side-suits

1♥	2♦
2♠	

with 4 cards and "ambiguous" values

Responder's rebids:

- 2NT = asks for an explanation of opening bid hand shape (3♣ = 5-4-4; 3♦ = 3 or 4 cards; 3♥ = 6-4; 3NT = 5-4-2-2 or 5-4-3-1♦)
- 3♣ (**FS**), 3♦ = natural
- 3♥ = **ST** forcing opener to **RA**
- 3♠ = **ST** forcing opener to **RA**
- 3NT = minimum hand (12+/15-)
- 4♣ = 6♦-5♣ =>
  - 4♦ = 3 or 4 card fit, or HX
  - 4♥, 4♠ = **CB** with fit 3♣
  - 4NT = no support for responder's minor suits
- 4♦ = **KCB** ♦ (long and solid suit)
- 4♥ = minimum hand (normally without Aces or with a ♥ support of xxx)
- 4♠ = minimum hand (normally without Aces or with a ♠ support of xxx)

1♥	2♦
2NT	

**conventional:** **6♥**, till 18 HCP if the suit is not almost totally solid (precondition for a jump to the 3 level). Denies 4♠ but not 4♣ or 4♦; with 6♥-4♣ opener rebids 2♠: calls that do not exclude 6♥

Responder's rebids:

- 3♣, 3♦, 3♠, 3NT = natural (♠ and ♣ possibly stoppers in order to play in 3NT)
- 3♥ = **ST** forcing opener to **RA**
- 4♦ = **KCB** (long and solid suit)
- 4♥ = "**fast arrival**": possibly xx fit, denies controls in both side-suits

1♥	2♦
3♣	

4<sup>+</sup>♣ from 16

Responder's rebids:

- 3♦, 3♠, 3NT = natural (♠ **FS** stopper-seeking for 3NT)
- 3♥ = **ST** forcing opener to **RA**
- 4♣ = natural **ST**, sets ♣ as trump and invites to **CB** (3♥ would be a natural support; 3♠ **FS**, stopper-seeking in order to reach 3NT)
- 4♦ = **KCB** (long and solid suit)

1♥	2♦
3♦	

4 card support with a not minimum hand (usually 15<sup>+</sup> HCP and 5-4-2-2; inferior strength allowed with more unbalanced hands)

Responder's rebids:

- 3♥ = **ST** forcing opener to **RA** (♥ is trump, but responder may reach the slam in ♦)
- 4♦ = **natural ST**, sets ♦ as trump and invites to **CB** (3♥ would be a natural support; 3♠ a stopper for 3NT)

1♥	2♦
3♥	

16/18 with a totally solid suit that becomes the trump suit and forces responder to RA

1♥	2♦
3♠	

6♥-5♠ of 3½-4½ LT

Responder's rebids:

- 3NT=denies a support either in ♥ or in ♠
- 4♣ (for ♥) = **artificial**: ♥ support in a **ST** hand; does not guarantee the ♣ control
- 4♦ (for ♠): **artificial**: 3<sup>+</sup>♠ support in a **ST** hand; does not guarantee the ♦ control
- 4M= minimum hand

1♥	2♦
3NT	

5-3-3-2 18/19

1♥	2♦
4♦	

KCB ♦

**Note.** Facing a passed partner, two over one bids are however **1RF**: responder may have a limit raise in ♥ with a good side-suit, to show in order to disclose a possible double-fit

**1♥-2♠**

Opener's rebids:

- pass
- 3/4♠ = preemptive raise with 3/4 card fit
- 2NT (**Ogust convention**) = relay with maximum hands =>
  - 3♣ = bad hand & bad suit (a)
  - 3♦ = bad hand & good suit (b)
  - 3♥ = good hand & bad suit (c)
  - 3♠ = good hand & good suit (d)

**Note.** Responses after a takeout double or an overcall over Ogust 2NT.

In case of double responder makes use of the general rule (**the first two steps are replaced by pass and redouble**):

- pass = bad hand & bad suit
- redouble = bad hand & good suit
- 3♣ = good hand & bad suit
- 3♦ = good hand & good suit

In case of overcall responder:

- bids normally if his response is not influenced (inferior) by opponent's overcall
- double if his response is the same that opponent's 3Suit
- pass if his response is influenced (superior) by opponent's overcall

## 6. One Spade opening bid

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### Raise responses

**2♠ = elastic raise 5/9:**

- 5/7 unbalanced with 3 card fit (1a)
- 5/7 balanced with 3 or 4 card fit (1b)
- 8/9 balanced with 3 or 4 card fit (1c)

**2NT = invitational raise 8/11 with 3 card fit:**

- 8/9 unbalanced (2a)
- 10/11 unbalanced (2b)
- 10/11 balanced (2c)

**3♣ = invitational raise 8/11 unbalanced with 4 or more card fit:**

- 8/9 (3a)
- 10/11 (3b)

**3♦ = invitational raise 10/11 balanced with 4 or more card fit**

**3♠ = preemptive raise 0/7 with 4 card fit for a tendentially<sup>40</sup> unbalanced hand**

**3NT (for shortness in ♥), 4♣, 4♦ = SB: conventional raise 8/11 with Hxxx+ fit, singleton (NOT s Ace) or chicane in the suit, 3 or 4 controls**

**4♠ = “destructive” raise, max. 9 with 5 card fit**

### Other responses

**pass = usually 0/4**

**1NT = 5<sup>+</sup>/12<sup>-</sup>, strictly denies a ♠ fit; almost 1RF: opener passes only with 5-3-3-2 and minimum values (12/14<sup>-</sup>)**

**2♣ = GF, natural with 4<sup>+</sup>♣ (possibly only 3♣ as a rare exception with a ♠ fit for balanced hands)**

**2♦ = GF, natural with 4<sup>+</sup>♦ (possibly only 3♦ as a rare exception with a ♠ fit for balanced hands)**

**2♥ = GF, natural with 5<sup>+</sup>♥**

**3♥ = “very invitational” but NF, with a good 6 card suit and 9<sup>+</sup>/12<sup>-</sup>, usually with s/v in ♠ or with xx but with a very solid ♥ suit.**

**Opener passes only with s/v in ♥ or with a “mini”-fit but with a minimum opening-bid strength**

<sup>40</sup> A singleton or chicane is requested only if vulnerable versus not vulnerable

## Opener's rebids after responder raises

### 1♠-2♠

Opener's rebids:

- pass=> if opponents reopen, responder always competes at the 3 level with 4 card fit or with 3 card also but with s/v in the opponents' suit; with 8/9 and 3 card fit reopen by doubling and redoubling after a double
- 2NT= **relay** =>
  - 3♣, 3♦, 3♥= shortness in the suit with hands (1a)
  - 3♠= hands (1b)
  - 3NT= hands (1c)
- 3♣, 3♦, 3♥= **TB** =>
  - 3♠= no **TB** agreement
  - 3♦, 3♥= counter-**TB** (not minimum hand)
  - 4♠= **TB** agreement (H(H)xx in the suit)
  - 4♣, 4♦, 4♥ raising the suit of **TB** = Hxxx<sup>+</sup>
- 3♠= **preemptive raise** (1-2-3) with 6♠
- 3NT= 18/19 5-3-3-2
- 4♣, 4♦, 4♥= 2-suiters **ST**
- 4♠

### 1♠-2NT

Opener's rebids:

- 3♣= **relay** =>
  - 3♦= hands (2a) =>
    - 3♥ asks for s/v =>
      - 3NT (for ♥), 4♣, 4♦= s/v =>
        - **CB**
        - 4♠
        - 4NT (**KCB**)
    - 3♠ (**SO**)
    - 4♠
  - 3♠= hands (2c) =>
    - pass
    - 3NT
    - **CB**
    - 4♠
    - 4NT= **KCB**
  - 3♥, 3NT (for ♣), 4♦= s/v in the suit with hands (2b) =>
    - **CB**
    - 4♠
    - 4NT= **KCB**
- 3♦= **TB** =>
  - 3♥, 4♣= **CB** with Hxxx<sup>+</sup>♦ =>
    - 4♠
    - **CB** (♠ trump)
    - 4NT= **KCB** with six Key Cards: ♠, ♦
  - 3♠= no ♦ agreement =>
    - pass
    - **CB**
    - 4♠
    - 4NT= **KCB**
  - 4♦= Hxxx<sup>+</sup>♦, no ♥ and ♣ controls (consequently a balanced hand 10/11) =>
    - 4♠
    - **CB** (trump ♠)
    - 4NT= **KCB** with six Key Cards: ♠, ♦

- 4♠ = ♦ agreement =>
  - pass
  - 4NT = KCB ♠
  - CB

- 3♥ = TB =>

- 3♠ = no ♥ agreement =>
  - pass
  - CB
  - 4♠
  - 4NT = KCB
- 4♣, 4♦ = CB with Hxxx<sup>+</sup>♥ =>
  - 4♥
  - CB (♥ trump)
  - 4NT = KCB with six Key Cards: ♥, ♠
- 4♥ = Hxxx<sup>+</sup>♥, no ♦ and ♣ controls (consequently a balanced hand 10/11) =>
  - pass
  - CB trump ♥
  - 4NT = KCB with six Key Cards: ♥, ♠
- 4♠ = ♥ agreement =>
  - pass
  - 4NT = KCB ♠
  - CB

- 3♠ = minimum values, transfers the initiative to responder

- 4♠

- 4NT = KCB

**1♠-3♣**

*Note.* 3♣ shows some hands weaker than those bid with 3NT or 4m **SB**.

Opener's rebids:

- 3♦ = relay =>

- 3♠ = hands (3a) =>
  - pass
  - 3NT = asks for s/v =>
    - 4♣, 4♦, 4♥ = s/v =>
      - CB
      - 4♠
      - 4NT = KCB
  - 4♠
- 3♥, 3NT (for ♦), 4♣ = s/v in the suit with hands (3b) =>
  - CB
  - 4♠
  - 4NT = KCB

- 3♥ = TB =>

- 3♠ = no ♥ agreement =>
  - pass
  - CB
  - 4♠
  - 4NT = KCB
- 4♣, 4♦ = CB with Hxxx<sup>+</sup> in ♥ =>
  - 4♥
  - CB (♥ trump)
  - 4NT = KCB with six Key Cards: ♥, ♠
- 4♠ = ♥ agreement =>
  - pass
  - 4NT = KCB ♠
  - CB

- 3♠ = minimum values, transfers the initiative to responder



- 4♠= possibly preemptive with 6♠
- 4NT= **KCB**

**1♠-3♦**

Opener's rebids:

- 3♥= **TB** =>
  - 3♠= no ♥ agreement =>
    - pass
    - **CB**
    - 4♠
    - 4NT= **KCB**
  - 4♣, 4♦= **CB** with Hxxx<sup>+</sup> in ♥<sup>41</sup>=>
    - 4♥
    - **CB** (trump ♥)
    - 4NT= **KCB with six Key Cards: ♥, ♠**
  - 4♥= Hxxx<sup>+</sup> ♥, no ♣ and ♦ controls=>
    - pass
    - **CB** (♥ trump)
    - 4NT= **KCB with six Key Cards: ♥, ♠**
  - 4♠= ♥ agreement =>
    - pass
    - 4NT= **KCB ♠**
    - **CB**
- 3♠= minimum values, transfers the initiative to responder
- 3NT
- 4♣, 4♦= **CB** with **ST** hands (may have a ♥ control, because 3♥ would be **TB**)
- 4♠= possibly preemptive with 6♠
- 4NT= **KCB**

**1♠-3NT (for ♥)**

**1♠-4♣**

**1♠-4♦**

Opener's rebids:

- 4♠
- **CB**
- 4NT= **KCB**

**Note.**

1) When responder uses the above explained raises, opener do not apply the **RA**. If this makes a slam trying, normally must have 3 Aces or 2 Aces and a void; anyway opener can verify the number of Aces with the **KCB** (normal or with six Key Cards).

2) After 1♠-2NT-3♦ and an implicit (**CB**) or explicit ♦ support, **CBs** imply the opening bid suit (♠) as trump, because 3♦ can be based only on a 3 card suit and there is no certainty to play in ♦. On the contrary, after 1♠-2NT or 3♣ or 3♦-3♥ and an implicit (**CB**) or explicit ♥ support, possibly **CBs** always imply ♥ as trump, seeing that 3♥ is necessary based on a 4 card suit.

**However, a possibly succeeding KCB after the ♦ or ♥ support is always with six Key Cards!**

<sup>41</sup> Possible a ♠ control, because 3♠ would deny 4 cards in ♥

## 1NT response and opener's rebids

1♠	1NT
2♣	

Normally natural with 4<sup>+</sup>♣ 12/17 (the ♣ suit may be shorter than 4 cards with 5♠-3♣-3-2 15/17)

Responder's rebids:

- pass= 4<sup>+</sup>♣, s/v in ♠, 5/9-
- 2♦= 5<sup>+</sup> cards, 5/9-
- 2♥= 5<sup>+</sup> cards, 5/9-
- 2♠= 2 card support, 5/9-
- 2NT= stoppers in the side-suits, 9+/12-
- 3♣= 5<sup>+</sup>♣, **constructive support 9<sup>+</sup>/12-**; here there is not the possibility to employ the conventional bid of 2♣ available after 1♥ opening bid
- 3♦= 6 card solid suit, 9<sup>+</sup>/12-

1♠	1NT
2♦	

Normally natural with 4<sup>+</sup>♦ 12/17 (the ♦ suit may be shorter than 4 cards with 5♠-3♥-3♦-2♣ 15/17)

Responder's rebids:

- pass= 4<sup>+</sup>♦, s/v in ♠, 5/9-
- 2♥= 5<sup>+</sup> cards, 5/9-
- 2♠= 2 card support, 5/9-
- 2NT= stoppers in the side-suits, 9+/12-
- 3♣= 6 card solid suit, 9<sup>+</sup>/12-
- 3♦= 5<sup>+</sup>♦, **constructive support 9<sup>+</sup>/12-**; here there is not the possibility to employ the conventional bid of 2♣ available after 1♥ opening bid

1♠	1NT
2♥	

5<sup>+</sup>♠-4<sup>+</sup>♥, 12/17

Responder's rebids:

- pass= 5/9-, 4♥ or 3♥ with s/v in ♠
- 2♠= 2 card support, 5/9-
- 2NT= stoppers in the side-suits, 9+/12-
- 3♣= 6 card solid suit, 9+/12-
- 3♦= 6 card solid suit, 9+/12-
- 3♥= 4 card support, 9+/12-
- 4m= **CB** with 4♥ support, 9+/12- in high cards
- 4♥= usually with 5 card support

1♠	1NT
2♠	

one-suiter (6 cards 12/15)

Responder's rebids:

- pass
- 2NT= s in ♠, 9+/12- (possibly ♠ fit with xx in a balanced hand suitable for NT)
- 3♣= s/v in ♠, good 6 or 7 card suit with hand (even minimum) more suitable for a ♣ contract
- 3♦= s/v in ♠, good 6 or 7 card suit with hand (even minimum) more suitable for a ♦ contract
- 3♥= s/v in ♠, good 6 or 7 card suit with hand (even minimum) more suitable for a ♥ contract
- 3♠= 2♠, 9<sup>+</sup>/12-

1♠	1NT
2NT	

**conventional**

Possible hands:

- 5♠-5 **GF**
- 5♠-3♥-3-2 18/19

Responder rebids naturally, with the exception of 3♣ (relay) over which opener clarifies:

- 3♦= 5♠-5♦
- 3♥= 5♠-5♥
- 3♠= 5♠-3♥-3-2
- 3NT= 5♠-5♣

1♠	1NT
3♣	

**conventional: 5/6♠ and 4♣ only, 18/22 GF**

Responder's rebids:

- 3♦ = ♦ but not ♥ stopper
- 3♥ = ♥ but not ♦ stopper<sup>42</sup>
- 3♠ = **ST** with a ♠ fit of Hx and values in high-cards
- 3NT = medium-minimum hand with stoppers in ♦ and in ♥
- 4♣ = **ST** with 4+ ♣ fit and values in high-cards
- 4♠, 5♣ = minimum hands, forced to game owing to opener's **GF**
- 4NT = quantitative: **MST** with maximum values (10/12-)

1♠	1NT
3♦	

**conventional:** 5/6♠ and 4♦ only, 18/22 **GF**

Responder's rebids:

- 3♥ = ♥ but not ♣ stopper
- 3♠ = **ST** with a ♠ fit of Hx and values in high-cards
- 3NT = medium-minimum hand. (According to the General Rule expounded in Chapter 4, **3NT guarantees a ♥ stopper but does not assure it in ♣**)
- 4♣ = **CB** with 4+ ♦ and values in high-cards
- 4♦ = **ST** with 4+ ♦ and values in high-cards, no ♣ control
- 4♠, 5♦ = minimum hands, forced to game owing to opener's **GF**
- 4NT = quantitative: **MST** with maximum values (10/12-)

1♠	1NT
3♥	

**conventional:** 5/6♠ and 4♥ only, 18/22 **GF**

Responder's rebids:

- 3♠ = **ST** with a ♠ fit of Hx and values in high-cards
- 3NT = medium-minimum hand with stoppers in the side-suits
- 4♣, 4♦ = **CB** with 4+ ♥ and values in high-cards
- 4♠, 4♥ = minimum hands, forced to game owing to opener's **GF**
- 4NT = quantitative: **MST** with maximum values (10/12-)

1♠	1NT
3♠	

16/18 with 6♠

1♠	1NT
3NT	

5♠-2♥-3-3 18/19

## Two over one responses and continuation

1♠	2♣
2♦	

with 4 cards and strength till the maximum of the opening bid; with 5 cards as far as 17 **HCP**: being the auction **GF**, opener jumps in his second suit only with **5-5** hands of 18/22 **HCP** or 3½-4½ **LT**)

Responder's rebids:

- 2♥ = **FS**, as first priority seeks for a stopper in the suit but 4♥ cards are also possible (for this reason, with 5♠-4♦-4♥ opener raises)
- 2♠ = **ID** with **ST** hand (see further the "special auction" 1♠-2♣-2♦-2♠)
- 2NT = asks for an explanation of opening bid hand shape (3♣ = 3 or 4 cards; 3♦ = 5-5; 3♠ = 6-4; 3NT = 5-4-2-2 or 5-4-3-1♣)
- 3♣, 3♦ = natural
- 3♥ = 6♣-5♥ =>
  - 3NT = no support (max. x in ♣ and xx in ♥)
  - 4♣ = fit
  - other suit = control with fit for ♥
- 3♠ = transfers a possible slam trying to opener (medium hand) =>
  - RA
  - 4♠
- 3NT = minimum hand (12+/15-)
- 4♣ = **KCB** ♣ (long and solid suit)

<sup>42</sup> In this case- unlike the analogue situation after the 1♥ opening bid- the General Rule of the **FS** is valid (i.e. the bid **assures** the stopper): responder has 2♣ maximum, but could be long in ♥ and short in ♦.

- 4♦ = **KCB ♦**
- 4♠ = minimum hand (normally without Aces or with a ♠ support of xxx)

1♠	2♣
2♥	

with 4 cards and strength till the maximum of the opening bid; with 5 cards as far as 17 **HCP**: being the auction **GF**, opener jumps in his second suit only with **5-5** hands of 18/22 **HCP** or 3½-4½ **LT**)

Responder's rebids:

- 2♠ = **ID** with **ST** hand (see further the "special auction" 1♠-2♣-2♦-2♠)
- 2NT = asks for an explanation of opening bid hand shape bid (3♣ = 3 or 4 cards; 3♥ = 5-5; 3♠ = 6-4; 3NT = 5-4-2-2 or 5-4-3-1♠)
- 3♣, 3♦ = **FS**, as first priority seeks for a stopper in the suit
- 3♠ = transfers a possible slam trying to opener (medium hand) =>

- **RA**

- 4♠

- 3NT = minimum hand (12+/15-)
- 4♣ = **KCB ♣** (long and solid suit)
- 4♥ = minimum hand (normally without Aces or with a ♥ support of xxxx)
- 4♠ = minimum hand (normally without Aces or with a ♠ support of xxx)

1♠	2♣
2♠	

with 5♠ only, up till 17 **HCP** (possibly 4/5♣, but with minimum hands only; denies 4♦ and 4♥)

Responder's rebids:

- 2NT = asks for a 3 or 4 card ♣ support; it should be noted that the opening bid hand is necessarily minimum if opener raises later with four cards (see further)
- 3♣, 3♦, 3♥ = natural (♥ and ♦ are possibly stoppers in order to play in 3NT)
- 3♠ = **ST** and forcing opener to **RA**
- 3NT = minimum hand (12+/15-)
- 4♣ = **KCB ♣** (long and solid suit)
- 4♠ = "**fast arrival**": denies controls in both side-suits

1♠	2♣
2NT	

**conventional**: **6♠**, till 18 **HCP** if the suit is not almost totally solid (precondition for a jump to the 3 level). Denies 4♦ and 4♥ but not 4♣; with 6♠-4♦ or 4♥ opener rebids 2♦ or 2♥: calls that do not exclude 6♠

Responder's rebids:

- 3♣, 3♦, 3♥, 3NT = natural (♥ and ♦ possibly stoppers in order to play in 3NT)
- 3♠ = **ST** and forcing opener to **RA**
- 4♣ = **KCB ♣** (long and solid suit)
- 4♠ = "**fast arrival**": denies controls in both side-suits (possibly 2♠ only)

1♠	2♣
3♣	

4 card support with a not minimum hand (usually 15+ **HCP** and 5-4-2-2; inferior strength allowed with more unbalanced hands)

Responder's rebids:

- 3♠ = **ST** and forcing opener to **RA** (♠ is trump, but responder may reach slam in ♣)
- 4♣ = **natural ST**, sets the trump suit and invites to **CB** (4♣ is NOT **KCB** since responder may have a suit without controls and must suggest ♣ as the trump suit for a possible slam; 3♠ would be a natural support; 3♦ and 3♥ stoppers in order to reach 3NT)

1♠	2♣
3♦	

5-5 from 18 (or 3½-4½ **LT**)

Responder's rebids:

- 3♠ = **ST** and forcing opener to **RA**
- 4♦ = **natural ST**, sets the trump suit and invites to **CB** (3♠ would be a natural support; 3♥ **FS**, stopper-seeking in order to reach 3NT)

1♠	2♣
3♥	

5-5 from 18 (or 3½-4½ **LT**)

Responder's rebids:

- 3♠ = **ST** and forcing opener to **RA**
- 3NT = no support in the majors
- 4♣, 4♦ = **ST: CB** fixing ♥ as trump

1♠	2♣
3♠	

16/18 with a totally solid suit that becomes the trump suit and forces responder to RA

1♠	2♣
3NT	

5-3-3-2 18/19

1♠	2♣
4♣	

KCB ♣

## Two special sequences

1♠	2♣
2♦	2♠

ST in ♠, ID

Responses to ID:

- 2NT= 5♠-4♦-2-2
- 3♣= 3 cards (5♠-4♦-3♣)
- 3♠= 6 cards (6♠-4♦)
- 3♦= 5 cards (5♠-5♦)
- 3♥= 3 or 4 cards (5♠-4♦-*s/v* in ♣)
- 4♣= **4 cards** (5♠-4♦-4♣)

1♠	2♣
2♥	2♠

ST in ♠, ID

Responses to ID:

- 2NT= 5♠-4♥-2-2
- 3♣= 3 cards (5♠-4♥-3♣)
- 3♦= 3 or 4 cards (5♠-4♥-*s/v* in ♣)
- 3♥= 5 cards (5♠-5♥)
- 3♠= 6 cards (6♠-4♥)
- 4♣= **4 cards** (5♠-4♥-4♣)

1♠	2♦
2♥	

with 4 cards and strength till the maximum of the opening bid; with 5 cards as far as 17 HCP: being the auction GF, opener jumps in his second suit only with 5-5 hands of 18/22 HCP or 3½-4½ LT)

Responder's rebids:

- 2♠= ID with ST hand (see further the auction 1♠-2♦-2♥-2♠)
- 2NT= asks for an explanation of opening bid hand shape (3♣= 4 cards; 3♦= 3 or 4 cards; 3♥= 5-5; 3♠= 6-4; 3NT= 5-4-2-2 or 5-4-3-1♦)
- 3♣ (FS), 3♦= natural
- 3♥= ST and forcing opener to RA
- 3♠= transfers a possible slam trying to opener (medium hand) =>
  - RA
  - 4♠
- 3NT= minimum hand (12+/15-)
- 4♦= KCB ♦ (long and solid suit)
- 4♥= minimum hand (normally without Aces or with a ♥ support of xxxx)
- 4♠= minimum hand (normally without Aces or with a ♠ support of xxx)

1♠	2♦
2♠	

with 5♠ only, up till 17 HCP (possibly 4/5♣ or 4<sup>+</sup>♦, but with minimum hands only; denies 4♥)

Responder's rebids:

- 2NT= asks for a 3 or 4 card ♦ support; it should be noted that the opening bid hand is necessarily minimum if opener raises later with four cards (see further)
- 3♣, 3♦, 3♥= natural (♥ and ♣ possibly stoppers for 3NT)
- 3♠= ST forcing opener to RA

- 3NT= minimum hand (12+/15-)
- 4♦ = **KCB** ♦ (long and solid suit)
- 4♠ = "**fast arrival**": denies controls in both side-suits

1♠	2♦
2NT	

**conventional:** 6♠, till 18 HCP if the suit is not almost totally solid (precondition for a jump to the 3 level).  
Denies 4♥ but not 4♣ or 4♦; with 6♠-4♥ opener rebids 2♥: calls that do not exclude 6♠

Responder's rebids:

- 3♣, 3♦, 3♥, 3NT= natural (♥ and ♣ possibly stoppers in order to play in 3NT)
- 3♠ = **ST** and forcing opener to **RA**
- 4♦ = **KCB** ♦ (long and solid suit)
- 4♠ = "**fast arrival**": denies controls in both side-suits (possibly 2♠ only)

1♠	2♦
3♣	

4+♣ from 16

Responder's rebids:

- 3♦; 3♥ (**FS**), 3NT= natural
- 3♠ = **ST** and forcing opener to **RA**
- 4♣ = natural **ST**, sets the trump suit and invites to **CB** (3♠ would be a natural support; 3♥ a ♥ stopper in order to reach 3NT)
- 4♦ = **KCB** ♦ (long and solid suit)

1♠	2♦
3♦	

4 card support with a not minimum hand (usually 15+ HCP and 5-4-2-2; inferior strength allowed with more unbalanced hands)

Responder's rebids:

- 3♠ = **ST** and forcing opener to **RA** (♠ is trump, but responder may reach slam in ♦)
- 4♦ = **natural ST**, sets the trump suit and invites to **CB** (4♦ is NOT **KCB** since responder may have a suit without controls and must suggest ♦ as the trump suit for a possible slam; 3♠ would be a natural support; 3♥ stopper in order to reach 3NT)

1♠	2♦
3♥	

5-5 from 18 (or 3½-4½ LT)

Responder's rebids:

- 3♠ = **ST** and forcing opener to **RA**
- 3NT= no support in the majors
- 4♣, 4♦ = **ST: CB** fixing ♥ as trump

1♠	2♦
3♠	

16/18 with a totally solid suit that becomes the trump suit and forces responder to **RA**

1♠	2♦
3NT	

5-3-3-2 18/19

1♠	2♦
4♦	

**KCB** ♦

### Special sequence

1♠	2♦
2♥	2♠

**ST** in ♠, **ID**

Responses to **ID**

- 2NT= 5♠-4♥-2-2
- 3♣= 3 or 4 cards (5♠-4♥-s/v in ♦)
- 3♦= 3 cards (5♠-4♥-3♦)
- 3♥= 5 cards (5♠-5♥)
- 3♠= 6 cards (6♠-4♥)
- 4♦= **4 cards** (5♠-4♥-4♦)

1♠	2♥
2♠	

with 5♠ only, up till 17 HCP (possibly 4/5♣ or 4<sup>+</sup>♦, but with minimum hands only; denies 4♥)

Responder's rebids:

- 2NT= invites opener to show a possible minor side-suit (opener must have necessarily 5♠-2♥-3-3 or 4+ cards in a minor suit: if he has the 3-3 in the minors, calls 3NT)
- 3♣, 3♦= natural (possibly third suit)
- 3♥= 6<sup>+</sup> cards=>
  - 3♠= CB with a ♥ fit and 1+ Aces
  - 3NT= natural, denies a support (max. xx in ♥)
  - 4♣= CB with a ♥ fit and 1/3 Aces (denies a ♠ control)
  - 4♦= CB with a ♥ fit and 1/2 Aces (denies a ♠ and ♣ control)
  - 4♥= ♥ fit and 0 Aces
- 3♠= ST forcing opener to RA
- 3NT= minimum hand (12+/15-)
- 4♠= "fast arrival": denies controls in both side-suits

**conventional:** 6♠, till 18 HCP if the suit is not almost totally solid (precondition for a jump to the 3 level). Denies 4♥ but not 4♣ or 4♦; with 6♠-4♥ opener rebids 2♥: calls that do not exclude 6♠

1♠	2♥
2NT	

**conventional:** 6♠, till 18 HCP if the suit is not almost totally solid (precondition for a jump to the 3 level). Does not deny 4m; possibly a ♥ fit, but only with no minimum hands. Opener makes the distinction between "good" and "bad" hands: with these, uses a SB support or closes with 4♥ (see further).

Responder's rebids:

- 3♣, 3♦; 3NT= natural (♦ and ♣ possibly stoppers in order to play in 3NT)
- 3♥= 6<sup>+</sup> cards=>
  - 3♠= CB with a fit ♥ and 1+ Aces
  - 3NT= natural, denies a support (max. xx in ♥)
  - 4♣= CB with a ♥ fit and 1/3 Aces (denies a ♠ control)
  - 4♦= CB with a ♥ fit and 1/2 Aces (denies a ♠ and ♣ control)
  - 4♥= ♥ fit and 0 Aces
- 3♠= ST forcing opener to RA
- 4♠= "fast arrival": denies controls in both side-suits

1♠	2♥
3♣	

4<sup>+</sup>♣ from 16

Responder's rebids:

- 3♦ (FS), 3NT= natural
- 3♥= 6<sup>+</sup> cards=>
  - 3♠= CB with a fit ♥ and 1+ Aces
  - 3NT= natural, denies a support (max. xx in ♥)
  - 4♣= CB with a ♥ fit and 1/3 Aces (denies a ♠ control)
  - 4♦= CB with a ♥ fit and 1/2 Aces (denies a ♠ and ♣ control)
  - 4♥= ♥ fit and 0 Aces
- 3♠= ST forcing opener to RA
- 4♣= natural ST, invites to CB with a ♣ support (3♠ is a natural support; 3♦ is a FS in order to play in 3NT)

1♠	2♥
3♦	

4<sup>+</sup>♦ from 16

Responder's rebids:

- 3♥= 6<sup>+</sup> cards=>
  - 3♠= CB with a fit ♥ and 1+ Aces
  - 3NT= natural, denies a support (max. xx in ♥)
  - 4♣= CB with a ♥ fit and 1/3 Aces (denies a ♠ control)
  - 4♦= CB with a ♥ fit and 1/2 Aces (denies a ♠ and ♣ control)
  - 4♥= ♥ fit and 0 Aces
- 3♠= ST and forcing opener to RA
- 3NT= natural
- 4♦= natural ST, invites to CB with a ♦ support

1♠	2♥
3♥	

3<sup>+</sup> card support with a not minimum hand (usually 15<sup>+</sup> HCP)

**Note.**

3♥ is tentatively **ST** considering the combined strength of the two hands; but responder- if holds an absolutely minimum hand- is not obliged to bid according to **RA**; if he bids 4♥ does not deny Aces. In any case, if responder wants to approach a slam, continues using the **RA**, that it to say that can bid:

- 3♠= **CB** (**RA**: shows a ♠ control of A or K- in this case<sup>43</sup>- and 1 Ace at least)
- 3NT= 1 Ace only (**RA**), without a ♠ control (only a s/v is possible)
- 4♣= **CB** (**RA**: 2 or 3 Aces without a ♠ control [see above])
- 4♦= **CB** (**RA**: 2 Aces without a ♣ and a ♠ control [see above], hence 4♦ shows the red Aces)
- 4♥= absolutely minimum hand (see above)

1♠	2♥
3♠	

16/18 with a totally solid suit that becomes the trump suit and forces responder to **RA**

1♠	2♥
3NT	

5-3-3-2 18/19

1♠	2♥
4♣	

**SB** (s/v in ♣ with 4<sup>+</sup>♥ fit for a medium-minimum hand 12/14: with stronger hands, opener raises to 3♥ as already seen)

1♠	2♥
4♦	

**SB** (s/v in ♦ with 4<sup>+</sup>♥ fit for a medium-minimum hand 12/14: with stronger hands, opener raises to 3♥ as already seen)

1♠	2♥
4♥	

**"fast arrival"** (with 3 or 4♥ in a minimum hand; with 4 card support the shape is 5♠-4♥-2-2 only, otherwise opener introduces his minor shortness with a **SB** as just seen)

**Note.** Facing a passed partner, two over one bids are however **1RF**: responder may have a limit raise in ♠ with a good side-suit, to show in order to disclose a possible double-fit

<sup>43</sup> Because ♠ is the primary opener's suit, the ♠ **CB** must strictly show Ace or K (see Chapter 17)



## 7. Defending against opposing competitive bids after an opening bid in a major suit

### After a takeout *double*

1M	<i>double</i>	?
----	---------------	---

- **redouble= GF** (possible a fit for the **Ma**)
- **1♠= 1RF**, ignores the **double** (but not with a minimum hand, since it is not necessary the "courtesy response" to the opening bid): usually with an unbalanced hand containing a ♥ s/v, thinking that the double should show 4♠, for which a prudential or tactic "pass" is generally preferable.
- **1NT= conventional**: is equivalent to a 2M raise without interference, but with 3 card fit only:
  - 5/7 unbalanced
  - 5/9 balanced

The developments in the bidding are the same in case of 2M raise without interference, with the small difference due to the inferior bidding level.

That is to say:

1♥	<i>double</i>	1NT
----	---------------	-----

Opener's rebids

- 2♥= **SO**
- 2♣, 2♦, 2NT (for ♠)= **TB** =>
  - ♥ at minimum level= no **TB** agreement
  - 2♦, 2♠= counter-**TB** (not minimum hand)
  - 3♥; 4♥ (over 2NT)= **TB** agreement
  - 3♣, 3♦, 3♠ raising the **TB** suit= Hxxx<sup>+</sup>
- 2♠= **relay** =>
  - 2NT (for ♠), 3♣, 3♦= s/v in the suit (5/7 unbalanced)
  - 3♥= 5/7 balanced
  - 3NT= 8/9 balanced
- 3♥= **preemptive raise** with 6♥
- 3♠= 6♥-5♠ **ST**
- 3NT= 18/19 5-3-3-2
- 4♣, 4♦= 5♥-5m or better **ST**
- 4♥

1♠	<i>double</i>	1NT
----	---------------	-----

Opener's rebids

- 2♣, 2♦, 2♥= **TB** =>
  - 2♠= no **TB** agreement
  - 2♦, 2♥= counter-**TB** (not minimum hand)
  - 3♠= **TB** agreement
  - 3♣, 3♦, 3♥ raising the **TB** suit = Hxxx<sup>+</sup>
- 2♠= **SO**
- 2NT= **relay**=>
  - 3♣, 3♦, 3♥= s/v in the suit (5/7 unbalanced)
  - 3♠= 5/7 balanced
  - 3NT= 8/9 balanced
- 3♠= **preemptive raise** with 6♠
- 3NT= 18/19 5-3-3-2
- 4♣, 4♦, 4♥= 5♠-5 or better **ST**
- 4♠

- **2Ma= elastic raise 5/9 in a balanced hand containing 4 card fit**

The developments in the bidding are the same in case of 2M raise without interference, with the differences due to the fact that responder has surely a balanced hand and 4 card fit.

That is to say:

1♥	<i>double</i>	2♥
----	---------------	----

Opener's rebids

- pass
- 2♠= **relay for min./max.** =>
  - 2NT= 5/7
  - 3♣= 8/9
- 2NT (for ♠), 3♣, 3♦ = **TB** =>
  - 3♥= no **TB** agreement
  - 3♣, 3♦ = counter-**TB** (not minimum hand)
  - 4♥= **TB** agreement
  - 3♠, 4♣, 4♦ raising the **TB** suit = Hxxx<sup>+</sup>
- 3♥= **preemptive raise** with 5♥ (responder has surely 4♥)
- 3♠= 6♥-5♠ **ST**
- 3NT= 18/19 5-3-3-2
- 4♣, 4♦ = 5♥-5m or better **ST**
- 4♥= also very weak but with 6♥

1♠	<i>double</i>	2♠
----	---------------	----

Opener's rebids

- pass
- 2NT= **relay for min./max.** =>
  - 3♣= 5/7
  - 3♦ = 8/9
- 3♣, 3♦, 3♥ = **TB** =>
  - 3♠= no **TB** agreement
  - 3♦, 3♥= counter-**TB** (not minimum hand)
  - 4♠= **TB** agreement
  - 4♣, 4♦, 4♥ raising the **TB** suit= Hxxx<sup>+</sup>
- 3♠= **preemptive raise** with 5♠ (responder has surely 4♠)
- 3NT= 18/19 5-3-3-2
- 4♣, 4♦, 4♥ = 5♠-5 or better **ST**
- 4♠= also very weak but with 6♠

- 2NT= ignores the double: **invitational (8/11 unbalanced, 10/11 balanced) 3 card fit**
- 3♣= ignores the double: **invitational (8/11 unbalanced with 4 card fit)**
- 3♦ = ignores the double: **invitational (10/11 balanced with 4 card fit)**
- 3Ma= ignores the double: **preemptive (max. 7 unbalanced with 4 card fit)**
- 3NT (for the aM), 4♣, 4♦ = ignores the double: **SB**, 8/11 with HHxx or Hxxxx fit, singleton (NO Ace) or void, 3/4 controls.
- 4Ma= ignores the double: **preemptive (max. 8/9 with 5 card fit)**
- 2♣, 2♦; 2♥ (after 1♠ opening bid)= a weak 6 cards hand (max. 7), a likely s/v in the **Ma**
- 2♠ (after 1♥ opening bid)= ignores the double: very weak (3/5 with 6 cards). Usually with s/v in ♥, thinking that the double should show 4♠. Opener can use the 2NT **Ogust** relay.
- 3♥ (after 1♠ opening bid)= ignores the double: **invitational with 6♥** (9/11, usually with s/v in ♠ and a very good ♥ suit, thinking that the double should show 4♥)
- 3♠ (after 1♥ opening bid)= ignores the double: **preemptive (3/5 with 7♠)**
- **pass**= "natural" weak, but possibly hands of 8/11 **HCP** lacking in the requirements previously shown.  
If the second opponent passes- converting the double for penalties- opener in his turn normally passes but bids 1NT with 18/19 in a balanced hand.

## After an overcall with a bid of a *suit*

1♥	1♠	?
----	----	---

- **1NT**= 8/10 with a ♠ stopper; denies 3<sup>+</sup>♥
- **double**= negative with 8<sup>+</sup>; the values are not limited because responder may also have a **GF** hand lacking of sufficient suit length for a free bid (see further)
- **2m**= 5<sup>+</sup> cards, **GF**
- **2♥**= ignores the overcall. Elastic raise 5/9:
  - 5/7 unbalanced with 3 card fit
  - 5/9 balanced
- **2♠ (CB)**= 3<sup>+</sup>♥: **ST**, does not assure the ♠ control
- **2NT**= ignores the overcall: **invitational (8/11 unbalanced, 10/11 balanced) 3 card fit**
- **3♣**= ignores the overcall: **invitational (8/11 unbalanced with 4 card fit)**
- **3♦**= ignores the overcall: **invitational (10/11 balanced with 4 card fit)**
- **3♥**= ignores the overcall: **preemptive (max. 7 unbalanced with 4 card fit)**
- **3♠, 4♣, 4♦**= **SB**, 8/11 with HHxx or Hxxxx fit, singleton (NO Ace) or void, 3/4 controls.
- **4♥**= ignores the overcall: **preemptive (max. 8/9 with 5 card fit)**
- **pass**= with hand:
  - 1) "natural" weak
  - 2) positive with length in ♠ and with which therefore responder would double for penalties ("trapp-pass").

For this reason, opener should rarely pass in this situation, as he must consider the fact that responder might have a hand of this type; that is to say normally reopens also with minimum hands- keeping the auction alive-, but with a shortness in ♠. Consequently- instead of passing (ending the auction) or bidding a suit- opener doubles (hoping that responder wished to penalize the opponents. But if his hand is offensive and he thinks that his side should play a contract instead of defending (for example, with a s/v in ♠ and a very unbalanced hand), opener must reopen with a bid that expresses his great potential (he can jump in a suit or also bid NT, in this case with balanced or semi-balanced hands of 18/20- and a good ♠ stopper. Exceptionally opener can make a **CB** of the overcall (2♠) with a 5-4-4-0♠ shape and excellent values (20/22).

1M	2/3 Suit	?
----	----------	---

- **double**= negative with 8<sup>+</sup>; the values are not limited because responder may also have a **GF** hand lacking of sufficient suit length for a free bid.
- **2new Suit, 3new Suit without jump**= 5<sup>+</sup> cards, **GF**
- **2Ma**= ignores the overcall. Elastic raise 5/9:
  - 5/7 unbalanced with 3 card fit
  - 5/9 balanced
- **2NT**= **conventional**; assures invitational values and a fit for opener's suit, but- failing the possibility to make all the systemic responses according to the length of the fit- this may be of 3 or 4 cards:
  - 8/11 unbalanced
  - 10/11 balanced

Opener continues as seen above in the absence of overcalling (there the support is made with 3 cards only, but the bidding mechanism is the same).

**Note.** After 2♠ over 1♥ opening bid, 3♥ raise is competitive (= good 2♥), whereas 2NT maintains the meaning just seen. If overcall is higher, 3Ma is always competitive; responder- with hands even though invitational only- must bid 4Ma ("**pressured bid**").
- **3new Suit with jump**= 6 cards, invitational (9<sup>+</sup>/12-), usually with singleton in **Ma** (also with xx if responder's suit is very good).
- **3Ma with jump**= ignores the overcall: **preemptive (max. 7 unbalanced with 4 card fit)**

- **4Ma a Nettle**= ignores the overcall: **preemptive (max. 8/9 with 5 card fit)**
  - **3NT with jump** (for **aM**), **4♣, 4♦ with jump**= ignores the overcall: **SB**, 8/11 with HHxx or Hxxxx fit, singleton (NO Ace) or void, 3/4 controls.
- Note.** *If responder has a natural 3NT hand (12/15 balanced, stopper in the opponent's suit without fit for Ma) he must use the negative double and subsequently bid 3NT!!!!*

- **CB of the overcall**= 3<sup>+</sup> card **Ma** support: **ST**, does not guarantee the control in the suit.

- **pass**= with hand:

1) "natural" week

2) positive with length in the overcaller's suit and with which therefore responder would double for penalties ("trapp-pass").

For this reason, opener should rarely pass in this situation, as he must consider the fact that responder might have a hand of this type; that is to say normally reopens also with minimum hands- keeping the auction alive-, but with a shortness in the opponent's suit. Consequently- instead of passing (ending the auction) or bidding a suit- opener doubles (hoping that responder wished to penalize the opponents). But if his hand is offensive and he thinks that his side should play a contract instead of defending (for example, with a s/v in the opponent's suit and a very unbalanced hand), opener must reopen bidding a suit or with a bid that expresses his great potential (he can jump in a suit or also bid NT, in this case with balanced or semi-balanced hands of 18/20- and a good stopper in the opponent's suit).

Exceptionally opener can make a **CB** of the overcall with a 5-4-4-0 shape (void in the overcaller's suit) and excellent values (20/22).

### After an overcall with a conventional bid of a *suit*

For example, if 1♠ is transfer to ♣ (or similar):

- **double**= 4<sup>+</sup> cards in the suit bid conventionally (♠ in the example), with sufficient values (8<sup>+</sup>)
- **CB of RSO** (2♣ in the example = denies 4<sup>+</sup> cards in the conventional suit of the opponent's overcall (with which responder would double) and is equivalent to a negative double
- **jump CB of RSO** (3♣ in the example)= 3 card **Ma** support: **ST**, does not assure the RSO control
- **2Ma**= ignores the overcall. Elastic raise 5/9:
  - 5/7 unbalanced with 3 card fit
  - 5/9 balanced

- **2NT**= **conventional**. See the case of a natural overcall. However, it is to distinguish the 1♠ overcall:

1♥	1♠	?
----	----	---

from the higher overcalls:

1M	2/3 Suit	?
----	----------	---

- **free bid**= forcing, like in the event of an overcall made with a natural bid
- **1NT**= 8/10 with a stopper in **RSO** (♣ in the example), without 3<sup>+</sup>♥
- **pass**= with hand:
  - 1) "natural" week
  - 2) positive with length in **RSO** and with which therefore responder would double for penalties ("trapp-pass").

### After an overcall with *1NT natural*

- **pass**= "natural" week
- **double**= for penalties, 8<sup>+</sup> typically
- **2Suit**= competitive, with 6<sup>+</sup> cards
- **2Ma, 2NT, 3♣, 3♦, 3Ma, 3NT, 4m**= raises that ignore the overcall
- **3aM**= invitational; usually with 7 cards suit and playing strength that requires minimum partner's values to produce game

### After an overcall with **1NT conventional**

In case of 1NT transfer to a suit (for example, 1NT equivalent to a 2♣ natural overcall) responder behaves like opponent has overcalled naturally in the suit, that is to say:

- **pass**= with hand:
  - 1) "natural" weak
  - 2) of limited strength (from 5<sup>+</sup> to 10<sup>-</sup>) but without ♦ support, unfit for a negative double, for bidding a suit or NT
  - 3) positive with length in **RSO** and with which responder would double for penalties ("trapp-pass").
- **double**= normal negative double with reference to **RSO**, that is to say with shortness in this suit; if the hand is minimum, the double must assure 4<sup>+</sup> cards in the **aM**
- **CB of RSO** (2♣ in the example)= balanced **GF** without interest in the **aM**: as first priority seeks for a stopper in **RSO**; not excluded a **ST** hand with **Ma** support
- **2new Suit**= free bid **GF** with 5 cards at least
- **2Ma, 2NT, 3♣, 3♦<sup>44</sup>, 3Ma, 3NT, 4m**= raises that ignore the overcall

### After an interference of the second opponent over 1♠ or 1NT response

1♥	<i>pass</i> <i>double</i>	1♠	<i>double</i>
<b>redouble</b>			

3 card ♠ support with no obligation in strength or distribution

It should be noted that if opener fails to redouble, responder must infer that opener has fewer than 3 cards in ♠

1♥	<i>pass</i> <i>double</i>	1♠	<i>2Suit</i>
<b>double</b>			

**Support double**: 3 card ♠ support with no obligation in strength or distribution

It should be noted that if opener fails to double, responder must infer that opener has fewer than 3 cards in ♠

1M	<i>pass</i>	1NT	<i>double</i>
<b>redouble</b>			

5M-3-3-2 18/19

### After a responder's pass preceded or followed by opposing competitive bids

1M	<i>pass</i>	pass	<i>double</i>
1NT			

5M-3-3-2 18/19

1M	<i>double</i>	pass	<i>pass</i>
1NT			

5M-3-3-2 18/19

1♥	<i>1♠</i>	pass	<i>pass</i>
1NT			

5♥-3-3-2 18/19 with a sure ♠ stopper

1♥	<i>pass</i>	pass	<i>1♠</i>
1NT			

5♥-3-3-2 18/19 with a sure ♠ stopper

### After a defensive two-suiter convention (**Ghestem** type) at the two level

Auctions:

1♥ 2♥ (shows ♣-♠)

1♠ 2♠ (shows ♣-♥)

<sup>44</sup> Even if the suit is the same of the **RSO**

1♥ 2NT (shows ♣-♦)

1♠ 2NT (shows ♣-♦)

• after 2Ma or 2NT overcall the Ma raise is always competitive

• after a 2NT overcall the CB in the opponent's minor suit (if this suit is of equivalent rank to Ma) is always invitational or better (10<sup>+</sup>) in this suit

For instance:

1♥ 2NT 3♣ invitational or better in ♥

Opener has ♥, his LHO ♣ and ♦; 3♣ is the CB of the overcall of the suit of equivalent rank to Ma (♦ would be the opponent's suit of equivalent rank to ♠): accordingly is almost invitational in ♥

• after a 2Ma overcall, responder can bid 2NT to describe invitational hands with support to Ma (according to the more general case of an overcall with a bid of a suit). For this reason, if responder employs the CB of the overcall of the suit equivalent in rank to Ma, this bid is ST with 3<sup>+</sup> card support, but does not assure the control in that suit.

• the bid of the remaining suit is natural, shows 5<sup>+</sup> cards and is GF.

For example:

1♥ 2NT 3♠ GF with ♠

• 3NT is natural with stoppers in both opponents' suits

• double shows hands at least invitational and generally balanced, without a support for opener's suit and without a his own suit at least 5 cards long: consequently **invites as a general rule to penalize.**

It is also possible that responder has some length in one of opponent's suit, always with the purpose to penalize if that suit will become the trump.

If the penalty is impossible or- in any case- opener or responder prefer to play in 3NT, they can go on the auction bidding an opponent's suit in order to show the stopper there. In that case, the subsequent CB of the overcall of the other suit asks for an half guard (like Jxx or Qx).

Everything according to the

### General Rule

- when opponents have bid only a suit, the CB asks for a stopper (full, at least Qxx)
- when opponents have bid two suits, the (first) CB shows the guard (obviously without a full guard in the other suit, with which partner would bid directly 3NT); the possibly succeeding CB of the second suit consequently gives and asks for a guard complement).

A corollary of the Rule is that: **"one gives the stopper that is biddable"**.

That is to say: if opponents have showed two suits, but only one is cuebiddable under the 3NT level:

- the CB promises a stopper in the suit (and denies a stopper- at least full- in the other)

- 3NT guarantees a stopper in the suit not cuebiddable, but not necessarily in that cuebiddable!

For example:

1♥	1♠	2♦	3♣	
3♠				stopper in ♠ and not in ♣
3NT				sure stopper in ♣, dubious in ♠

## 8. One Notrump opening bid

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### Responses

**2♣ = Stayman convention, usually from 8 HCP<sup>45</sup>**

**2♦ = transfer with 5<sup>+</sup>♥, one or two-suiter (0/7 SO; 8/9 invitational; 10+ GF; 5♠-5♥ MST)**

**2♥ = transfer with 5<sup>+</sup>♠, one or two-suiter (0/7 SO; 8/9 invitational; 10<sup>+</sup> GF; 5♠-5♥ limited)**

**2♠ = transfer with 5<sup>+</sup>♣ (one-suiter with 6 cards SO; one or two-suiter GF)**

**2NT = transfer with 5<sup>+</sup>♦ (one-suiter with 6 cards SO; one or two-suiter GF)**

**3m = 6 cards in a minor suit, invitational to 3NT**

**3♥ = 5♠-5♥ invitational=> pass; 3♠; 4M**

**3♠ = 5♦-5♣ limited=> 3NT; 5m; 4m (exceptionally as ST)**

**3NT = natural, no interest in majors or in slam, but with values to play in game**

**4♣ = transfer to ♥ (no interest in slam)**

**4♦ = transfer to ♠ (no interest in slam)**

**4♥ = conventional: quantitative (4-3-3-3, 15<sup>+</sup>/17-) for controls checking**

**4♠ = conventional: quantitative (4-3-3-3, 15<sup>+</sup>/17-) for aces number checking**

**4NT = BW**

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<sup>45</sup>Stayman can be done also with balanced hands of 8/9 HCP without interest in M, in order to invite game in notrump because raising 1NT directly to 2NT would show a different specific hand type (see further the 2NT response)

## 2♣ response and continuation

### 1NT-2♣

Opener's rebids

- 2♦ = no M
- 2♥ = 4♥, no 4♠
- 2♠ = 4♠, no 4♥
- 2NT = 4♥-4♠ minimum
- 3♣ = 4♥-4♠ maximum

1NT	2♣
2♦	2♥

GF with 5<sup>+</sup>♥

Opener's rebids

- 2♠, 3♣, 3♦ = **CB** with Hxx support to ♥ and 1 or more Aces =>
  - RA
  - 4♥
- 2NT = 2 card support to ♥ =>
  - 3m = natural with 4<sup>+</sup> cards
  - 3♥ = 6♥, **ST** forcing opener to **RA**
  - 3NT
- 3♥ = ♥ support of xxx and 1 or more Aces =>
  - RA
  - 4♥
- 4♥ = ♥ 3 card support and 0 Aces

1NT	2♣
2♦	2♠

GF with 5<sup>+</sup>♠

Opener's rebids

- 3♣, 3♦, 3♥ = **CB** with Hxx support to ♠ and 1 or more Aces =>
  - RA
  - 4♠
- 2NT = 2 card support to ♠ =>
  - 3m = natural with 4<sup>+</sup> cards
  - 3♥ = 5♠-5♥ **ST** => **RA**<sup>46</sup>
  - 3♠ = 6♠, **ST** forcing opener to **RA**
  - 3NT
- 3♠ = ♠ support of xxx and 1 or more Aces =>
  - RA
  - 4♠
- 4♠ = ♠ 3 card support and 0 Aces

1NT	2♣
2♦	2NT

8/9 balanced (with/without 4 cards in majors)

Opener's rebids

- pass = minimum
- 3NT = maximum

1NT	2♣
2♦	3♣

ID

Opener's responses:

- 3♦ = 4/5♦ =>
  - 3♥, 3♠, 4♣ = **CB** with ♦ as trump
  - 3/6NT
  - 4♦ = KCB ♦
  - 4NT = quantitative 15<sup>+</sup>/17<sup>-</sup> with 4M-4♣
- 3♥ = 4♣-4♦-3♥ =>
  - 4♣, 4♦ = establishes the suit as trump and forces to **CBs**
- 3♠ = 4♣-4♦-3♠ =>
  - 4♣, 4♦ = establishes the suit as trump and forces to **CBs**
- 3NT = 4/5♣ =>

46 Opener surely has a 3 card fit for ♥ since his hand contains 2♠ (In case of a 6 cards minor suit, 1NT is allowed only with 3-2 in majors)



- pass/6NT
- 4♣= KCB ♣
- 4♦, 4♥, 4♠= **CB** with ♣ as trump
- 4NT= quantitative 15+/17- with 4M-4♦

1NT	2♣	<b>ST</b> with a solid 6 card suit <u>that becomes the trump</u> => <b>RA</b>
2♦	3M	

1NT	2♣	Texas with 6♥-4♠ without slam interest => 4♥
2♦	4♣	

1NT	2♣	Texas with 6♠-4♥ without slam interest => 4♠
2♦	4♦	

1NT	2♣	quantitative (4♥-4♠ 15 <sup>+</sup> /17-) for controls checking: see further 1NT-4♥
2♦	4♥	

1NT	2♣	quantitative (4♥-4♠ 15 <sup>+</sup> /17-) for aces number checking: see further 1NT-4♠
2♦	4♠	

1NT	2♣	<b>BW</b>
2♦	4NT	

Responder has a **sure slam** hand with 4M-3-3-3 or with 4♥-4♠; if he had 4M-4m, 4m-3-3-3 or 4♣-4♦ would bid 3♣ as **ID**; then, after the 2♦ response, he plans to reach 6NT and verifies if the number of Aces is sufficient; if not, responder bids the first step over the response to **BW** forcing opener to call 5NT **SO**.

1NT	2♣	<b>GF</b> with 5 <sup>+</sup> ♠
2♥	2♠	

Opener's rebids

- 3♣, 3♦, 3♥= **CB** with Hxx support to ♠ and 1 or more Aces =>
  - **RA**
  - 4♠
- 2NT= 2 card support to ♠ =>
  - 3m= 3m= natural with 4<sup>+</sup> cards
  - 3♥= 5♠-5♥ **ST** => **RA**<sup>47</sup>
  - 3♠= 6♠, **ST** forcing opener to **RA**
  - 3NT
- 3♠= ♠ support of xxx and 1 or more Aces =>
  - **RA**
  - 4♠
- 4♠= ♠ 3 card support and 0 Aces

1NT	2♣	8/9 balanced (no 4♥, with/without 4♠)
2♥	2NT	

Opener's rebids

- pass= minimum
- 3NT= maximum

1NT	2♣	<b>ID</b>
2♥	3♣	

Opener's responses:

- 3♦= 4♥-4♦ =>
  - 3♥, 3♠, 4♣= **CB** with ♦ as trump
  - 3/6NT
  - 4♦= KCB ♦
  - 4NT= quantitative 15<sup>+</sup>/17- with 4♠-4♣
- 3♥= 4♥-3-3-3 min. =>
  - 3/6NT
  - 4NT= **BW**<sup>48</sup>
- 3♠= 4♥-3-3-3 max. =>
  - 3/6NT

<sup>47</sup> See Note 47

<sup>48</sup> Responder has a sure slam hand with 4♠-4m or 4-4m (opener has minimum values and a quantitative is meaningless). Then responder plans to reach 6NT and verifies if the number of Aces is sufficient; if not, he bids the first step over the response to **BW** forcing opener to call 5NT **SO**.

• 4NT= **BW**<sup>49</sup>

- 3NT= 4♥-4♣=>

- pass/6NT
- 4♣= **KCB** ♣
- 4♦, 4♥, 4♠= **CB** with ♠ as trump
- 4NT= quantitative 15<sup>+</sup>/17<sup>-</sup> with 4♠-4♦

1NT	2♣
2♥	3♥

ST => RA

1NT	2♣
2♥	4♥

1NT	2♣
2♥	4NT

**BW**

Responder has a **sure slam** hand with 4♠-3-3-3; if he had 4♠-4m, 4m-3-3-3 or 4♣-4♦ would bid 3♣ as **ID**; with 4♥ would raise forcing opener to **RA**. Hence, after the 2♥ response, he plans to reach 6NT and verifies if the number of Aces is sufficient; if not, responder bids the first step over the response to **BW** forcing opener to call 5NT **SO**.

1NT	2♣
2♠	2NT

8/9 balanced (no 4♠, with/without 4♥)

Opener's rebids  
 - pass= minimum  
 - 3NT= maximum

1NT	2♣
2♠	3♣

**ID**

Opener's responses:

- 3♦= 4♠-4♦ =>

- 3♥, 3♠, 4♣= **CB** with ♦ as trump
- 3/6NT
- 4♦= **KCB** ♦
- 4NT= quantitative 15<sup>+</sup>/17<sup>-</sup> with 4♥-4♣

- 3♥= 4♠-3-3-3 min.=>

- 3/6NT
- 4NT= **BW**<sup>50</sup>

- 3♠= 4♠-3-3-3 max.=>

- 3/6NT
- 4NT= **BW**<sup>51</sup>

- 3NT= 4♠-4♣=>

- pass/6NT
- 4♣= **KCB** ♣
- 4♦, 4♥= **CB** with ♣ as trump
- 4NT= quantitative 15<sup>+</sup>/17<sup>-</sup> with 4♥-4♦

1NT	2♣
2♠	3♥

**GF** with 5<sup>+</sup>♥

Opener's rebids

- 3♠, 4♣, 4♦= **CB** with 3 card support to ♥ and 1 or more Aces =>

- **RA**
- 4♥

- 3NT= 2 card support to ♥

- 4♥= ♥ 3 card support and 0 Aces

1NT	2♣
2♠	3♠

ST => RA

1NT	2♣
2♠	4♠

<sup>49</sup> See previous note (here opener has maximum values and a quantitative is meaningless)

<sup>50</sup> Responder has a sure slam hand with 4♥-4m or 4-4m (opener has minimum values and a quantitative is meaningless). Then responder plans to reach 6NT and verifies if the number of Aces is sufficient; if not, he bids the first step over the response to **BW** forcing opener to call 5NT **SO**.

<sup>51</sup> See previous note (here opener has maximum values and a quantitative is meaningless)

1NT	2♣
2♠	4NT

**BW.**

Responder has a **sure slam** hand with 4♥-3-3-3; if he had 4♥-4m, 4m-3-3-3 or 4♣-4♦ would bid 3♣ as **ID**; with 4♠ would raise forcing opener to **RA**. Hence, after the 2♠ response, he plans to reach 6NT and verifies if the number of Aces is sufficient; if not, responder bids the first step over the response to **BW** forcing opener to call 5NT **SO**.

1NT	2♣
2NT	3♣

transfer to ♥ (**SO** with invitational hand) => 3♥ obliged

1NT	2♣
2NT	3♦

transfer to ♠ (**SO** with invitational hand) => 3♠ obliged

1NT	2♣
2NT	3♥

**ST => RA**

1NT	2♣
2NT	3♠

**ST => RA**

1NT	2♣
2NT	3NT

1NT	2♣
2NT	4♣

transfer to ♥ => 4♥

1NT	2♣
2NT	4♦

transfer to ♠ => 4♠

1NT	2♣
2NT	4NT

**BW**

Responder has a **sure slam** hand with 4m-3-3-3 or 4♣-4♦; if he had 4 card in major would raise forcing opener to **RA**. Moreover opener has already shown a minimum hand and a quantitative, in case of 4-4m of 15<sup>+</sup>/17-, would be meaningless; then responder plans to reach 6NT and verifies if the number of Aces is sufficient; if not, responder bids the first step over the response to **BW** forcing opener to call 5NT **SO**.

1NT	2♣
3♣	3M

**ST => RA**

1NT	2♣
3♣	3NT

8/9 in balanced hand without 4M or in unbalanced with minors

1NT	2♣
3♣	4♣

transfer to ♥ => 4♥

1NT	2♣
3♣	4♦

transfer to ♠ => 4♠

1NT	2♣
3♣	4NT

**BW**

Responder has a **sure slam** hand with 4♣-4♦ or 4m-3-3-3; if he had 4 card in major would bid 3M forcing opener to **RA**. Moreover opener has already shown a minimum hand and a quantitative, in case of 4-4m of 15<sup>+</sup>/17-, would be meaningless; then responder plans to reach 6NT and verifies if the number of Aces is sufficient; if not, responder bids the first step over the response to **BW** forcing opener to call 5NT **SO**.

### 1NT-2♦

Opener's rebids

- 2♥= 2 card support
- 2NT= maximum, 4 card support to ♥
- 3♥= minimum, 2 card support

**Note.** If **RHO** doubles 2♦:

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- pass = 2 cards of ♥
- 2♥ = 3 cards.

1NT	2♦	
2♥	pass	5♥ 0/7

1NT	2♦	
2♥	2♠	5♥-4♠ invitational

1NT	2♦	
2♥	2NT	5♥-3-3-2 or 5♥-4m-2-2 invitational

1NT	2♦	
2♥	3m	5♥-4 <sup>+</sup> m ST

1NT	2♦	
2♥	3♥	6♥ (or 5♥-4m-3-1, 5♥-5m) invitational

1NT	2♦	
2♥	3♠	5♠-5♥ MST

Opener's rebids

- 4♠ (for ♥) = **conventional**: sets ♥ as trump
- 4♦ (for ♠) = **conventional**: sets ♠ as trump
- 4M = **SO**
- 4NT = **KCB with six Key Cards**

1NT	2♦	
2♥	3NT	5♥-3-3-2 or 5♥-4m-2-2, choice among 3NT and 4♥

1NT	2♦	
2♥	4m	5♥-5m MST <sup>52</sup>

Opener's rebids

- 4new Suit = **CB** (dubious trump)
- 4♥ = **SO**
- 4NT = **KCB with six Key Cards** (♥ and m of jump)

1NT	2♦	
2♥	4♥	6♥ MST

Opener's rebids

- pass
- new Suit = **CB**
- 4NT = **KCB ♥**

1NT	2♦	
2♥	4NT	<b>KCB ♥</b>

1NT	2♦	
2NT	3♦	transfer => 3♥ obliged

Responder's rebids

- pass
- 3♠, 3NT, 4m = **ST (RA)**
- 4♥
- 4NT = **KCB ♥**

1NT	2♦	
3♥		

Responder's rebids

- pass
- 3♠, 3NT, 4m = **ST RA**
- 4♥
- 4NT = **KCB ♥**

<sup>52</sup> With 5♥-5m of limited strength, responder usually ignores the minor and jumps directly to 4♠ (transfer).

**1NT-2♥**

Opener's rebids

- 2♠ = 2 card support
- 2NT = maximum, 4 card support to ♠
- 3♠ = minimum, 2 card support

**Note.** If **RHO** doubles 2♥:

- pass = 2 cards of ♠
- 2♠ = 3 cards.

1NT	2♥	
2♠	pass	5♠ 0/7

1NT	2♥	
2♠	2NT	5♠-3-3-2 or 5♠-4m-2-2 invitational

1NT	2♥	
2♠	3m	5♠-4 <sup>+</sup> m ST

1NT	2♥	
2♠	3♥	5♠-4♥ invitational

1NT	2♥	
2♠	3♠	6♠ (or 5♠-4m-3-1, 5♠-5m) invitational

1NT	2♥	
2♠	3NT	5♠-3-3-2 or 5♠-4m-2-2, choice among 3NT and 4♠

1NT	2♥	
2♠	4m	5♠-5m <b>MST</b> <sup>53</sup>

Opener's rebids

- 4new Suit = **CB** (dubious trump)
- 4♠ = **SO**
- 4NT = **KCB with six Key Cards** (♠ and m of jump)

1NT	2♥	
2♠	4♥	5♠-5♥ of limited strength (invites to choice the final contract)

1NT	2♥	
2♠	4♠	6♠ <b>MST</b>

Opener's rebids

- pass
- 4NT = **KCB** ♠
- 5new Suit = **CB**

1NT	2♥	
2♠	4NT	<b>KCB</b> ♠

1NT	2♥	
2NT	3♥	transfer => 3♠ obliged

Responder's rebids

- pass
- 3NT, 4m, 4♥ = **ST RA**
- 4♠
- 4NT = **KCB** ♠

1NT	2♥	
3♠		

Responder's rebids

- pass
- 3NT, 4m, 4♥ = **ST RA**
- 4♠
- 4NT = **KCB** ♠

<sup>53</sup> See the previous Note.

**1NT-2♠**

Opener's rebids

- 2NT= NO fit for ♣
- 3♣= fit for ♣ (Hxx/xxxx+)

1NT	2♠	
2NT	3♣	SO with 6♣

1NT	2♠	
2NT	3♦	5 <sup>+</sup> ♣-4♦

Opener's rebids

- 3♥, 3♠<sup>54</sup>= CB with 4/5♦
- 3NT= no fit for ♦ =>
  - pass
  - 4♣= KCB ♣ with 6<sup>+</sup>♣
  - 4♦, 4♥, 4♠= CB with 6<sup>+</sup>♣

1NT	2♠	
2NT	3♥	5 <sup>+</sup> ♣-4♥

Opener's rebids

- 3♠, 4♦<sup>55</sup>= CB with 4♥
- 3NT= no 4♥ =>
  - pass
  - 4♣= KCB ♣ with 6♣
  - 4♦, 4♥, 4♠= CB with 6<sup>+</sup>♣

1NT	2♠	
2NT	3♠	5 <sup>+</sup> ♣-4♠

Opener's rebids

- 3NT= no 4♠ =>
  - pass
  - 4♣= KCB ♣ with 6<sup>+</sup>♣
  - 4♦, 4♥, 4♠= CB with 6<sup>+</sup>♣
- 4♣, 4♦= CB with 4♠

1NT	2♠	
2NT	3NT	6 <sup>+</sup> ♣, MST (suggests to renounce the slam owing to the ♣ misfit)

Opener's rebids

- pass
- 4♣= hand rich in controls with Hx/HH in ♣

1NT	2♠	
2NT	4♣	KCB ♣ with 6 <sup>+</sup> ♣

1NT	2♠	
2NT	4♦	
	4♥	CB with 6 <sup>+</sup> ♣
	4♠	

1NT	2♠	
2NT	4NT	5♣-3-3-2, quantitative 15 <sup>+</sup> /17-

1NT	2♠	
3♣	pass	SO with 6♣

1NT	2♠	
3♣	3♦	5 <sup>+</sup> ♣-4♦

<sup>54</sup> 3M is CB and does not show 4 card suit because with 5♣-4♦-4M responder bids 2♣ (Stayman) and not 2NT: in the absence of a majors fit he will search for that in ♣.

<sup>55</sup> See the previous Note.

Opener's rebids

- 3♥, 3♠<sup>56</sup> = **CB** with 4/5♦
- 3NT = no fit for ♦ =>
  - pass
  - 4♣ = **KCB** ♣
  - 4♦, 4♥, 4♠ = **CB** with ♣ as trump

1NT	2♠
3♣	3♥

5<sup>+</sup>♣-4♥

Opener's rebids

- 3♠<sup>57</sup>, 4♣ = **CB** with 4♥
- 3NT = no 4♥ =>
  - pass
  - 4♣ = **KCB** ♣
  - 4♦, 4♥, 4♠ = **CB** with ♣ as trump

1NT	2♠
3♣	3♠

5<sup>+</sup>♣-4♠

Opener's rebids

- 4♣, 4♦ = **CB** with 4♠
- 3NT = no 4♠ =>
  - pass
  - 4♣ = **KCB** ♣
  - 4♦, 4♥, 4♠ = **CB** with ♣ as trump

1NT	2♠
3♣	3NT

5/6♣, MST

Opener's rebids

- pass
- 4♣ = hand rich in controls

1NT	2♠
3♣	4♣

**KCB** ♣

1NT	2♠
3♣	4♦ 4♥ 4♠

**CB** with ♣ as trump

1NT	2♠
3♣	4NT

5♣-3-3-2, quantitative 15<sup>+</sup>/17- (If opener agrees bids 6♣; otherwise passes or corrects in 5♣)

### 1NT-2NT

Opener's rebids

- 3♣ = NO fit for ♦
- 3♦ = fit for ♦ (Hxx/xxxx+)

1NT	2NT
3♣	3♦

**SO** with 6♦

1NT	2NT
3♣	3♥

5<sup>+</sup>♦-4♥

Opener's rebids

- 3♠<sup>58</sup>, 4♣ = **CB** with 4♥
- 3NT = no 4♥ =>

<sup>56</sup> 3M is **CB** and does not show 4 card suit because with 5♣-4♦-4M responder bids 2♣ (Stayman) and not 2NT: in the absence of a majors fit he will search for that in ♣.

<sup>57</sup> 3♠ is **CB** and does not show 4 card suit because with 5♣-4♦-4♠ responder bids 2♣ (Stayman) and not 2NT: in the absence of a ♠ fit he will search for that in ♣.

<sup>58</sup> 3♠ is **CB** and does not show 4 card suit because with 5♦-4♥-4♠ responder bids 2♣ (Stayman) and not 2NT: in the absence of a majors fit he will search for that in ♦

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- pass
- 4♦ = **KCB** ♦ with 6<sup>+</sup> ♦
- 4♣, 4♥, 4♠ = **CB** with 6<sup>+</sup> ♦

1NT	2NT
3♣	3♠

5<sup>+</sup> ♦ -4♠

Opener's rebids

- 4♣, 4♦ = **CB** with 4♠
- 3NT = no 4♠ =>

- pass
- 4♦ = **KCB** ♦ with 6<sup>+</sup> ♦
- 4♣, 4♥, 4♠ = **CB** with 6<sup>+</sup> ♦

1NT	2NT
3♣	3NT

6<sup>+</sup> ♦, **MST** (suggests to renounce the slam owing to the ♦ misfit)

Opener's rebids

- pass
- 4♣ = **CB** with hand rich in controls with Hx/HH in ♦
- 4♦ = hand rich in controls with Hx/HH in ♦ but without a ♣ control

1NT	2NT
3♣	4♣

5<sup>+</sup> ♦ -4<sup>+</sup> ♣ **ST**

Opener's rebids

- 4♦, 4♥, 4♠ = **CB** with 4/5♣
- 4NT = no fit for ♣

1NT	2NT
3♣	4♦

**KCB** ♦ with 6<sup>+</sup> ♦

1NT	2NT
3♣	4♥ 4♠

**CB** with 6<sup>+</sup> ♦ (♣ control possible)

1NT	2NT
3♣	4NT

5♦ -3-3-2, quantitative 15<sup>+</sup>/17-

1NT	2NT
3♦	pass

**SO** with 6♦

1NT	2NT
3♦	3♥

5<sup>+</sup> ♦ -4♥

Opener's rebids

- 3♠<sup>59</sup>, 4♣ = **CB** with 4♥
- 3NT = no 4♥ =>

- pass
- 4♦ = **KCB** ♦
- 4♣, 4♥, 4♠ = **CB** with ♦ as trump

1NT	2NT
3♦	3♠

5<sup>+</sup> ♦ -4♠

Opener's rebids

- 4♣, 4♦ = **CB** with 4♠
- 3NT = no 4♠ =>

- pass
- 4♦ = **KCB** ♦
- 4♣, 4♥, 4♠ = **CB** with ♦ as trump

1NT	2NT
3♦	3NT

5/6♦, **MST**

Opener's rebids

<sup>59</sup> See the previous Note



- pass
- 4♣ = **CB** with hand rich in controls
- 4♦ = hand rich in controls but without a ♣ control

1NT	2NT	
3♦	4♣ 4♥ 4♠	<b>CB with ♦ as trump</b> (♦ one-suiter or ♦-♣ two-suiter)

1NT	2NT	
3♦	4♦	<b>KCB ♦</b>

### 1NT-4♥

Opener's rebids

- 4NT = **SO** (denies the values to be in slam)
- 4♠, 5♣ = the cheapest **CB** (maximum values with which opener accepts the slam trying)

The auction can continue with other **CBs** or with **5NT SO** if a suit is not controlled (after a quantitative, an asking for kings in search of a grand slam would be foolish).

If all suits are controlled, responder bids his 4 card suit or opener his cheapest, in order to reach a slam in a 4-4 fit (6NT in its absence).

Examples:

1NT	4♥
4♠ = <b>CB</b> (opener accepts)	5♦ = <b>CB</b> , no ♣ control
5NT = <b>SO</b> , ♣ suit uncontrolled	pass

1NT	4♥
5♣ = <b>CB</b> (opener accepts but denies a ♠ control)	5♥ = ♠ and ♥ controls, no ♦ control
5♠ = ♠ 3 <sup>rd</sup> round control [Q] and ♦ control	6Suit = 4Suit-3-3-3
pass = with 4 card in responder's suit	
6NT = without	

### 1NT-4♠

Opener's rebids

- 4NT = **SO** (denies the values to be in slam)
- 5♣ (3 Aces), 5♦ (1 or 4 Aces), 5♥ (2 Aces) = response to **BW** (maximum values with which opener accepts the slam trying). The auction can continue with:
- 5NT = **SO** (the number of Aces is not sufficient)
- **CB** (the auction can continue with **5NT SO** if a suit is not controlled; otherwise with the bid of the 4 card suit by responder or the bid of opener's cheapest suit)
- 6 in responder's 4 card suit -> pass or 6NT

## 9. Defending against opposing competitive bids after 1NT opening bid

### After a *double*

1NT	<i>double</i>	?
-----	---------------	---

- **pass**= “natural” weak balanced
- **redouble**= **SO** with 5m or 5♥-5♠ =>
  - 2♣ obliged =>
    - pass= 5♣
    - 2♦ = 5♦
    - 2♥ = 5♥-5♠
- **all other bids** (2♣,.....4♠)= ignore the double!!!!<sup>60</sup>

### After an overcall with a bid of a *suit*

1NT	<i>2♣ (natural, also two-suiter ♣-x DON'T type)</i>	?
-----	---	---

- **double**= Stayman with/without a stopper in ♣  
Opener's rebids
  - 2♦ = NO M, NO ♣ stopper
  - 2♥ = 4♥, 4♠ possible =>
    - 2♠ with 4♠=>
      - 2NT= no 4♠, ♣ stopper
      - 3♣= no 4♠, NO ♣ stopper
      - 3♠= 4♠
  - 2♠ = 4♠, NO 4♥ =>
    - 3♣ asks for stopper
  - 2NT= NO M, ♣ stopper
- **2Suit**= 5<sup>+</sup> cards competitive
- **2NT**= Lebensohl =>
  - 3♣= obliged =>
    - 3Suit= invitational
- **3♦, 3♥, 3♠**= 5<sup>+</sup> cards, natural **GF**
- **3♣**= asking for a ♣ stopper without interest in majors
- **3NT**= balanced with a ♣ stopper
- **4♣, 4♦**= transfer to ♥, ♠

1NT	<i>2♣ Landy (with the two majors)</i>	?
-----	---------------------------------------	---

- **pass**= “natural” weak or 8/9 with one minor/the minors (responder can go back with a negative double over 2Mopp)
- **double**= for penalties (values and 4 cards at least in major)
- **2♦**= 5<sup>+</sup> cards competitive
- **2M**= stopper in M (NO stopper in **aM**<sup>61</sup>) =>
  - 2NT= stopper in **aM**, minimum

<sup>60</sup> Whether in case of a double **DONT** type (a good 6 cards suit) or in case of a rarer “classic” double for penalties.

<sup>61</sup> Can have an half stopper in this suit.

- 3aM= asks for half stopper
- 3♣, 3♦= suit or values, NO stopper or half stopper in aM, dubious strength
- 3NT= stopper in aM, maximum

- 2NT= Lebensohl =>
  - 3♣= obliged =>
    - pass= competitive with ♣
    - 3♦= invitational
    - 3NT= balanced **without stoppers** in both majors
- 3♣, 3♦= 5<sup>+</sup> cards, natural GF
- 3M= conventional: 5♦-5♣ with s/v in M
- 3NT= balanced with stoppers in both majors

1NT	2♦ (natural, also two-suiter ♦-M DON'T type)	?
-----	--	---

• double= Stayman with a ♦ stopper

Opener's rebids

- 2♥= 4♥, 4♠ possible
- 2♠= 4♠, NO 4♥
- 2NT= NO M, minimum
- 3NT= NO M, maximum

- 2M= 5<sup>+</sup> cards competitive
- 2NT= Lebensohl =>
  - 3♣= obliged =>
    - pass= competitive with ♣
    - 3♦= asking for majors **without a ♦ stopper**
    - 3M= invitational
- 3♣, 3♥, 3♠= 5<sup>+</sup> cards, natural GF
- 3♦= asking for a ♦ stopper without interest in majors
- 3NT= balanced without interest in majors and with a ♦ stopper
- 4♣, 4♦= transfer to ♥, ♠

1NT	2♦ (transfer to ♥)	?
-----	--------------------	---

- pass= "natural" weak or hand with which responder can go back over 2♥ with:
  - double= for penalties
  - 2NT= competitive with ♣ and/or ♦
- double= 5<sup>+</sup>♦, competitive or better (7/8<sup>+</sup>)
- 2♥= is equivalent to a negative double: invitational **with 4♠**
- 2♠= 5<sup>+</sup>♠ competitive
- 2NT= Lebenshol =>
  - 3♣= obliged =>
    - pass= competitive with ♣
    - 3♦= competitive with 6♦
    - 3♥= asking for majors **without a ♥ stopper**
    - 3♠= invitational
    - 3NT= asking for majors with a ♥ stopper
- 3♣, 3♦, 3♠= 5<sup>+</sup> cards, natural GF
- 3♥= asking for a ♥ stopper without interest in ♠

- **3NT**= balanced without interest in ♠ and with a ♥ stopper
- **4♦**= transfer to ♠

1NT	2♦ (multicolored type for ♥ or ♠)	?
-----	-----------------------------------	---

- **pass**= natural" week or hand with which responder can go back over 2Mopp with:
    - double= for penalties
    - 2♠= competitive
    - 2NT= **Lebensohl** =>
      - 3♣= obliged =>
        - pass= with ♣
        - 3♦= competitive with 6♦
        - 3aM= invitational
        - 3Mopp= asking for majors **without** a stopper in Mopp
        - 3NT= asking for majors with stopper in Mopp
  - 3aM= 5<sup>+</sup> cards natural **GF**
  - 3Mopp= asking for a stopper in Mopp without interest in **aM**
  - 3NT= balanced without interest in **aM** and with a stopper in Mopp
- **double**= 5<sup>+</sup>♦, competitive or better (7/8<sup>+</sup>)
  - **2♥, 2♠**= 5<sup>+</sup> cards competitive
  - **3♣, 3♦**= 5<sup>+</sup> cards, natural **GF**
  - **3NT**= balanced with stoppers in both the majors, without interest in a major
  - **4♣, 4♦**= transfer to ♥, ♠

1NT	2♥, 2♠ (natural)	?
-----	------------------	---

- **double**= for penalties
- **2♠**= 5<sup>+</sup> cards competitive
- **2NT**= **Lebensohl** =>
  - 3♣= obliged =>
    - pass= competitive with ♣
    - 3♦= competitive with ♦
    - 3Mopp= asking for majors **without** a stopper in Mopp
    - 3♥ (after 2♠ overcall)= competitive
    - 3♠ (after 2♥ overcall)= invitational
    - 3NT= asking for majors **with stopper** in Mopp
- **3♥, 3♠**= 5<sup>+</sup> cards, natural **GF**
- **3♥, 3♠** (Mopp)= asking for stopper without interest in **aM**
- **3NT**= balanced with stopper in Mopp without interest in **aM**
- **4♣, 4♦**= transfer to ♥, ♠

1NT	2♥ (transfer to ♠)	?
-----	--------------------	---

- **pass**= natural" week or hand with which responder can go back over 2♠ with:
  - double= for penalties
  - 2NT= is equivalent to a negative double: invitational with ♣ and/or ♦
- **double**= 5<sup>+</sup>♥, competitive or better

- 2♠= is equivalent to a negative double and assures 4♥
- 2NT= **Lebenshol** =>
  - 3♣= obliged =>
    - pass= competitive with ♣
    - 3♦= competitive
    - 3♠= asking for hearts without a ♠ stopper
    - 3NT= asking for hearts with a ♠ stopper
- 3♣, 3♦= 5<sup>+</sup> cards, GF
- 3♠= asking for a ♠ stopper without interesting in ♥
- 3NT= balanced with ♠ stopper but without interesting in ♥
- 4♣= transfer to ♥

1NT	2♥ (two-suiter ♥-♠ DONT type)	? <sup>62</sup>
-----	-------------------------------	-----------------

- pass= natural<sup>63</sup> weak or hand with which responder can go back over 2♠ with a **double for penalties**
- double= for penalties
- 2♠= ♠ but not ♥ stopper<sup>63</sup>=>
  - 2NT= ♥ stopper, minimum
  - 3♣, 3♦= suit or values, NO ♥ stopper
  - 3♥= ♥ half stopper
  - 3NT= ♥ stopper, maximum
- 2NT= **Lebenshol** =>
  - 3♣= obliged =>
    - pass= competitive with ♣
    - 3♦= invitational
    - 3NT= balanced **without stoppers** in both majors
- 3♣, 3♦= 5<sup>+</sup> cards, GF
- 3♥= only a ♥ stopper
- 3NT= balanced with stoppers in both majors

**Recapitulatory note concerning bidding after an opponent has overcalled**  
 After an overcall in a major suit (either natural or artificial), **GF** hands with 4 cards in **aM** are always bid by means of 2NT **Lebenshol**.  
 After an overcall in a minor suit, **GF** hands with 4 cards in a major or in both majors are bid by:  
     **over 2♣** -> double= with or without a ♣ stopper  
     **over 2♦** -> double= with a ♦ stopper  
                     2NT, then 3♦= without a ♦ stopper  
 The **GF** hands without interest in major/majors are bid by a direct 3NT jump in presence of a stopper in the opponent's suit<sup>64</sup>, by a **CB** of the overcall without a stopper.

<sup>62</sup> The developments in bidding are analogue to those concerning the Landy 2♣ overcall

<sup>63</sup> A half-stopper is possible in that suit

<sup>64</sup> Logically the **RSO** if the suit of overcall is conventional

## After a **double** over **2♣**

<b>1NT</b>	<i>pass</i>	<b>2♣</b>	<i>double</i>
?			

Opener's rebids

- **pass**= **NO ♣ stopper**=>

• redouble =>

- normal responses to Stayman

- **redouble**= 4/5♣, **no M**

- **2♦**= 4/5♦, no M, ♣ stopper

- **2♥**= 4♥, NO 4♠, ♣ stopper

- **2♠**= 4♠, NO 4♥, ♣ stopper

- **2NT**= 4-4M, ♣ stopper, minimum

- **3♣**= 4-4M, ♣ stopper, maximum

## 10. Two Clubs opening bid

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### Responses

**2♦ = 0/1 control**

**2♥ = 2 controls**

**2♠ = 3 controls**

**2NT = 4 controls**

**3♣ = 5 controls**

**3♦ = 6<sup>+</sup> controls**

**3♥ = 7♥ with QJ, KJ or KQ without side controls**

**3♠ = 7♠ with QJ, KJ or KQ without side controls**

## Opener's rebids after 2♦ response and auction development

2♣	2♦
2♥	

GF with 5<sup>+</sup>♥

Responder's rebids:

- 2♠ = **conventional**: balanced<sup>65</sup> with a ♥ doubleton or 3-suiter with a ♥ singleton

**Note.** If opener bids 2NT over 2♠ shows 4♠ (5/6♥-4♠).

In fact, with 5♥-3-3-2 over 2♦ opener would rebid 2NT with 22/24 and 2♥ with 25<sup>+</sup>

With this last type of hands- over 2♠- would now rebid:

- 3NT with 25/27

- 4NT with 28/29

- 5NT with 30/31

- 2NT = **conventional**: 5<sup>+</sup>♠
- 3m = good suit at least 5 cards long
- 3♥ = **ST**, xxx<sup>+</sup>♥ support and 1K or 2<sup>+</sup>Q
- 3♠, 4m = **SB**, denies 1K or 2<sup>+</sup>Q (see 3♥ response), Qxx/xxxx♥ support, shortness in the jump suit
- 4♥ = xxx<sup>+</sup> support, blank hand (a Q like maximum)

2♣	2♦
2♠	

GF with 5<sup>+</sup>♠

Responder's rebids:

- 2NT = balanced<sup>66</sup> with a ♠ doubleton or 3-suiter with a ♠ singleton
- 3m = good suit at least 5 cards long
- 3♥ = 5<sup>+</sup>♥
- 3♠ = **ST**, xxx<sup>+</sup>♠ support and 1K or 2<sup>+</sup>Q
- 4m, 4♥ = **SB**, denies 1K or 2<sup>+</sup>Q (see 3♠ response), Qxx/xxxx♠ support, shortness in the jump suit
- 4♠ = xxx<sup>+</sup> support, blank hand (a Q like maximum)

2♣	2♦
3♣	

GF with 5<sup>+</sup>♣

Responder's rebids:

- 3♦ = **conventional**: balanced<sup>67</sup> or 3-suiter with a ♣ singleton
- 3M = 5<sup>+</sup>M
- 3NT = **conventional**: 5<sup>+</sup>♦
- 4♣ = **ST**, xxx<sup>+</sup>♣ support and 1K or 2<sup>+</sup>Q
- 4♦, 4M = **SB**: denies 1K or 2<sup>+</sup>Q (see 4♣ response), Qxx/xxxx♣ support, shortness in the jump suit

2♣	2♦
3♦	

GF with 5<sup>+</sup>♦

Responder's rebids:

- 3♥ = **conventional**: balanced or 3-suiter with a ♦ singleton
- 3♠ = 5<sup>+</sup>♠
- 3NT = **conventional**: 5<sup>+</sup>♥
- 4♣ = KQxxx or good suit 6 cards long, maximum xx in ♦
- 4♦ = **ST**, xxx<sup>+</sup>♦ support and 1K or 2<sup>+</sup>Q
- 4M = **SB**: denies 1K or 2<sup>+</sup>Q (see 4♦ response), Qxx/xxxx♦ support, shortness in M

2♣	2♦
3♥	
3♠	

**ST** with a completely solid suit: establishes the trump suit and asks responder to show controls

Responder's rebids:

- 3NT = **conventional**: 1K =>
- 4♣ (**conventional**): asks to show the suit of K) =>
  - 4 in the K Suit (trump also) or 4NT for ♣
- 3 or 4Suit = s/v in the suit with a xx or better trump support
- 4♥, 4♠ raise = neither a K nor s/v

<sup>65</sup>Possible a "bad" 5 card minor suit

<sup>66</sup>See preceding note

<sup>67</sup>Possible a "bad" 5 card ♦ suit



2♣	2♦	balanced 22 <sup>+</sup> /24 (possibly 5M-3-3-2)
2NT		

Responder's rebids:

- pass
- 3♣ = Puppet Stayman
- 3♦ = transfer with 5<sup>+</sup>♥
- 3♥ = transfer with 5<sup>+</sup>♠
- 3♠ = 5<sup>+</sup>♠-4♥

**Note.** For a comprehensive description of the rebids, see 2NT opening bid (Chapter 13).

- 3NT
- 4♣ = good 6 card suit, usually **ST** =>
  - **CB**
  - 4NT (negative)
- 4♦ = good 6 card suit, usually **ST** =>
  - **CB**
  - 4NT (negative)
- 4♥ = 5<sup>+</sup>♠-4♦ **ST** =>
  - 4NT (no fit: 2♣-3♦)
  - 5♣ (3<sup>+</sup> card fit)
  - 5♦ (4<sup>+</sup> card fit)
- 4♠ = 5<sup>+</sup>♦-4/5♣ **ST** =>
  - 4NT (no fit: 3♣-2♦)
  - 5♣ (4<sup>+</sup> card fit)
  - 5♦ (3<sup>+</sup> card fit)

2♣	2♦	balanced 25/27
3NT		

Responder's rebids:

- pass
- 4♣ = **Baron**<sup>68</sup>, usually **ST** =>
  - the cheapest 4 card suit (4NT with ♣ only)
- 4♦, 4♥, 4♠ = 5<sup>+</sup> cards, usually **ST** =>
  - 4NT (without fit)
  - **CB** (with fit)

2♣	2♦	balanced 28/29
4NT		

2♣	2♦	balanced 30/31
5NT		

**Note.** After a 2♦ response and succeeding bids:

- opener's 4NT (**BW** if no trump has been set) asks for a K, since responder cannot have Aces; a subsequent 5NT asks responder to bid a Q (see further)
- 4NT (**KCB** if a trump has been set) asks for key-cards (practically the trump K, since responder cannot have Aces)<sup>69</sup>

## Opener's rebids after responses unlike 2♦

- Over 2NT rebid (all the balanced from 22<sup>+</sup>) responder continues as after 2♣-2♦-2NT sequence (logically with the differences due to the fact that now responder has shown 2 or 3 controls)
- Over 3♣, 3♦ and 3♥ responder's second bid, opener's step bids of 3♦, 3♥ and 3♠ are still **conventional** and show balanced, or 3-suiter with shortness in that suit; 3NT similarly is **conventional** and shows 5<sup>+</sup> cards in the step suit
- Opener's jump to 3♠ establishes the trump and invites responder to clarify the two controls shown at first (4♠ = trump Ace)
- Opener's jumps to 4♣ and 4♦ are **KCB** with the suit set as trump.

<sup>68</sup> **Baron** convention is used with balanced hands, three-suited 4-4-1 or one/two-suited with 5+♣: forces responder to bid the cheapest four card suit (NT with ♣ only)

<sup>69</sup> A **Ssc** (see Chapter 17) can follow, whether to investigate the trump Q or a specific K.

It is to point out that after opener's 4NT **BW** (no trump set) a succeeding **5NT asks always for queens** (the initial response of controls and the following of Aces should remove each ambiguity about the number of responder's king). After opener's 4NT (or 4m) **KCB** (trump established or imposed) that ask for key-cards as usual, can follow a **SSc** (see Chapter 17).

Responses to 5NT:

- 6♣ = 0 Q
- 6♦ = 1 Q
- 6♥ = 2 Q
- 6♠ = 3 Q
- 6NT = 4 Q

## Defending against opposing competitive bids after 2♣ opening bid

### After a *double*

2♣	<i>double</i>	?
----	---------------	---

- **pass** = no controls
- **redouble** = 1 control
- 2♦ = 2 controls
- 2♥ = 3 controls
- 2♠ = 4 controls
- 2NT = 5 controls
- 3♣ = 6<sup>+</sup> controls
- 3♦, 3♥, 3♠ = 7 card suit with QJ, KJ or KQ without side-controls

### After an overcall with a bid of a *suit*

2♣	<i>2, 3, 4Suit</i>	?
----	--------------------	---

- **pass** = 0/1 control
- **double** = 2 controls
- **first step call** = 3 controls
- **next step call** = 4 controls, etc.

## 11. Two Diamonds opening bid

### Responses

**2♥ = every hand without a specific suit (see further)**

**2♠ = at least Axxxx, Kxxxx or QJxxxx in the suit**

**2NT = at least Axxxx, Kxxxx or QJxxxx in ♥**

**3m = HHxxxx or better in the suit**

### Opener's and responder's rebids

After responder has made his bid, opener generally bids his own suit in a natural manner, with the exception of:

2♦	2♥, 2♠
2NT	

**conventional:** ♥ one-suited

At second turn responder can rebid:

- pass
- 2NT= natural but **GF**, usually with s/v in ♠ (ensures all side-stoppers and shows good values in the range 10+/12-)
- new Suit= to consider as **stopper to play in 3NT**, usually with s/v in opener's suit
- 3♥, 3♠ raise= **ST** (also now- like after the raises in major following the 1M opening bid- **RA is not used**: opener and responder continue with normal **CB**)
- 3NT= natural **SO** (minimum values, usually with s/v in opener's suit)
- 4m (over 2♠ and 2NT)= **SB** (a useful hand with s/v in m, with a good support to opener's suit and 2 or 3 controls: with more in values, responder raise to 3M like already seen)
- 4M, 5m raise= **SO**.

### Defending against opposing competitive bids after 2♦ opening bid

#### After a *double*

2♦	<i>double</i>	?
----	---------------	---

- **redouble**= every hand without a specific suit, but with values adequate for game
- 2♥= natural, equivalent to 2NT response without the intrusion
- 2♠, 3m= ignores the double
- **pass**= without much in values

After the redouble and pass, with the ♥ suit, opener calls naturally 2♥.

#### After an overcall with a bid of a *suit*

2♦	2, 3, 4Suit	?
----	-------------	---

- 2♠; 2NT (over 2♠: **shows ♥**); 3m= ignore the intrusion, with the systemic hands above seen
- **double**= negative, with hands without a specific suit, but with values adequate for game
- **pass**= without much in values

## 12. Two Hearts and two Spades opening bids

### Bids requirements

5/10 with:

- a suit 6 cards long, seven only when the bidder's side is vulnerable vs. non vulnerable (but with such a number of LT that an opening 3 bid would be too hazardous)
- a minor suit 4 cards long possible (exceptionally- in third seat- the other major 4 cards long, a minor 5 cards long or a 5-4-3-1 pattern also admitted)
- hand patterns in first or second seat limited to: **6-3-2-2**, **6-3-3-1** or **6-4-2-1** (if the weak two bid is based on a two-suiter or a hand of "wild" distribution, it will be almost impossible to reach the correct contract if partner's hand is strong)

10<sup>+</sup>/13 and a suit usually 6 cards long in **fourth seat**.

### Opener's and responder's rebids

#### After an opening bid in first or second seat

- pass
- 3Ma= preemptive raise with 3 card fit
- 4Ma= preemptive raise with 4 card fit (or better hand but with slam exclusion)
- 2♠= **GF** with 5+cards=>
  - 2NT= no ♠ fit, maximum values in both minors
  - 3♣= no ♠ fit, maximum hand, values in ♣ but not in ♦
  - 3♦= no ♠ fit, maximum hand, values in ♦ but not in ♣
  - 3♥= no ♠ fit, minimum hand
  - 3♠=♠ fit of Hx(x) or xxx
  - 3NT= no ♠ fit, a completely solid ♥ suit (only vulnerable)
- 3m= **GF** with 5/6+ cards=> natural continuation (3Ma= negative)
- 3♥ (over 2♠)= **GF** with 5/6+ cards=>
  - 3♠= no ♥ fit, minimum hand
  - 3NT= no ♥ fit, maximum hand
  - 4m= **CB**, ♥ fit of Hx(x) or xxx, maximum values
  - 4♥= ♥ fit of Hx(x) or xxx, minimum values
- 3♠ (over 2♥); 4♣; 4♦= **ST** hand, set **Ma** as trump suit and obliges opener to **CBs** =>
  - 4Ma= NO control
- 4aM=**SO**
- 2NT (**Ogust convention**)= relay with maximum hands =>

- 3♣= bad hand & bad suit
- 3♦= bad hand & good suit
- 3♥= good hand & bad suit
- 3♠= good hand & good suit
- 3NT= a completely solid suit (only vulnerable)

In case of double responder makes use of the general rule (**the first two steps are replaced by pass and redouble**):

- pass= bad hand & bad suit
- redouble= bad hand & good suit
- 3♣= good hand & bad suit
- 3♦= good hand & good suit

In case of overcall responder:

- bids normally if his response is not influenced (inferior) by opponent's overcall
- double if his response is the same that opponent's 3Suit
- pass if his response is influenced (superior) by opponent's overcall

Responding to Ogust, it is to bear in mind that the factor determining whether a hand is to consider good or bad is not the number of **HCP** but the quality of shape (6-3-2-2 hands are generally evaluated as bad).

Examples:

2♥-2NT-3♥ (good hand & bad suit) ♠ x ♥ **AJxxxx** ♦ **K10xx** ♣ **xx**  
 2♥-2NT-3♠ (good hand & good suit) ♠ x ♥ **KQJ10xx** ♦ **Kx** ♣ **xxxx**  
 2♥-2NT-3♦ (bad hand & good suit) ♠ **xxx** ♥ **AQJ10xx** ♦ **xx** ♣ **xx**

2♠-2NT-3♣ (bad hand & bad suit) ♠ QJxxxx ♥ xx ♦ Kxx ♣ xx  
 2♥<sup>70</sup>-2NT-3♥ (good hand & bad suit) ♠ x ♥ KJ10xxx ♦ Kxxxx ♣ x

After the responses to Ogust, responder:

- passes over 3NT
- bids 4Ma
- bids a **new suit** as **CB**
- bids 4NT as **KCB**

Obviously, in the last two cases, the trump suit is that of the opening bid.

### After an opening bid in third or fourth seat

Owing to the initial pass, achieving a game is correct only if the two hands fit well together. Consequently, 2NT Ogust is not longer used and it is preferable to ask opener to show shortness and strength.

Over this **conventional** 2NT =>

- 3new Suit= maximum playing strength with s/v in the suit
- 3Ma= 6-3-2-2 (or minimum hand)
- 3NT (only after an opening bid in fourth seat)= 6-3-2-2 maximum and AKQ in **Ma**.

### Defending against opposing competitive bids after 2♥ and 2♠ opening bid

2M	<i>double or 2♠, 3/4Suit</i>	?
----	----------------------------------	---

- 3Ma, 4Ma= ignore the intrusion
- 2NT= Ogust, ignore the intrusion
- redouble= for penalties
- double (or pass and after double)= for penalties
- new Suit (over the double)= **SO** (s/v in **Ma**)
- new Suit (after an overcall with a bid of a suit)= **GF**, ignore the intrusion
- **CB** of the overcall; 4♣, 4♦ (with jump)= **ST**, ignore the intrusion (control in the bid suit)

---

<sup>70</sup> Only in third seat

## 13. Two Notrump opening bid

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### Responses

pass

**3♣ = Puppet Stayman**

**3♦ = transfer with 5<sup>+</sup>♥, one or two-suiter**

**3♥ = transfer with 5<sup>+</sup>♠, one or two-suiter**

**3♠ = 5<sup>+</sup>♠-4♥**

**3NT = natural, no interest in majors or in slam, but with values to play in game**

**4♣ = 6 card suit, ST =>**

- CB (with fit)
- 4NT (without fit)

**4♦ = 6 card suit, ST =>**

- CB (with fit)
- 4NT (without fit)

**4♥ = 5<sup>+</sup>♣-4♦, ST =>**

- 4NT (no fit= 2♣-3♦)
- 5♣ (3<sup>+</sup> card fit)
- 5♦ (4<sup>+</sup> card fit)
- 6♣ (a good 3<sup>+</sup> card fit with maximum playing strength)
- 6♦ (a good 4<sup>+</sup> card fit with maximum playing strength)

**4♠ = 5<sup>+</sup>♦-4/5♣, ST =>**

- 4NT (no fit= 3♣-2♦)
- 5♣ (4<sup>+</sup> card fit)
- 5♦ (3<sup>+</sup> card fit)
- 6♣ (a good 4<sup>+</sup> card fit with maximum playing strength)
- 6♦ (a good 3<sup>+</sup> card fit with maximum playing strength)

**4NT = BW**

### 3♣ response and developments

**2NT-3♣**: **Puppet Stayman** (a variation of the Stayman convention), to use not only when responder holds four card majors but also three, to find a 5-3 major fit.

Opener's rebids

- 3♦ = 4♥ and/or 4♠
- 3♥ = 5♥
- 3♠ = 5♠
- 3NT = denies 4 or 5M

2NT	3♣	
3♦	3♥	with 4♠ (exceptionally with 4♠-4♥ ST)

Opener's rebids

- 3♠ = 4♠ =>
  - CB
  - 4♠
  - 4NT = KCB ♠
- 3NT = 4♥ =>
  - pass
  - 4m = 5<sup>+</sup> cards ST
  - 4♥ = conventional: 4♥-4♠ ST (forcing up to 5♥)
  - 4NT = **quantitative-Baron** (4♠-4m or 4♠-4♣-4♦)
  - 5NT = **forcing-Baron** (idem)

2NT	3♣	
3♦	3♠	with 4♥

Opener's rebids

- 3NT = 4♠ =>
  - pass
  - 4m = 5<sup>+</sup> cards ST
  - 4NT = **quantitative-Baron** (4♥-4m or 4♥-4♣-4♦)
  - 5NT = **forcing-Baron** (idem)
- 4♥ = 4♥
- CB = 4♥ with good trump support and maximum playing strength

2NT	3♣	
3♦	3NT	responder looked for 5M

2NT	3♣	
3♦	4♣	ST with 5♣ (5♣-3-3-2)

Opener's rebids

- CB = ♣ fit
- 4NT = no ♣ fit

2NT	3♣	
3♦	4♦	ST with 5♦ (5♦-3-3-2)

Opener's rebids

- CB = ♦ fit
- 4NT = no ♦ fit

2NT	3♣	
3♦	4♥	<b>conventional</b> : 4♥-4♠ without slam expectations

Opener's rebids

- pass
- 4♠

2NT	3♣	
3♦	4NT	<b>quantitative-Baron</b> with 4♣ and/or 4♦

Opener's rebids

- pass
- 6♣ = 4/5♣
- 6♦ = 4/5♦
- 6NT = without 4 or 5 card minor suit

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2NT	3♣	
3♦	5NT	forcing-Baron with 4♣ and/or 4♦

Opener's rebids

- 6♣ = 4/5♣
- 6♦ = 4/5♦
- 6NT = without 4 or 5 card minor suit

2NT	3♣	
3♥	3NT	responder looked for 4/5♠

2NT	3♣	
3♥	4♣	ST with 5 <sup>+</sup> ♣

Opener's rebids

- CB = ♣ fit
- 4NT = no ♣ fit

2NT	3♣	
3♥	4♦	ST with 5 <sup>+</sup> ♦

Opener's rebids

- CB = ♦ fit
- 4NT = no ♦ fit

2NT	3♣	
3♥	4♥	

2NT	3♣	
3♥	4NT	KCB ♥

2NT	3♣	
3♥	5♥	generic slam invitation (quantitative type)

2NT	3♣	
3♠	3NT	responder looked for 4/5♥

2NT	3♣	
3♠	4♣	ST with 5 <sup>+</sup> ♣

Opener's rebids

- CB = ♣ fit
- 4NT = no ♣ fit

2NT	3♣	
3♠	4♦	ST with 5 <sup>+</sup> ♦

Opener's rebids

- CB = ♦ fit
- 4NT = no ♦ fit

2NT	3♣	
3♠	4♠	

2NT	3♣	
3♠	5♠	generic slam invitation (quantitative type)

2NT	3♣	
3NT	pass	responder looked for 4/5M

2NT	3♣	
3NT	4♣	ST with 5 <sup>+</sup> ♣

Opener's rebids

- CB = ♣ fit
- 4NT = no ♣ fit

2NT	3♣	
3NT	4♦	ST with 5 <sup>+</sup> ♦

Opener's rebids

- CB = ♦ fit



- 4NT= no ♦ fit

2NT	3♣
3NT	4NT

quantitative-Baron with 4♣ and/or 4♦

Opener's rebids

- pass
- 6♣= 4/5♣ (4♦ possible)
- 6♦= 4/5♦

2NT	3♣
3NT	5NT

forcing-Baron with 4♣ and/or 4♦

Opener's rebids

- 6♣= 4/5♣ (4♦ possible)
- 6♦= 4/5♦

### 3♦ response and developments

**2NT-3♦**: transfer with 5<sup>+</sup>♥ (one or two-suiter)

Opener's rebids

- 3♥= standard rebid (see further)
- 3♠= maximum values, 3<sup>+</sup>♥ card fit and 4/5♠ =>
  - 3NT= 5♥-3-3-2 or 5♥-4m-2-2 with no slam interest
  - 4♦= transfer=> 4♥ => pass  
4NT= **KCB** ♥
  - 4♠= 4♠ with no slam interest
  - 4NT= **KCB** ♠
- 3NT= maximum values, 3♥ card fit and 2/3♠ =>
  - pass
  - 4♦= transfer => 4♥ => pass  
4NT= **KCB** ♥
- 4♣= **conventional**: maximum values, 4/5♥ card fit and 2/3♠ =>
  - 4♦= transfer => 4♥ => pass  
4NT= **KCB** ♥
- 4♥= 5♥ card fit => pass  
4NT= **KCB** ♥

2NT	3♦
3♥	pass

2NT	3♦
3♥	3♠

with 5<sup>+</sup>♥-4♠

Opener's rebids

- 3NT= 2♥ and 2/3♠
- 4♣ (for ♥)= **conventional**: sets ♥ as trump =>
  - 4♥
  - **CB**
  - 4NT= **KCB** ♥
- 4♦ (for ♠)= **conventional**: sets ♠ as trump =>
  - 4♠
  - **CB**
  - 4NT= **KCB** ♠

2NT	3♦
3♥	3NT

with 5♥-3-3-2 or 5♥-4m-2-2 without slam interest

Opener's rebids

- pass
- 4♥

2NT	3♦
3♥	4♣

5<sup>+</sup>♥-4<sup>+</sup>♣ **ST**

Opener's rebids

- 4♦= **CB** with ♣ fit
- 4♥= ♥ fit

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- 4♠ = **CB** with ♣ fit, NO ♦ control
- 4NT = neither ♣ nor ♥ fit

2NT	3♦
3♥	4♦

5<sup>+</sup>♥-4<sup>+</sup>♦ **ST**

Opener's rebids

- 4♥ = ♥ fit
- 4♠ = **CB** with ♦ fit
- 4NT = neither ♦ nor ♥ fit
- 5♣ = **CB** with ♦ fit, NO ♠ control

2NT	3♦
3♥	4♥

**SO** with 6♥ or 5♥-4m-3-1

2NT	3♦
3♥	4NT

**KCB** ♥

2NT	3♦
3♥	5♥

generic slam invitation with 6♥ (quantitative type)

### 3♥ response and developments

**2NT-3♥**: transfer with 5<sup>+</sup>♠ (one or two-suiter)

Opener's rebids

- 3♠ = standard rebid (see further)
  - 3NT = maximum values, 3♠ card fit =>
    - pass
    - 4♥ = transfer => 4♠ => pass

4NT = **KCB** ♠
  - 4♠ = **conventional**: maximum values, 4/5♠ card fit >
    - 4♥ = transfer => 4♠ => pass

4NT = **KCB** ♠
  - 4♠ = 5♠ card fit => pass
- 4NT = **KCB** ♠

2NT	3♥
3♠	pass

2NT	3♥
3♠	3NT

with 5♠-3-3-2 or 5♠-4m-2-2 without slam interest

Opener's rebids

- pass
- 4♠

2NT	3♥
3♠	4♣

5<sup>+</sup>♠-4<sup>+</sup>♣ **ST**

Opener's rebids

- 4♦ = **CB** with ♣ fit
- 4♥ = **CB** with ♣ fit, NO ♦ control
- 4♠ = ♠ fit
- 4NT = neither ♣ nor ♠ fit

2NT	3♥
3♠	4♦

5♠-4<sup>+</sup>♦ **ST**

Opener's rebids

- 4♥ = **CB** with ♦ fit
- 4♠ = ♠ fit
- 4NT = neither ♦ nor ♠ fit
- 5♣ = **CB** with ♦ fit, NO ♥ control

2NT	3♥	5♠-5♥ without slam interest
3♠	4♥	

2NT	3♥	SO with 6♠ or 5♠-4m-3-1
3♠	4♠	

2NT	3♥	KCB ♠
3♠	4NT	

2NT	3♥	generic slam invitation with 5♠-5♥
3♠	5♥	

2NT	3♥	invitational a slam with 6♠
3♠	5♠	

### 3♠ response and developments

**2NT-3♠**: 5<sup>+</sup> ♠-4♥ =>

- 3NT= 2♠ and 2/3♥
- 4♣ (for ♥)= **conventional**: sets ♥ as trump =>
- 4♦ (for ♠)= **conventional**: sets ♠ as trump =>

- 4♥
- CB
- 4NT= KCB ♥
- 4♠
- CB
- 4NT= KCB ♠

### Defending against opposing competitive bids after 2NT opening bid

Even if uncommon, nevertheless opponents' competitive bids are possible, whether with a natural meaning (overcall with a suit) or an artificial meaning (specially when opponents enter with a double).

#### After a *double*

2NT	<i>double</i>	?
-----	---------------	---

Responder behaves in the same way of a 1NT doubled, that is **ignores the double**.

He uses 3♣ Puppet, 3♦ and 3♥ transfer, etc.; moreover- as seen in the case of 1NT- makes use of **redouble** and over the obliged partner's 3♣ calls:

- pass= 5/6♣
- 3♦= 5/6♦
- 3♥= 5♥-5♠ SO

#### After an overcall with a bid of a *suit*

2NT	<i>3Suit</i>	?
-----	--------------	---

Over a **real suit**:

- double= negative (balanced or half-balanced hand, usually with interest in M)
- 3/4Suit= 5+ cards, **GF**
- **CB** of the overcall= **ST**, with shortness in the suit

Over a **conventional suit**:

- double= with 4+ cards in the conventional suit
- 3/4Suit= 5+ cards, **GF**
- **CB** (of **RSO**)= **ST**, with shortness in **RSO**

## 14. Three minor, three major and four major opening bids

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### Responses to 3♣

- 3♦ = **conventional**: search for stoppers for 3NT =>
  - 3♥, 3♠, 3NT (for ♦) = stopper
  - 4♣ = without side-stoppers
- 3M = 5<sup>+</sup> cards, natural **GF**
- 3NT, 4M = to play in
- 4♣, 5♣ = preemptive raise
- 4♦ = **conventional ST**: search for side-controls =>
  - 4M, 4NT (for ♦) = control
  - 5♣ = without side-controls
- 4NT = **KCB ♣**.

### Responses to 3♦

- 3M = 5<sup>+</sup> cards, natural **GF**
- 3NT, 4M = to play in
- 4♣ = **conventional ST**: search for side-controls =>
  - 4M, 4NT (for ♣) = **CB** control
  - 4♦ = without side-controls
- 4♦, 5♦ = preemptive raise
- 4NT = **KCB ♦**.

### Responses to 3♥

- 3♠, 4♣ = **CB**: sets ♥ as trump =>
  - **CB**
  - 4♥
- 3NT, 4♥ = to play in
- 4NT = **KCB ♥**.

### Responses to 3♠

- 3NT, 4♣ = to play in
- 4♣, 4♦ = **CB**: sets ♠ as trump =>
  - **CB**
  - 4♠
- 4NT = **KCB ♠**.

### Responses to 4M

- 4NT = **KCB M**
- new Suit = **CB**: sets M as trump =>
  - **CB**
  - 5M
  - 6M<sup>71</sup>

---

<sup>71</sup> If responder denies a control and opener has a second round control in the suit, he must call 6M, because logically responder cannot have more than one suit "uncontrolled"; moreover, if opener has a first round control, he must show it with the **CB** at level 6, in order to play a possible Grand Slam.

## 15. Three Notrump opening bid

---

### Responses and auction development

- pass= to play (but can be "tactical" if not vulnerable, to correct to 4m if **LHO** will double).
- 4m= "multicolored style" ("pass or correct"): opener passes with the suit, otherwise corrects bidding the **am**; it is to note that- over 4♦- opener with ♣ shows a possible control in M (see further).  
4m response can be also used with hands of game/slam tries, possible if opener is in possession of a s/v in M.  
Some example:
  - 4♣ to pass/play in 4♦ with: ♠ Qxx ♥ AKxx ♦ xxx ♣ xx
  - 4♣ to pass/play in 5♦ with ♠ KQJxx ♥ AKxx ♦ xxx ♣ x
  - 4♦ to pass/play in 5♣ with ♠ AKxxx ♥ KQxx ♦ x ♣ xxx
  - 4♣ with: ♠ xx ♥ AKQJx ♦ xx ♣ AKxx.

Over the obvious 4♦, responder shows the ♥ control bidding the suit. If opener has the ♠ control, calls 4♠; without the control bids 5♦. Over 4♠, responder can search for the void bidding 5♠ (6♦= s, 7♦= v).

  - 4♦ with: ♠ AKQxxx ♥ xx ♦ Axx ♣ xx.

If opener (that obviously cannot pass) has a control in major, cuebids the suit; otherwise bids 5♣.  
If the **CB** is in ♥, responder can search for the void bidding 5♥ (6♣= s, 7♣= v). Over 4♠ calls 5♣ and over 5♣ logically passes.
- 4M= to play in
- 5/6m= always "multicolored style" ("pass or correct"): opener passes with the suit, otherwise corrects bidding the **am**.  
Some example:
  - 5♣ to pass/play in 5♦ with: ♠ AKxx ♥ AKxxx ♦ xx ♣ xx
  - 5♦ to pass/play in 6♣ with: ♠ AKQJx ♥ Axxxx ♦ x ♣ xx
  - 6♣ to pass/play in 6♦ with: ♠ AKxxxx ♥ AKxxx ♦ x ♣ x

## 16. Four minor opening bids

### Responses and auction development

Usually responder bids the indicated major suit and opener must pass over 4♥ or 4♠.

When- according to the opening bid and to the values of his hand- responder believes that a slam is possible, can ask for a side-Ace calling 4♦ or 4♥ (step-bid); if opener shows the Ace, 6 or 7M now are bid. If opener has not the Ace, responder passes or continues to investigate:

- a generic void (bidding the first step over 4M)

- a specific s/v (bidding the suit in which he searches for shortness, or 4NT for the ♠ suit after 4♣-4♦-4♥ (see further).

#### Over 4♣ opening bid

4♣	4♦	
4♠		= Ace of ♠

4♣	4♦	
5♣		= Ace of ♣

4♣	4♦	
5♦		= Ace of ♦

4♣	4♦	
4♥		= NO side-Aces

Responder's rebids:

- pass
- 4♠ (first step)= asks for a **generic void** =>
  - 4NT= ♠ void
  - 5♣= ♣ void
  - 5♦= ♦ void
  - 5♥= NO voids
- 4NT (for ♠)= asks for a **s/v in ♠** =>
  - 5♥= NO ♠ singleton
  - 6♥= ♠ singleton
  - 5♠= ♠ void
- 5♣= asks for a **s/v in ♣** =>
  - 5♥= NO ♣ singleton
  - 6♥= ♣ singleton
  - 6♣= ♣ void
- 5♦= asks for a **s/v in ♦** =>
  - 5♥= NO ♦ singleton
  - 6♥= ♦ singleton
  - 6♦= ♦ void

#### Over 4♦ opening bid

4♦	4♥	
5♣		= Ace of ♣

4♦	4♥	
5♦		= Ace of ♦

4♦	4♥	
5♥		= Ace of ♥

4♦	4♥
4♠	

= NO side-Aces

Responder's rebids:

- pass
- 4NT (first step)= asks for a **generic void** =>
  - 5♣= ♣ void
  - 5♦= ♦ void
  - 5♥= ♥ void
  - 5♠= NO voids
- 5♣= asks for a **s/v in ♣** =>
  - 5♠= NO ♣ singleton
  - 6♣= ♣ void
  - 6♠= ♣ singleton
- 5♦= asks for a **s/v in ♦** =>
  - 5♠= NO ♦ singleton
  - 6♦= ♦ void
  - 6♠= ♦ singleton
- 5♥= asks for a **s/v in ♥** =>
  - 5♠= NO ♥ singleton
  - 6♥= ♥ void
  - 6♠= ♥ singleton

Examples:

4NT (asking for a generic void) after 4♦-4♥-4♠ with:

♠ xx  
 ♥ RQJ  
 ♦ RQJ  
 ♣ ARxxx

5♣ (asking for a s/v in ♣) after 4♣-4♦-4♥ with:

♠ ARxxx  
 ♥ xx  
 ♦ ARQx  
 ♣ xx

## 17. Slam bidding

### Key card Blackwood

A 4NT **KCB** (asking for Aces, including the King of the trump as fifth Ace) assumes that a trump suit has been agreed or established<sup>72</sup>.

In case of a minor trump, the jump bids to 4♣ and 4♦ (and those infrequent without jump, already codified in the preceding chapters) are also **KCBs**.

In response to a **KCB** (in the more common situation of a 4NT call) partner bids:

- 5♣ (first step)= **0/3** key card
- 5♦ (2nd step)= **1/4** key card
- 5♥ (3rd step)= **2/5** key card **without the queen of trump**
- 5♠ (4th step)= **2/5** key card **with the queen of trump**

When responder to **KCB** holds a "**working**" void (a void NOT in a suit bid naturally by partner), this may reasonably be shown using the steps beyond the first four, according to the following full scale:

- 5♣ (first step)= **0/3** key card
- 5♦ (2nd step)= **1/4** key card
- 5♥ (3rd step)= **2/5** key card **without the queen of trump**
- 5♠ (4th step)= **2/5** key card **with the queen of trump**
- 5NT (5th step)= **1** key card and a working void
- 6♣ (6th step)= **2** key card and a working void
- 6♦ (7th step)= **3** key card and a working void

Examples:

1♥	2♣
2♠	3♠
4NT	6♣

with: ♠AJxx ♥Qxx ♦- ♣AQJxxx

6♣ shows 2 key cards and a working void. Opener knows that responder does not evaluate a void in his primary suit (♥) as useful; hence deduces from auction that the void is necessarily in ♦ and this would allow him to bid the Grand.

1♥	2♣
2♠	3♠
4NT	5♥

with: ♠AJxx ♥- ♦Qxx ♣AQJxxx

5♥ shows 2 key cards without the queen of trump: responder does not take it into account the ♥ void, suit bid naturally by partner.

#### Note

If responder to **KCB** holds in the trump suit:

- 5<sup>+</sup> card support in **Ma**
- 6<sup>+</sup> card support in ♦ (the suit of opening bid)
- 4<sup>+</sup> card support in the suit of a 2♦ opening bid
- 4<sup>+</sup> card support in a trump suit surely 6 cards long

but has not the queen of trump, can be "deceptive" and show directly the Q (in case of 2/5 key cards) or subsequently (in case of 0/3 and 1/4 key cards), if partner asks for the Q: see further.

In all cases in which partner himself holds the trump Q, the false response gives him implicitly the information relating to the extra-length of trumps held by partner: this information may be essential to bid a Grand Slam.

After the 5♣ and 5♦ responses, if the preceding bids have not clarify the number of key cards, the asker stops at five level; obviously, if partner holds 3 and 4 key cards respectively raises to slam.

### Spiral Scan

Is a **special asking bid** following the responses to **KCB** and made in order:

- to search for the trump Q after the first two steps (5♣ and 5♦) and- in case of a positive response- to search also for possible side-kings

<sup>72</sup>For instance, after the auction 1♦-1♥-2♣-4NT, 4NT is surely **KCB** with ♥ as trump, because responder could make a **KCB** in opener's suits jumping to 4♣ or 4♦ (see further). Moreover, 4NT cannot be a quantitative, being the second responder's bid (see "Quantitative")



- to know directly their presence when the trump Q is already clear- that is after the third and fourth step (5♥ and 5♠)- or when the asker himself holds the queen

Conventionally, showing the kings, responder lists them starting with the suit **of rank immediately superior to the trump**, having in mind that the suits are considered to be set circularly.

So, with ♠ as trump, ♣ is the following suit; with ♣ as trump, ♦ is the following suit; and so on.

The corresponding kings (three, excluding the K trump already shown responding to **KCB**) will be denoted with K1, K2, K3 respectively.

Besides- "ad abundantiam"- responder goes on bidding possible side-queens, always starting with the Q in the suit **of rank immediately superior to the trump** (Q1), i.e. with the Q of the same suit of K1.

**Over 5♣ and 5♦** responses<sup>73</sup>- if partner wishes to ask for the trump Q and hence to start a **SSc**- uses the step-bids of 5♦ and 5♥ respectively (on condition that they do not match with five in the trump suit, **SO** as seen in the preceding paragraph: in that case partner must use the next step).

Responses to **SSc**:

- first step= NO trump Q
- 2nd step= trump Q without K1 (possible K2 and K3)
- 3rd step= trump Q+ K1 without K2 (possible K3)
- 4th step= trump Q+ K1 + K2 without K3
- 5th step= trump Q+ K1 + K2 + K3 without Q1 (possible Q2 and Q3)
- 6th step= trump Q+ K1 + K2 + K3 + Q1 without Q2 (possible Q3)
- .....

For example, with ♠ as trump, after a 5♣ response to **KCB** followed by a 5♦ **SSc**:

- 5♥ denies the ♠ Q
- 5♠ shows the ♠ Q but denies the ♣ K (K1)
- 5NT shows the ♠ Q and the ♣ K, denies the ♦ K (K2)
- 6♣ shows the ♠ Q, the ♣ K and the ♦ K, denies the ♥ K (K3)
- 6♦ shows the ♠ Q, the ♣ K, the ♦ K and the ♥ K, denies the ♣ Q (Q1)
- 6♠ shows the ♠ Q, the ♣ K, the ♦ K, the ♥ K and the ♣ Q, denies the ♦ Q (Q2)
- .....

Over 5♠, 5NT and 6m responses to a **SSc**, asker can use the step-bid to investigate the kings or queens ensuing those previously denied. The response mechanism is the same.

For example, always with ♠ as trump, over 5NT in this auction:

1♠	3♦	= 10/11 balanced with 4 card ♠ fit
4NT	5♣	= 0/3 key cards
5♦	5NT	= queen of ♠ and king of ♣, denies the king of ♦

with 6♣ opener asks in the first instance for the remaining king (that one of ♥):

- 6♦= NO ♥ K
- 6♥= ♥ K, NO ♣ Q
- 6♠= ♥ K and ♣ Q, NO ♦ Q
- 6NT= ♥ K, ♣ Q and ♦ Q
- .....

In every case, the **SSc** "chain" stops with the asker's pass over the Small Slam or with his call of 6/7 in the trump.

**Over 5♥ and 5♠** responses<sup>74</sup>- if partner wishes to ask for side-kings - uses the step-bids of 5♠ and 5NT respectively (but not 5♠ if ♠ is the established trump, **SO** as seen in the preceding paragraph: in this case partner must use 5NT).

Responses to **SSc**:

- first step= NO K1 (possible K2 and K3)
- 2nd step= K1, NO K2 (possible K3)
- 3rd step= K1 + K2, NO K3
- 4th step= K1 + K2 + K3, NO Q1 (possible Q2 and Q3)
- 5th step= K1 + K2 + K3 + Q1, NO Q2
- 6th step= .....

Now too, after the first response, asker can use the step-bid to investigate the kings or queens ensuing those previously denied. The response mechanism is the same.

This **SSc** for kings can be used also over 5m responses to **KCB**, when asker owns the queen of trump and the **SSc** step-bid would have the obvious response of "NO trump Q". In those events, the special **SSc** asking bid will make with the first "useful" step (not logically with the 5 trump suit bid: **SO**).

With regard to **SSc** mechanism, 5NT- either immediate over 5♠, or over a first response to **SSc**- when preceded by 4NT **KCB** does not constitute the generic asking for kings.

<sup>73</sup> The same considerations, with the obvious differences due to the bid level, are valid when **SSc** is made at inferior level (after the responses to 4m **KCB**) or superior (after the responses of 5NT, 6♣ and 6♦ showing an "useful" void). If the **KCB** is 4♦ and the response 4♠=1 or 4 key cards, the **SSc** step is 4NT, according to the general rule.

<sup>74</sup> See the previous Note.

## KCB with six Key Cards

In this special situation (strictly systematized in the test<sup>75</sup>), the **king in the second suit stands for the sixth Ace**. Moreover it is necessary to add the special responses of 5NT and 6♣ to complete the clarification of the queens in the two key suits.

The scale of responses<sup>76</sup> - considering that the asker has surely 2 or more key cards of six- for that reason is:

- 5♣ (first step)= 0/3 key cards
- 5♦ (2nd step)= 1/4 key cards
- 5♥ (3rd step)= 2 key cards without the two queens
- 5♠ (4th step)= 2 key cards + queen in the suit of lower rank
- 5NT (5th step)= 2 key cards + queen in the suit of higher rank
- 6♣ (6th step)= 2 key cards + the two queens

Over 5♣ and 5♦, according to the general rule, the possible step bid (on condition that does not match with the established trump or with five in one of the two suit) asks for the queen/queens:

- first step= NO queens
- 2nd step= queen in the suit of lower rank
- 3rd step= queen in the suit of higher rank
- 4th step= the two queens.

## Exclusion Blackwood

When the hand that wishes to know key cards includes a void, generally is not interested in the Ace of that suit. For this reason, the bidder may jump to the 4 or 5 level<sup>77</sup> in the suit of the void and responder shows key cards with the usual scale, **but must exclude the Ace of the void suit**.

For example, with:

opener	responder
♠ Axxxx	♠ KQxx
♥ AKx	♥ x
♦ KQxxx	♦ AJx
♣ -	♣ xxxxx

the auction would be:

1♠	3♣
3♦	3♥
5♣	5NT
7♠	

in which:

3♣= unbalanced 8/11 with 4<sup>+</sup> ♠

3♦= relay

3♥= s/v in ♥ and maximum

5♣= **KCB** ♠ with exclusion of the ♣ Ace

5NT= 2 key cards (besides the possible ♣ Ace) + queen of spade

If responder's hand is:

♠ KJxxx ♥ x ♦ Axx ♣ Qxxx

he would attest the "false" possession of the ♠ Q, thereby allowing to reach the Grand Slam.

## 4NT Blackwood

The **BW** (the old...simple asking for Aces)<sup>78</sup> is very rare because its use presumes that there is not a trump previously set or logically established.

It is possible to remember:

<sup>75</sup> See the bidding development after the 1M and 1NT opening bids.

<sup>76</sup> The scale of responses does not include in this case the explication of the "useful" void.

<sup>77</sup> With ♠ as trump, the jump is to the 5 level in any suit; with ♥ as trump, the jump is to 4♠ or 5m; with ♦, to 4M and 5♣; eventually with ♣ as trump, the jump is to the 4 level in any of the other three suits.

It is to remark that the exclusion **BW** can be made also in a in suit previously bid by partner; for instance: 1♦-1♠-2♠-5♦.

<sup>78</sup> With the exception of the 2♣ opening bid already seen: 4NT **BW**- over the 2♦ response- asks for kings, considering that responder cannot have any Aces.

- the 4NT response over all opening bids at one and two level (on the contrary, if the opening bid is at the 3 level in any suits or at the four in majors, 4NT is **KCB**: the opener's suit is logically set as trump).
- the direct 4NT rebid from the 2♣ opener over any response other than 2♦ (over 2♦, 4NT would show the balanced hand of 28/30 **HCP**).

Other cases of systemic 4NT **BW** are those following the 1NT opening bid:

<b>1NT</b>	<b>2♣</b>
<b>2♦</b>	<b>4NT</b>
<b>2♥</b>	
<b>2♠</b>	
<b>2NT</b>	
<b>3♣</b>	

In response to a **BW**:

- 5♠ (first step)= **0/3** Aces
- 5♦ (2nd step)= **1/4** Aces
- 5♥ (3rd step)= **2** Aces

The **BW** bidder can continue with 5NT as ask for kings (here the **SSc** does not applies, because no trump is established). Responses are the same as the preceding BW, i.e.:

- 6♠ (first step)= **0/3** K
- 6♦ (2nd step)= **1/4** K
- 6♥ (3rd step)= **2** K

But if the **BW** user discovers that the number of Aces is insufficient or if he is not sure about their exact number, can make a **SO** bidding a his own suit at 5 level or bidding- always at 5 level- an "impossible" suit, inviting partner to call 5NT.

## Responding if opponents interfere after a KCB or a BW

### Interference with a double

<b>4NT</b>	<b>double</b>	<b>?</b>
------------	---------------	----------

According to the general rule of doubled asking bids (**ID**, 2♣ opening bid asking for controls, etc.), responder uses pass and redouble as first and second step; then continues with other following steps.

That it is to say that- always in case of a 4NT **KCB** - responses become:

- pass= **0/3** key cards
- redouble= **1/4** key cards
- 5♠= **2/5** key cards
- 5♦= **2/5** key cards + the **queen of trump**
- 5♥= **1** key card + an "useful" void
- 5♣= **2** key cards + an "useful" void
- 5NT= **3** key cards + an "useful" void

It is obvious the extension to the case of a **BW** or of a **5NT** asking for kings.

### Interference with a suit

<b>4NT</b>	<b>5Suit</b>	<b>?</b>
------------	--------------	----------

Responder uses pass and redouble as first and second step; then continues with other following steps starting from the level of opponents' suit.

That it is to say that- in case of interference **5Suit** over 4NT **KCB**- responses become:

- pass= **0/3** key cards
- double= **1/4** key cards
- 1° step= **2/5** key cards
- 2nd step= **2/5** key cards + the **queen of trump**
- 3rd step = **1** key card + an "useful" void
- 4th step = **2** key cards+ an "useful" void
- 5th step = **3** key cards + an "useful" void

If the interference is at 6 level in a denomination immediately under the agreed trump, in order to be safe, the response of 6 in the trump shows 2 or 5 key cards without clarifying the possible presence of the trump queen.

If the interference is at 6 level in a denomination beyond the agreed trump, responder does not show the key cards, but:

- passes with a first round control in the opponent's suit (implicit invitation to bid the Grand)
- doubles without the control (implicit stop signal and invitation to penalize the opponents).

## Quantitative bids

The typical quantitative is the 4NT raise over the partner's 3NT (usually the opener).

Habitually the quantitative:

- is made when no trump has been agreed
- is based over two balanced or half-balanced hands
- represents the third (or subsequent) call of the bidder, who searches for maximum values at partner's.

Special cases of quantitative- already systematized in the test- occur in the auctions:

1NT	4♥	= 4-3-3-3 of 15 <sup>+</sup> /17- (quantitative with controls checking)
-----	----	---

1NT	4♠	= 4-3-3-3 of 15 <sup>+</sup> /17- (quantitative with aces number checking [BW]) <sup>79</sup>
-----	----	---

1NT	2♣	= 4-4M of 15 <sup>+</sup> /17- (quantitative with controls checking)
2♦	4♥	

1NT	2♣	= 4-4M of 15 <sup>+</sup> /17- (quantitative with aces number checking [BW]) <sup>80</sup>
2♦	4♠	

1NT	2♠	= 5♣-3-3-2 of 15 <sup>+</sup> /17
2NT	4NT	

1NT	2NT	= 5♦-3-3-2 of 15 <sup>+</sup> /17
3♣	4NT	

2NT	3♣	= quantitative-Baron
3♦	4NT	

2NT	3♣	= quantitative-Baron
3NT	4NT	

## Cue bids

A **CB** shows the presence of a control, as a rule indifferently of first or second round, represented by an honor (A/K) or a s/v. This last ambiguity fails when the hand that makes the **CB**:

- has shown the possession of the suit of **CB**
- is balanced
- has clarified completely its distribution after a previous **ID**
- bids a suit that is a primary or side suit of partner

Apart from the last case (in which a **CB** must not be made with a s/v), as strict rule a **skipped CB denies the control in that suit**.

In consequence, to go on with a **CB** when partner has "jumped" a suit, means that the "cue bidder" controls it.

As corollary, when the "**leader**" (the **hand that takes the initiative of slam**) denies the control in a suit, if partner controls this suit, can make a "false" **CB** in a new suit even though **he has not the control** here: that assures the holding of the control in the skipped suit, without promising it in the new.

4NT, over the response to a **CB** made by "leader", is not **KCB**: it shows in its turn a control (counter-**CB**) in the same suit of the partner's **CB**.

4NT bid by "leader"- also after one or more **CBs**- is **KCB** instead.

At this purpose, to escape from some rare doubtful case, it is necessary to take specific pair agreements to fix the "leader"<sup>81</sup> hand.

A **CB** in a previously "jumped" suit promises a third round control (generally the queen, the doubleton in some special circumstances).

A repeated **CB** normally shows AK, sometimes the singleton Ace; rarely the only Ace, if the bidder merely intends to assure the first round control in the suit.

<sup>79</sup> See Chapter 8 ("One notrump opening bid").

<sup>80</sup> See the previous Note.

<sup>81</sup> The "leader" usually is the **responder** to one suit, 1NT and 2M opening bids. In the case of 2♣ and 2♦ opening bids, the "leader" certainly is the opener; after 2NT opening bid may be both opener and responder:

Eventually, the **CB** made in a suit in which the bidder has certainly a shortness (for instance the suit of a preceding **SB**) shows logically the void.

## Bidding if opponents interfere over a **CB**

### Interference with a **double**

Over the double:

- pass= second round control in the suit of partner's **CB**
- redouble= first round control in the suit of partner's **CB**
- new **CB** or trump at level= NO control in the suit of partner's **CB**

Over pass, partner- if has in his turn the first round control in the suit - redoubles.

For this reason, sometimes "leader" may pass "tactically" (that is also without the foreseen second round control) to obtain the information regarding the type of control owned by partner (first or second round) or to allow him to make an economic **CB** beneath the trump level.

For example, with ♠ as trump, over the 4♦ **CB** doubled, it is possible to pass also without the ♦ king or singleton, whether if interested in Ace/void in ♦, or in ♥ **CB**.

### Interference with a **suit**

Over the suit:

- double= NO control in the suit (=wish to stop the biddings, possibly also penalizing)
- pass= control in the suit (first or second round: first round if the opponents' suit is higher than the 6 level); generally denies the control in another suit under the trump level
- other **CB**= control in the opponents' suit and in that of the **CB**

For example, with ♠ as trump, after a 4♦ overcall over 4♣ **CB**:

- double= NO ♦ control ("I wish to penalize 4♦ or only to play in 4♠ if you also partner have not the ♦ control")
- pass= ♦ control (but not in ♥)
- 4♥= ♦ and ♥ control

## Aces rule

**RA**- that applies to all **GF** situation at the 3 level when a major trump has been established- states that:

- a **CB** shows the control in the suit and **1 Ace** at least
  - 3M over a partner's first **CB** shows **NO Aces**
  - **3NT** shows only **1 Ace** (and denies *more solito* the controls in all the "jumped" suits)
  - a **CB** higher than 3NT shows the control in the suit and **2 or more Aces** (as above)
- If the **GF** situation is created by the 3M bid or if the first **CB** is higher than 3M, the bid of 4M shows NO Aces.

### Notes.

1) The voids are not counted as Aces. With only one Ace and a void, it will generally be possible to reopen over the final conclusion of "leader" repeating the **CB** of the void suit (obviously always in the case of a "working" void).

2) As only exception to the **RA**, after the auction:

1♥	2♣
2♦	2♥ (ID)
2♠ (3 or 4♠)	2NT (RA= 1 Ace)

the asking begins at 2 level. Obviously, if 'opener had only one Ace, in this particular case would jump immediately to 4♥: his possible **CB** at the 3 level would consequently show the control in the suit and 2 or 3 Aces.

3) **RA** is not applied in all situations already codified, that is to say:

- after weak or invitational raises to 1M opening bids (2M, 2NT, 3♣, 3♦, 3M)
- after the case of a M trump established when the opening bid has been 2♣
- after the case of a M trump established when the opening bid has been 2♦
- after a responder's **CB** over the 3 or 4M opening bids

Those are unequivocal situations in which the disproportion of strength between the hand of "leader" and the other, presumes that the former has 3 Aces at least (or that in any case is possible to play safety also at the 5 level if the number of key cards is not sufficient to reach slam). On the other hand, it is necessary that the weak hand- also without Aces- may show some possible king or shortness vital to slam.

## Asking for distribution

**ID** is used in all standard situations already explained, as often as the distribution of opener's hand is not adequately clarified.

Because the responses to **ID** depend on specific sequence, it is necessary to refer to Chapters related to 1m and 1M opening bids.

After the response to **ID**, responder usually continues according to **RA**.

## Asking for trumps

**IA** is used in the only **GF** situation when a major trump is established at the 2 level and the shape of the opener's hand is already completely known.

That is to say it is used by responder with the 2NT bid preceded by 2♦ relay in **MTWS** sequences:

1♥	1♠
1NT	2♦
2♥	2NT

 = IA in ♥ (opener has 5♥-3-3-2♠)

1♥	1♠
1NT	2♦
2♠	2NT

 = IA in ♠ (opener has 5♥-3♠-3-2)

### Responses to IA:

- first step= Q or AK
- 2nd step= K or AQ
- 3rd step= A or KQ
- 4th step= max. J

In case of interference, according to the general rule:

- over **double**: pass and redouble replace the first two steps
- over a **suit**, responder:
  - bids if the response is higher than the step represented by opponent's suit
  - doubles if the response is the same of opponent's suit
  - passes if is inferior.

After the response to **IA**, responder usually continues according to **RA**

## 18. Competitive bidding

### Intruding after an opening bid of **one of a Suit (natural)**<sup>82</sup>

#### Takeout double

Doubler's hand types:

- with **values also of a minimum opening bid** (10+) but support for the unbid suits (ideally three-suiter 4-4-4-1 with the singleton in opener's suit<sup>83</sup>)

- with **values of an opening bid** and at least:  
4-3 in majors over one of a minor opening bid  
4 in **aM** over 1M opening bid

In case of majors well honoured (HH) or of hands at least of medium strength (from 15) the minimum length can be reduced to:

3-3 in majors, over one of a minor opening bid  
3 in **aM**, over 1M opening bid

- with **values at least of an opening bid** and support for the two highest ranking of the 3 unbid suits; in this case partnership must agree the "**equal level correction**", that is to say that if partner should happen to bid the lowest suit for which the doubler has no support, he can bid the next higher ranking unbid suit. That does not show extra values, but only denies support for the lowest suit that partner has bid and offers a choice between the two other suits.

This systemic approach is typical of hands with:

5/6♥-4♠ (double over 1♦ opening bid)  
5/6♦-4♠ (double over 1♥ opening bid)  
5/6♦-4♥ (double over 1♠ opening bid)

- with **superb values** and a very good suit or two-suiter 5/6-4<sup>84</sup>. Being afraid partner may pass after a simple overcall in suit, it is necessary to double and to bid later on his own suit in order to show those extra values.. Considering what previously pointed out with regard to the "equal level correction", in order to show extra values it is necessary to bid the suit highest ranking between the remaining two or to call the other (or the only one) at the 3 level (with/without jump).

For instance:

with ♥ and ♣- after a double over 1♠ opening bid and partner's 2♦- bid 2♥ with 5 or more and 3♣ with 4♥ -5+♣

with ♥ and ♦- after a double over 1♠ opening bid and partner's 2♣- bid 2♥ with 5 or more and 3♦ with 4♥ -5+♦

with a ♥ one-suited hand - after a double over 1♦ opening bid and partner's 2♣- bid 3♥ (2♥ would be "equal level correction" with 5/6♥ -4♠).

- with rare **GF** hands: after an initial double and partner's response, in this exceptional case it is necessary to cue bid the suit of opening bid

- with **maximum values** (from 18) and a balanced distribution: too strong hands in order to intrude with 1NT (see further); it is better to double and show afterwards distribution and **HCP** strength bidding NT at level or- without a stopper in opening bid suit- making a cue bid of that suit. (However, this is an ambiguous call, because it may also show a very strong hand with support to the partner's bid suit or the rare **GF** hand just discussed).

### Responding to a takeout double

The partner of the intruder (the "advancer") bids tendentially in a natural manner, but with a strict preference for the (one of two) M, even if of inferior length with regard to a possible minor suit; this will be shown later if bids continues, but will be evident the inversion of length of the two suits (with 5 cards the major would be repeated, omitting the minor).

An exception is done by a step response<sup>85</sup> at the one level to intruder's double: the step suit may be short (also xxx) and this happens when responder's hand is very bad, almost a "Yarborough". Over 1♠ doubled the step is conventionally 2♣, whereas 1NT shows some useful values (6/9) with a stopper in ♠.

If **RHO** redoubles, any suit bid by advancer is surely natural (four or more cards); in fact advancer is not obliged to give a "courtesy" response but- besides the 4<sup>+</sup> cards- no value is required to bid a suit at the one level: to pass would only show no four card suit biddable at the one level.

<sup>82</sup> Including 1m opening bids of five-cards majors systems

<sup>83</sup> Even if the playing strength is higher with a void in the opponent's suit (5-4-4-0), the "ideal" hand contains the singleton, in the event that partner turns the takeout double in penalty.

<sup>84</sup> With two-suiter 5-5<sup>+</sup> very strong too, the takeout double must not be used: intruder will employ the overcalls shown further ("Intruding with two-suited hands")

<sup>85</sup> That is to say in the suit of rank immediately subsequent to the opening bid suit.

With values to 10 **HCP**- and a 4 card suit- advancer simply calls it at level. With 7+/10- and a 5 card suit, jumps in the suit (but the bid is **NF!**).

With 10+ advancer cue bids the opponent's suit (the bid is practically **GF**, except the case of two hands both minimum and without a major fit).

With 10/11 balanced, no major biddable but with a stopper in the opening bid suit, advancer bids naturally 2NT.

With 12/15 balanced or 10/13 and a good 5 or 6 card minor suit, no major biddable, advancer bids 3NT (obviously always with the stopper).

Between all responses to a takeout double, logically must be included the pass, that turns takeout in penalty; this case is uncommon, since advancer's trumps are "submitted" to those of player and it is necessary to have a long suit rich in intermediates cards; if advancer's hand then is relatively strong, there is the risk of losing a possible game contract compared to a dubious or little profitable penalty.

If responder to opening bid calls a suit at the one level, advancer's double must be considered absolutely for penalty, that is to say with 4+ cards in the suit and good values (7/8 **HCP** at least), "anti-bluff" or not.

If responder to opening bid calls a suit at the two level:

1m	double	2m	?
----	--------	----	---

- 2M= 5+ cards (also competitive), NO 4 cards in **aM**
- 2♦ (after 1♣-double-2♣)= 4+ cards, NO 4+ M
- double= (as a general rule) 4 cards in M (4M, 5-4M, 4-4M or 5am-4M)
- 2NT= natural 8/10 with stopper in m
- other= natural, logical

1m	double	2am	?
----	--------	-----	---

- 2M= 5+ cards (also competitive), NO 4 cards in **aM**
- double= 4M, 5-4M or 4-4M
- 2NT= natural 8/10 with stopper in minors
- other= natural, logical

1M	double	2m	?
----	--------	----	---

- 2am= 4+ cards, NO 4+ in **aM**
- 2aM= 4+ cards (doubler has promised the suit)
- double= NO suits biddable at the 2 level
- 2NT= natural 8/10 with stopper at least in m
- other= natural, logical

1M	double	2aM	?
----	--------	-----	---

(An unusual auction in a serious bridge..., considering that doubler has guaranteed 4+ cards in **aM**)

- double= "much" for penalties (as above seen)
- 2NT= **Lebensohl** type (negative hand but with minimum values and 5+m) =>
  - 3♣ (usually, excluding some very strong hand ) =>
    - pass
    - 3♦
- 3m= normally 5+ cards, invitational
- other= natural, logical

1M	double	2M	?
----	--------	----	---

See further the "**Lebensohl** generalized convention" (entry 5).

## Overcalls in suits

At the **one level** it is possible to enter the auction also with minimum values, specially when the call proves to be a good lead directing.

Besides, even though the overcall takes away a little bidding room, is often successful in obstructing opponents' communications (even overcalling 1♦ over 1♣ may be the classic "spanner in the works" that damages good oiled wheels!) Furthermore the overcall allows advancer- with a fit for the overcall suit- to obstruct in his turn, making also use of jump raises (see further).

Usually, at the one level, the standard way to enter the auction is by overcalling in a 5+ card suit; however- sometimes- the only way to enter is in a 4 card suit, specially having length in opening bid suit: for reasons of prudence the four card suit should be well honoured (HHxx: but also AJ10x, KJ10x are perfectly biddable). Typically these overcalls in a four card suit may be made with:

- all hands with a four card suit and length (5/6 cards) in the opener's one<sup>86</sup>
- all hands with playing strength to 15/16 and 4Suit-5/6♣:
  - 4M-5/6♣ after 1♦ opening bid

<sup>86</sup> Contrary to someone could think, to hold length in the suit of the opening bidder is a "plus" and not a "minus", because becomes more likely that advancer is likely to be short in that suit and consequently has support for intruder's suit or offers a suit of his own.



4♠-5/6♣ after 1♥ opening bid.

such two types of hands are unfit to a takeout double: in the first case it is possible that advancer bids the **aM** in which there are only one or two cards; in the second that he bids 2♦.

For analogous reasons, with 5/6♠-4♥ and playing strength to 15/16, 1♠ overcall is preferable to double; in fact auction could develop:

1♣	double	2♣	2♦
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1♦	double	pass	2♠
----	--------	------	----

and 2♠ would not be an "equal level correction" but would show a very high strength.

At the two level the situation is more different and the safety requires a good suit, almost always six card long: a 9/11 **HCP** hand with such a suit makes the overcall better than a hand with much more **HCP** but with a bad (or shorter) suit; it is particularly valid the golden old rule of "two and three", that is to bid with a hand of 5 and 6 winner-tricks, according to vulnerability.

It is advisable that- regardless of opponents' system- 2♣ over 1♣ opening bid be natural with 6+ cards, equivalent to a normal overcall at the 2 level (such as 2♣ over 1♦ opening bid).

Maximum allowable **HCP** strength for an overcall in suit is logically correlated with the distribution: if the hand is one-suited<sup>87</sup> or anyway not suitable for double, the playing strength may be also very high.

## Responding to overcalls in suits

Statistically, pass and raise of the overcall are the more frequent bids..

As a matter of fact- as soon as possible- advancer must raise intruder's suit, particularly if this is major. Even though partner's hand may be much more weak than that one needed for an opening bid and the suit may be also four card long (rarely), a raise of the overcall shows the same hand with which advancer would raise a 1M opening bid.

On that account, referring to what has already been seen in Chapter 5 and 6, the raises of overcalls in a major suit are summed up as follows:

1Suit	1M	pass	2M	= elastic raise 5/9:
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- 5/7 unbalanced with 3 card support
- 5/9 balanced with 3 or 4 card support

1Suit	1M	pass	2NT	= invitational raise 8/11 with 3 card support:
-------	----	------	-----	--

- 8/11 unbalanced
- 10/11 balanced

1Suit	1M	pass	3♣	= invitational raise unbalanced 8/11 with 4 card support
-------	----	------	----	--

1Suit	1M	pass	3♦	= invitational raise balanced 8/11 with 4 card support
-------	----	------	----	--

1Suit	1M	pass	3M	= preemptive raise unbalanced, max. 7 with 4 card support
-------	----	------	----	---

1Suit	1M	pass	3NT (for aM), 4♣, 4♦	= <b>SB: GF</b> raise 8/11 with Hxxx+ support, s(NO Ace)/v, 3/4 controls
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1Suit	1M	pass	4M	= destructive raise, max. 8/9 with 5 card support
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A particular case:

1Suit	1M	pass	2 in the opener's suit	= 3+ card support with opening-bid strength or better
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If responder **doubles** 1M, advancer behaves in like manner of 1M opening bid doubled.

On that account, referring to what already seen in Chapter 7, the raises of overcalls in one of a major suit doubled are summed up as follows:

1Suit	1M	double	1NT	=equivalent to the elastic raise 5/9, but only with <b>3 card fit</b> :
-------	----	--------	-----	---

- 5/7 unbalanced
- 5/9 balanced

1Suit	1M	double	2M	= elastic raise 5/9 with <b>4 card fit in a balanced hand</b>
-------	----	--------	----	---

1Suit	1M	double	2NT	= invitational raise 8/11 with 3 card fit:
-------	----	--------	-----	--

- 8/11 unbalanced
- 10/11 balanced

<sup>87</sup>The jump overcalls are reserved to two-suited hands (2♦, 3♣), to weak one-suited (2♥, 2♠) or to typical preemptive hands (3♦, 3M).

1Suit	1M	double	3♣	= invitational raise unbalanced 8/11 with 4 card support
-------	----	--------	----	--

1Suit	1M	double	3♦	= invitational raise balanced 8/11 with 4 card support
-------	----	--------	----	--

1Suit	1M	double	3M	= preemptive raise unbalanced, max. 7 with 4 card support
-------	----	--------	----	---

1Suit	1M	double	3NT (for aM), 4♣, 4♦	= <b>SB: GF</b> raise 8/11 with Hxxx <sup>+</sup> support, s(NO Ace)/v, 3/4 controls
-------	----	--------	----------------------	--

1Suit	1M	double	4M	= destructive raise, max. 8/9 with 5 card support
-------	----	--------	----	---

A particular case:

1Suit	1M	double	redouble	= Ax/Kx or Axx/Kxx of doubler's suit (with further values or longer trumps it is better to raise): a possible very useful information for partner if later the pair defends
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If responder bids a suit, advancer behaves in like manner of 1M opening bid overcalled.

On that account, referring to what already seen in Chapter 7:

1Suit	1M	1/2Suit	2M	= elastic raise 5/9: - 5/7 unbalanced with 3 card support - 5/9 balanced with 3 or 4 card support
-------	----	---------	----	---

1m	1♥	1♠	2NT	= invitational raise 8/11 with <b>3 card fit</b> : - 8/11 unbalanced - 10/11 balanced
----	----	----	-----	---

1m	1♥	1♠	3♣	= invitational raise 8/11 unbalanced with <b>4 card fit</b> :
----	----	----	----	---

1m	1♥	1♠	3♦	= invitational raise 10/11 balanced with <b>4 card fit</b> :
----	----	----	----	--

1m	1♥	1♠	3♠, 4♣, 4♦	= <b>SB: GF</b> raise 8/11 with Hxxx <sup>+</sup> support, s(NO Ace)/v, 3/4 controls
----	----	----	------------	--

1Suit	1M	2Suit	2NT	= invitational raise 8/11 with <b>3 or 4 card fit</b> : - 8/11 unbalanced - 10/11 balanced
-------	----	-------	-----	--

1Suit	1M	1/2Suit	3M	= preemptive raise unbalanced, max. 7 with 4 card support
-------	----	---------	----	---

1Suit	1M	2Suit	3NT (for aM), 4♣, 4♦	= <b>SB: GF</b> raise 8/11 with Hxxx <sup>+</sup> support, s(NO Ace)/v, 3/4 controls
-------	----	-------	----------------------	--

1Suit	1M	1/2Suit	4M	= destructive raise, max. 8/9 with 5 card support
-------	----	---------	----	---

Besides pass and raises, advancer may bid:

- 1NT: with about 10 **HCP** and two cards in partner's overcall suit, but with greater strength if there is the singleton in that suit<sup>88</sup>
- new suit at level or with jump<sup>89</sup>: natural **NF**
- **CB** of the opponents' suit that- in addition to show good values and a support for the overcall- may be a generic forcing to indicate hands:
  - without support for partner's suit, but very strong and with a suit of his own
  - without support for partner's suit, but very strong balanced, for which the natural bids of 2 or 3 NT are precluded (being used in a conventional manner as shown above).

## 2M jump overcalls

Are completely equivalent to weak two bids of 2♥ and 2♠ (see Chapter 12).

So identical is the advancer's behaviour, ignoring opponent's opening bid, that is to say:

- pass
- 3M= preemptive raise with 3 card support
- 4M= preemptive raise with 4 card support (or hand that visualizes the possibility of game)
- 2♠= **GF** with 5+ cards=>

<sup>88</sup> Generally, greater is the misfit with intruder's hand, greater is the strength required by a free bid.

<sup>89</sup> When they do not mean conventional support bids for the intruder's major suit.

- 2NT= no ♠ fit, maximum values in both minors
- 3♣= no ♠ fit, maximum hand, values in ♣ but not in ♦
- 3♦= no ♠ fit, maximum hand, values in ♦ but not in ♣
- 3♥= no ♠ fit, minimum hand
- 3♠=♠ fit of Hx(x) or xxx
- 3NT= no ♠ fit, a completely solid ♥ suit (only vulnerable)
- 3m= **GF** with 5/6+ cards=> natural continuation (3Ma= negative)
- 3♥ (over 2♠)= **GF** with 5/6+ cards=>
  - 3♠= no ♥ fit, minimum hand
  - 3NT= no ♥ fit, maximum hand
  - 4m= **CB**, ♥ fit of Hx(x) or xxx, maximum values
  - 4♥= ♥ fit of Hx(x) or xxx, minimum values
- 3♠ (over 2♥); 4♣; 4♦= **ST** hand, set **Ma** as trump suit and obliges opener to **CBs** =>
  - 4Ma= NO control
- 4aM=**SO**
- 2NT (**Ogust convention**)= relay with maximum hands =>
  - 3♣= bad hand & bad suit
  - 3♦= bad hand & good suit
  - 3♥= good hand & bad suit
  - 3♠= good hand & good suit
  - 3NT= a completely solid suit (only vulnerable)

### 3♦, 3M jump overcalls

Are completely equivalent to preemptive bids shown in Chapter 14.

### 3♦, 3M jump cue bids

Are **conventional**, to employ with one-suiter in minors with which- if partner holds a stopper in opening bid suit- intruder visualizes the possibility to play 3NT. The advancer's behaviour- in the absence of the requested stopper (with which logically calls 3NT)- is the same already seen over a 3NT opening bid, that is to say:

- 3M (over 3♦), 3♠ over 3♥= natural **GF** or better with a good 5 or 6 card suit
- 4♣= "multicolored" style (=> pass or 4♦)
- 4♦= "multicolored" style (=> pass or 5♣)
- 4aM= natural to play, generally with a seven card suit
- 4♦, 4M (raising the **CB**)= with a control in the suit, **ST**
- 5♣= "multicolored" style (=> pass or 5♦)
- 6♣= "multicolored" style (=> pass or 6♦)

### Intruding with two-suited hands (Ghestem overcalls)

The French bridge player Pierre Ghestem (winner in World Team Olympiad and Bermuda Bowl) conceived this convention in order to show immediately a two-suited hand (5-5 or better) with a standard playing strength of 5/6 **LT**. In actuality this strength may be much higher, because the intrusion is of conventional type and the bid suit never matches one of intruder's two suits; practically it is **1RF**, since allows him a second bid.

The complete scheme of overcalls is:

over 1♣ opening bid:

- 1♣-2♦= exclusion (♥-♠)
- 1♣-2NT= two lowest (♦-♥)
- 1♣-3♣= extremes (♦-♠)

over 1♦ opening bid:

- 1♦-2♦= extremes (♣-♠)
- 1♦-2NT= two lowest (♣-♥)
- 1♦-3♣= exclusion (♥-♠)

over 1♥ opening bid:

- 1♥-2♥= extremes (♣-♠)

- 1♥-2NT= two lowest (♣-♦)
  - 1♥-3♣= exclusion (♦-♠)
- over 1♠ opening bid:
- 1♠-2♠= extremes (♣-♥)
  - 1♠-2NT= two lowest (♣-♦)
  - 1♠-3♣= exclusion (♦-♥)

Advancer- basing on intruder's 5/6 **LT**- bids according to the estimated number of losers that he covers; therefore- in addition to choose among the two suggested suits at minimum level- can bid (M or m= partner's suits):

- 3M with jump= 2 of partner's losers covered (invites to game if overcaller has 5<sup>-</sup> **LT**)
- 4m= 3 of partner's losers covered (invites to game if overcaller has 5<sup>-</sup> **LT**)
- 4M= 3 of partner's losers covered (also as "attack/defence", generally based on a long support for M)
- 5m= 4 of partner's losers covered (also as "attack/defence", ditto as above)
- one of other 2 suits (cue bid or remaining suit)= **conventional**.

If the bid of 3M with jump is not possible and advancer bids the cheaper suit, normally only shows a game trial (that is to say a hand with 2 of partner's losers covered). Intruder in his turn:

- with 6 **LT** bids 3M as **SO**
- with 5<sup>-</sup> **LT** bids the remaining suit or one of the remaining suits

On the contrary, if the bid of 3M with jump is possible or overcaller had shown 5-5<sup>+</sup> in minors, advancer's bid must be considered as a **CB** revealing a **ST** hand: intruder in his turn makes the cheaper **CB**.

With a passed-hand partner and 1Suit response:

1Suit	pass	1Suit	1NT	= two-suiter with 9 <sup>+</sup> cards in the remaining suits (competitive only, with 6 <sup>+</sup> <b>LT</b> if 5-5)
-------	------	-------	-----	--

1Suit	pass	1Suit	2NT	= two-suiter 5-5 <sup>+</sup> with 6 <sup>-</sup> <b>LT</b>
-------	------	-------	-----	---

Consequently, in the auction:

1Suit	pass	1Suit	double
-------	------	-------	--------

the double denies a two-suiter 5-5<sup>+</sup>: shows opening bid values and generally the two remaining suits (4-4, 5-4, 6-4).

The Ghestem overcalls can be used also after 1NT response:

1Suit	pass	1NT
-------	------	-----

with the only exception of 2♦ overcall after 1♣ opening bid: 2♦ is natural with 5<sup>+</sup>♦.

In this particular situation, with 5-5<sup>+</sup> in majors intruder bids 2♣ (1NT response generally promises clubs):

1♣	pass	1NT	2♣	= ♥-♠
----	------	-----	----	-------

The Ghestem convention can be used also in fourth seat (see further).

## 1NT overcall

Is completely equivalent to the opening bid but furthermore requires a stopper (Qxx or better) in the opponents' suit.<sup>90</sup> For simplicity it is agreed that the responses used facing an overcall of 1NT will be the same used facing a 1NT opening bid (see Chapter 8). Only one idle bid exists: the transfer to the **Ma** that advancer logically could not want to play in.

Therefore the relating response structure becomes:

1♥	1NT	pass	2♦	= natural, <b>SO</b> with 5/6♦
----	-----	------	----	--------------------------------

1♠	1NT	pass	2♥	= <b>conventional</b> , <b>SO</b> with 5-5 <sup>+</sup> in minors
----	-----	------	----	---

If the second opponent bids over 1NT (double, raise or new suit) advancer's behaviour is again the same as 1NT opening bid overcalled (see Chapter 9).

Also in this case:

1♥	1NT	double/2♣	2♦	= natural, <b>SO</b> with 5/6♦
----	-----	-----------	----	--------------------------------

1♠	1NT	double/2♣	2♥	= <b>conventional</b> , <b>SO</b> with 5-5 <sup>+</sup> in minors
----	-----	-----------	----	---

## Overcalls in the fourth seat

1Suit	pass	pass	?
-------	------	------	---

- **double**= takeout, from a minimum of 8/9 **HCP**. After an opening bid followed by two "pass", the fourth hand must balance- in order "to protect" partner- making a call as soon as possible (the first defender may pass with opening values but unsuitable for an overcall, such as with a length in the suit of opening bid).

<sup>90</sup> An exception is represented by the 1m opening bid when the suit can be short: 1NT overcall in this case does not request a stopper in minor.

On that account the first thing to bear in mind for a takeout double with minimum values is the number of cards held in the opening bid suit: with length, in all probability partner is short and his “pass” is due to the absence of opening bid values or playing strength in any case. For this reason it is not advisable to reopen the auction with minimum values: there is a risk of helping opponents to find a better contract (sometimes even to reach the game!).

- **Suit at level**= natural, usually with 5+ cards (tendentially six if at the two level ), from 8/9 and maximum strength that may reach opening bid values; with stronger hands a takeout double is preferable, in order to differentiate the hands.

- **1NT**= 10/12, balanced or half balanced with a stopper in the opening bid suit.

- **Ghestem overcalls**

1♣	pass	pass	2♦	= ♥-♠
----	------	------	----	-------

1♣	pass	pass	2NT	= ♦-♥
----	------	------	-----	-------

1♣	pass	pass	3♣	= ♦-♠
----	------	------	----	-------

1♦	pass	pass	2♦	= ♣-♠
----	------	------	----	-------

1♦	pass	pass	2NT	= ♣-♥
----	------	------	-----	-------

1♦	pass	pass	3♣	= ♥-♠
----	------	------	----	-------

1♥	pass	pass	2♥	= ♣-♠
----	------	------	----	-------

1♥	pass	pass	2NT	= ♣-♦
----	------	------	-----	-------

1♥	pass	pass	3♣	= ♦-♠
----	------	------	----	-------

1♠	pass	pass	2♠	= ♣-♥
----	------	------	----	-------

1♠	pass	pass	2NT	= ♣-♦
----	------	------	-----	-------

1♠	pass	pass	3♣	= ♦-♥
----	------	------	----	-------

Are the same overcalls with two-suited (5-5<sup>+</sup>) hands already seen.

- **2M, 3♦ and 3♥ jump overcall** = natural and constructive: 12/15 with 6+ cards (tendentially seven if at the three level).

Over 2M responder- if passed with good hands now revalued and worthy of game trying- can make use of 2NT (the **Ogust** relay so many times quoted), with the well-known responses at this point:

- 3♣= bad hand & bad suit
- 3♦= bad hand & good suit
- 3♥= good hand & bad suit
- 3♠= good hand & good suit
- 3NT= a completely solid suit

- **Suit with a double jump** (at the 3 level)= natural and invitational, 4/5 **LT** with 7 cards

- **3♦, 3M jump cue bids**= are the same used by the first overcaller (one-suiter in minors with which- if partner holds a stopper in opening bid suit- it is possible to play 3NT); the advancer’s obligation is the same: to indicate if he stops the opponent’s suit.

### Intruding after an artificial forcing bids of 1♣ or 1♦

The more bidding space is possible to take away, the harder it is for the bidder to completely describe his strong hand. For this reason it is necessary to interfere every time one holds a distributional hand, even if poor in **HCP**. The suggestion is that intruder bids always in a very aggressive fashion.

Since the opening bid shows normally sixteen high card points or more, a takeout double or a natural 1NT overcall are meaningless: from which their conventional use in order to bid the two-suited hands containing the artificial minor suit of the opening. That is to say:

- **double**= 5-5<sup>+</sup> ma-M.

Advancer- without interest in a major- raises immediately the ma to the highest level seeming safe; otherwise bids ♥ or ♠- with jump too- in “multicolored” style (“pass or correct in the **am**”).

If interested in the major, over 1♣ doubled and followed by responder’s pass or redouble, advancer bids 1♦; other responder’s other bids, calls the **am** at the minimum level.

- 1NT= 5-5<sup>+</sup> ♣-♦

## Intruding after a weak two opening bid

### 2♦ Multicolored

#### Intruding in the immediate seat

2♦	?
----	---

Assuming that 2♦ shows more often a **weak opening bid in major** (even if there is the possibility of a strong hand according to opponents' system), the intruder can bid:

- **double**= takeout, with sound values (minimally 14 HCP) and at least 4-3 in the majors; if the values are maximum, 3-3 is allowed.

Advancer's behaviour will be pointed out later ("Lebensohl generalized convention").

- **2M**= with a good hand and a good suit (sound opening bid values with only 5 cards; not much less with 6 cards). Possible advancer's bids are natural, but a new suit is **1RF**.

- **2NT**= with a good balanced hand (from 15+ to 19) containing a stopper at least in a major; five card in ♥ or ♠ are allowed. The hand can be a bit lighter if contains a minor six card long or 5-4 in the minors. Advancer makes use of all bids- referring to 2NT opening bid- shown in Chapter 13.

- **3m**= six cards, opening bid values or better.

- **3M**= with an even better hand than a 2M overcall (4-4 1/2 LT).

- **3NT**= "to play", with a long and solid minor suit, besides global values that warrant a game trying; stoppers in both majors or at least a sure stopper and a "dubious" one.

- **4♣**= Roman jump overcall, with ♣ and ♦ in a good two suited hand (5-5 or better in distribution, needing very little from advancer to make the contract at the four level)

- **4♦**= Roman jump overcall, with ♦ and ♥ in a good two suited hand, idem

#### Intruding after a passing partner

2♦	pass	2♥	?
----	------	----	---

- **double**= takeout, with at least 4♠ and good values; with maximum values, 3♠ only are allowed.

With four or more hearts, the bidder in this position passes, intending to reopen with a double over opener's 2♠ or to pass for penalty if partner doubles 2♥ and opener passes.

Over the double the advancer (passed in the immediate seat) behaves according to the **Lebensohl** generalized convention shown later.

- **2♠**= with a good five or six card suit (at least opening bid values with only 5 cards, lesser with 6 cards). Possible advancer's bids are natural, but a new suit is **1RF**.

- **2NT**= the same already seen in the immediate seat, that is to say:

with a good balanced hand (from 15+ to 19) containing a stopper at least in a major; five card in ♥ or ♠ are allowed. The hand can be a bit lighter if contains a minor six card long or 5-4 in the minors.

Advancer makes use of all bids- referring to 2NT opening bid- shown in Chapter 13.

- **3m**= six cards, opening bid values or better

- **3♠**= with an even better hand than a 2♠ overcall (4-4 1/2 LT).

- **3NT**= "to play", with a long and solid minor suit, besides global values that warrant a game trying; stoppers in both majors or at least a sure stopper and a "dubious" one.

- **4♣**= Roman jump overcall, with ♣ and ♦ in a good two suited hand (at least 5-5 in distribution, needing very little from advancer to make the contract at the four level)

- **4♦**= Roman jump overcall, with ♦ and ♥ in a good two suited hand, idem

2♦	pass	2♠	?
----	------	----	---

- **double**= takeout, with at least 4♥ and good values; with maximum values, 3♥ only are allowed.

With four or more spades, the bidder in this position passes, intending to reopen with a double over opener's 3♥ or to pass for penalty if partner doubles 2♠ and opener passes.

Over the double the advancer (passed in the immediate seat) behaves according to the **Lebensohl** generalized convention shown later.

- **2NT**= the same already seen in the immediate seat and over the response of 2♥.
- **3m**= six cards, opening bid values or better
- **3♥**= six or seven cards with 4-4 1/2 **LT**
- **3NT**= the same already seen in the immediate seat and over the response of 2♥.
- **4♣**= Roman jump overcall, with ♣ and ♦ in a good two suited hand (at least 5-5 in distribution, needing very little from advancer to make the contract at the four level)
- **4♦**= Roman jump overcall, with ♦ and ♥ in a good two suited hand, idem

## 2♥ and 2♠

### Intruding in the immediate seat

2M	?
----	---

- **double**= takeout, with 4aM in a good hand (14 **HCP** are approximately the normal minimum requested for a takeout double of a weak two bid; the bidder can reasonably shade those points in high cards only if has a singleton or a void in the M). With better hands 3aM only are allowed.

Advancer's behaviour will be pointed out later ("**Lebensohl** generalized convention").

- **2♠**= with a good hand and a good suit (sound opening bid values with only 5 cards; not much less with 6 cards). Possible advancer's bids are natural, but a new suit is **1RF**.

- **2NT**= with a good balanced hand (from 15+ to 19) containing a stopper in M; five card in **aM** are allowed. The hand can be a bit lighter if contains a minor six card long or 5-4 in the minors. Advancer makes use of all bids- referring to 2NT opening bid- shown in Chapter 13.

- **3m**= six cards, opening bid values or better

- **3aM (with jump or without)**= six or seven cards with 4-4 1/2 **LT**

- **3M (cue bid)**= shows a solid single suited hand in a minor with some side values, but without a stopper in M; consequently the bidder asks for that stopper.

The advancer's behaviour- in the absence of the requested stopper (with which logically calls 3NT)- is the same already seen over a 3NT opening bid, and a 3♦ or 3M jump cue bids overcall when opponents have opened of one of a suit. That is to say:

- 3♠= natural **GF** or better with a good 5 or 6 card ♠ suit
- 4♣= "multicolored" style (=> pass or 4♦)
- 4♦= "multicolored" style (=> pass or 5♣)
- 4aM= natural to play, generally with a seven card suit
- 4M (raising the **CB**)= with a control in the suit, **ST**
- 5♣= "multicolored" style (=> pass or 5♦)
- 6♣= "multicolored" style (=> pass or 6♦)

- **3NT**= "to play", with a long and solid minor suit, besides global values that warrant a game trying; sure stopper in M.

- **4♣**= Roman style jump overcall, with ♣ and the next available major suit (aM) in a good two suited hand (at least 5-5 in distribution, needing very little from advancer to make the contract at the four level)

- **4♦**= Roman style jump overcall, with ♦ and the next available suit (aM), idem

- **4NT**= Roman style jump overcall with ♣ and ♦ in a very good two suited hand (at least 5-5 in distribution [normally more unbalanced] needing very little from advancer to make the contract at the five level)

## Intruding in the fourth seat

2M	pass	pass	?
----	------	------	---

- **double**

Now the first decision for the overcaller generally is whether to pass or to compete. It is the same question already pointed out in the case of overcalling in the fourth seat after an opening bid at the one level.

If the hand seems appropriate the intruder should balance even with moderate values not recommended to overcall in the immediate seat. One of the more important things to examine is length in the suit of the two weak two bid. Holding four or more cards in the M, with less than good 14/15 HCP, the best choice is probably to pass and defend.

Vice versa, holding a singleton or a void, it is likely that the double will be left in by advancer, who probably holds length in the suit of the weak two bid: this eventuality must be taken into account and in order to balance with a double.

With 2 or 3 cards in the M the situation is more less plain: since the responder has not raised, the partner may well have 2 or 3 cards in the bid suit; that means 2 or 3 probable losers and must cause to become reluctant to balance, unless the hand is very strong.

To sum up, generally the double starts from a minimum of roughly ten good HCP with all suitable hands (typically 4-4-4-1, singleton in the M): but- with minimum values- the balancer should have good defensive potential, that is to say that the defensive tricks must be sure.

Advancer's behaviour will be pointed out later ("Lebensohl generalized convention").

- **2♣, 2NT, 3m, 3aM, 3M (cue bid), 3NT, 4♣, 4♦, 4NT**= almost unchanged with regard to those used in the immediate seat.

## After a 2NT intrusion the second opponent bids: advancer's behaviour

2NT overcall- as seen previously- has an elastic range in points. This means that the bid is of common use and more probably it will often overcalled; for this reason it is advisable to examine the defence against opposing bids, specially after a double.

**Over the double** advancer's behaviour is the same shown in Chapter 13 (2NT opening bid doubled).

In other words the **double is ignored**, maintaining the same meaning to all bids as in the absence of interference (3♣ Puppet, 3♦ transfer, etc.); moreover- on the same lines of 1NT opening bid overcalled- advancer makes use of **redouble** in order to bid (over the obliged intruder's 3♣):

- pass= 5/6♣
- 3♦= 5/6♦

## Intruding after an opening bid of 1NT (weak or standard)

- **double**= for penalty, with a HCP number that equals on average that of the opening bid (but a 14-count minimum is advisable)

1NT	double	pass	?
-----	--------	------	---

- pass
- 2♣= the penalty is judged unlikely: hands with 5<sup>+</sup>♣ or lacking in a long suit (balanced or 4-4-4-1) (**SO**)
- 2♦, 2♥, 2♠= idem, 5<sup>+</sup> cards (**SO**)
- 3suit= 6<sup>+</sup> cards, invitational
- 2NT= **GF** with very unbalanced hands (6-4<sup>+</sup>, 5-5<sup>+</sup>, 5-4-4-0) with which a penalisation can be dangerous or unfavourable.

- **2♣**= Landy (5-4 or better in the majors)

1NT	2♣	pass	?
-----	----	------	---

- 2♦= asks for the 5<sup>+</sup> cards suit (2♥ with 5-5) with medium-weak hands
- 2♥, 2♠= **SO**, preference (the suit is 2 cards longer than the other)
- 2NT= relay that asks for strength/distribution with maximum hands. Responses:
  - 3♣= 5-4 minimum -> 3♦= asks -> 3♥= 5♥-4♠ ; 3♠= 5♠-4♥
  - 3♦= 5-5 minimum
  - 3♥= 5♥-4♠ maximum
  - 3♠= 5♠-4♥ maximum
  - 3NT= 5-5 maximum
- 3♥, 3♠= 4<sup>+</sup> cards, invitational

In case of a double of the Landy by the third player:

1NT	2♣	double	?
-----	----	--------	---

- pass= minimum hand and misfit<sup>91</sup>
- redouble= asks for the 5 cards suit (2♥ with 5-5) with a competitive hand
- 2♦= 6<sup>+</sup> cards to play (max. 2-2 in the majors)
- 2♥, 2♠= preference
- 2NT= relay that asks for strength/distribution as above

<sup>91</sup> Lets partner off showing his better suit unless opener passes.



• 3♥, 3♠ = 4<sup>+</sup> cards, invitational

- 2♦, 2♥ = transfer to ♥, ♠; usually with a six-cards suit (a good five also allowed) or two-suiter 5♥, ♠-4/5<sup>+</sup> m<sup>92</sup>

- 2♠ = 4♠-6m

1NT	2♠	pass	?
-----	----	------	---

• 2NT = asks for the minor

- 2NT = 5-5<sup>+</sup> m

- 3♣ = 6♣-4♥

- 3♦ = 6♦-4♥

- 3♥, 3♠ = seven-cards suit invitational

**Note.** These defensive overcalls are available for **all 1NT opening bids** (apart from strength and distribution) and in the **fourth seat** too.

The only exception is the double in the auction:

1NT	pass	pass	double
-----	------	------	--------

that shows 10/12 **HCP**: the advancer usually turns the take-out double in penalty with 10<sup>+</sup>; otherwise can make use of all other bids explained in case of immediate double.

## Intruding after an artificial forcing bids of 2♣ or 2♦

An overcall at the two/three level- after a strong opponent's opening bid- bases only on the playable strength and normally on a good six/seven-cards suit, according to the "Rule of two and three" already seen; in this special case- considering that the opponents' have surely the large majority of **HCP**, if green vs. red- the rule may be extended to "4 down".

In like manner the artificial forcing opening bids at the one level, it is advisable a conventional use of double and notrump in order to bid the two-suited hands, containing the artificial minor suit of the opening.

That is to say:

- **double** = 5-5<sup>+</sup> ma-M.

Advancer- without interest in a major- raises immediately the ma to the highest level seeming safe; otherwise bids ♥ or ♠- with jump too- in "multicolored" style ("pass or correct in the **am**").

If interested in the major, over 2♣ doubled and followed by responder's pass or redouble, advancer bids 2♦; other responder's other bids, calls the **am** at the minimum level.

- 2NT = 5-5<sup>+</sup> ♣-♦

## Intruding facing a passed partner after a positive response 2 over 1

1♦	pass	2♣	?
----	------	----	---

- **double** = with ♣, as leading direct call or to suggest a defence in the ♣ suit

- 2♦ = 2-suited hand in majors (5-4 or 5-5 weak, Landy style)

- 2M = natural, normally with a six-cards suit

- 2NT = two-suiter in majors (5-5<sup>+</sup> of 6- LT)

1M	pass	2m	?
----	------	----	---

- **double** = with the suit, as leading direct call or to suggest a defence in the suit

- 2M (CB) = 4aM-5/6am

- 2♠ (after 1♥ opening bid) = natural, normally with 6♠ (or 5♠-4am)

- 2NT = exclusion: 5-5<sup>+</sup> aM-am of 6- LT

## Intruding facing a passed partner after a weak raise 2 or 3 over 1

In this case the double is obviously for a take-out, with distributional requirement analogous to that foreseen after an opening bid of one of a suit, but- logically- the high-card strength required increases even though slightly.

It is to point out:

1M	pass	2M	double
----	------	----	--------

<sup>92</sup> If advancer bids 2M in the transferred suit, with 5-5<sup>+</sup> maximum, advancer may show the minor

in which the double strictly guarantees 4<sup>+</sup> cards in the **aM** and

1M	pass	2M	2NT
----	------	----	-----

in which 2NT is **conventional** and excludes 4<sup>+</sup> cards in the **aM**.

After a double, advancer's behaviour will be discussed below ("Lebensohl generalized convention").

## Intruding facing a passed partner after an ambiguous 2 over 1 response

In these cases, typically when there is a transfer bid response to a major suit opening bid (natural positive with the bid suit or artificial weak raise to the **Ma**), for example:

1♠	pass	2♥	= GF with ♥ or weak raise in ♠
----	------	----	--------------------------------

the double mainly shows the suit (as leading direct call or to suggest a defence) in a defensive hand, but may also show a strong hand; if the hand is strong- but without the suit- it is necessary to pass and to double later when opener will rebid **2Ma** and responder probably will pass.

Obviously, since the opponent's suit bid at the two level may be natural in a positive hand, for reasons of prudence the double must be based on a good six<sup>+</sup>-cards suit.

## Lebensohl generalized convention

As partially anticipated, the convention is used after a:

1) direct take-out double of 2♥, 2♠ responses to Multicolored 2♦ opening bid (the double promises 4 cards in the other major)

2♦	pass	2M	double
pass	?		

2) deferred take-out double of 2♠ rebid, after a Multicolored 2♦ opening bid followed by 2♥ response (the double promises 4♥)

2♦	pass	2♥	pass
2♠	pass	pass	double
pass	?		

3) direct take-out double of weak 2♥, 2♠ opening bids

2M	double	pass	?
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4) take-out double in the fourth seat

2M	pass	pass	double
pass	?		

2♦	pass	2M	pass
pass	double	pass	?

5) direct take-out double followed by a 2M raise

1M	double	2M	?
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6) take-out double (**that strictly assures the aM**) after a weak raise 2M

1M	pass	2M	double
pass	?		

7) take-out double after a weak raise 2m or a two over one **NF** response

1m	pass	2m	double
pass	?		

1Suit	pass	2new Suit (NF)	double
pass	?		

In all these situations:

- **2♠** shows a weak hand, generally to pass and- apart from case 5 (in which it is a free bid)- may be made with three cards only ("step bid", with almost a "Yarborough")

- **2NT** obliges intruder to bid **3♣ relay** (except for hands of exceptional strength, with which he may bid a his own suit).

This relay may be passed by advancer or may be :

- followed by a suit not biddable at the 2 level, indicating a weak hand (0/7) generally **SO**

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- followed by a suit biddable at the 2 level (here practically only 3♠), indicating an invitational hand (8/11)
  - followed by a **CB** of the opponent's suit, indicating a **GF** or better hand with four cards in **aM** and without a stopper in the opponent's suit
  - followed by 3NT showing good enough game values with four cards in **aM** and a stopper in the opponent's suit
- the bid of a new suit at the 3 level without jump is invitational (8/11)
- the bid of a new suit at the 3 level with jump (here practically only 3♠) is **GF** or better with a 5-cards suit
- the **CB** of the opponent's suit asks above all for a stopper and denies four cards in **aM** (advancer obviously may own a **ST** hand too)
- 3NT shows not more than game values and assures a stopper in the opponent's suit, but denies four cards in **aM**



Aurelio Mascheroni, mechanical engineer with many hobbies, roving from information technology to various sports (tennis, cycling, Nordic sky, golf pitch&put, and swimming) is a first category Italian expert player.

In 1990 he published for Mursia “Quinta Maggiore”, the first Italian version of a bidding system until then monopoly of French authors.

With the coming of Internet he has chosen to publish online for free, in order to offer all bridge players his theoretical and practical experience.

The Author- in spite of his limited knowledge of the English language- has translated the Italian version of his new book “Quinta nobile” (see the Web Site of FIGB: <http://www.federbridge.it/BDIonline/articolo.asp?artfile=844.pdf>)

into English by himself: so he apologizes for the unavoidable mistakes in the text (in addition to those due to “cut and paste” of MS Word...!).

**For feedback: [aurmask@alice.it](mailto:aurmask@alice.it)**