

[Note 1] 1♣ OPENING BID

Shows normally at least 16 HCP but can have less with compensating values.

Responses to 1♣

- 1♦ = 0-7HCP
- 1♥ = a) 8+HCP, 5+S
b) 14+HCP, balanced.
- 1♠ = 8+HCP, 5+H.
- 1NT = 9-13 HCP, balanced.
- 2♣ = 8+HCP, 5+D.
- 2♦ = 8+HCP, 5+C.
- 2♥ = 8+HCP, 4D 5C/ 5D 4C
- 2♠ = 8-11 HCP, 4441-hand
- 2NT = 12+HCP, 4441-hand
- 3♣ = Solid 6-card suit.
- 3♦ = Solid 7-card suit.
- 3♥ = 7C with KQ, AQ or AK, no outside strength.
- 3♠ = 7D with KQ, AQ or AK, no outside strength.
- 3NT = 7H with KQ, AQ or AK, no outside strength.
- 4♣ = 7S with KQ, AQ or AK, no outside strength.

Subsequent auction

- 1♣ - 1♦
- 1♥ = At least 20 HCP
- 1 NT = 16/17 - 19 HCP

In general: After all answers we can continue with relays.

After opponents interference against 1♣:

1♣ - 1♦ - ?

- Pass = 6-8 HCP.
- DBL = 0-5 HCP.
- 1♥..3NT = As without interference..

1♣ - 1♥ - ?

- Pass = 6-8 HCP with 4S or penalties.
- DBL = 0-5 HCP.
- 1♠ = 8+HCP 5+S, usually at least a 2nd round control in H.
- 1NT = 9+HCP with heart stopper.
- 2♣ = 5+D at least invitational
- 2♦ = 5+C, FG.
- 2♥ = 5+S at least invitational
- 2♠ = 9+HCP, no or poor heart stopper.
- 2NT = 5S 5D, 5-7HCP.
- 3♣ = 6+D slam try
- 3♦ = 6+C slam try.
- 3♥ = 6+S slam try.
- 3♠ = 4144 and FG.

We use similar defence also after overcalls 1♠ thru 2NT.

[Note 2] 1♦ OPENING BID

Shows 11-15 HCP and at least 1 diamond.

Responses to 1♦

- 1♥ = a) 6+HCP 4+H.
 b) FG.
 1♠ = 6+HCP, 4+S.
 1NT = 6-11HCP.
 2♣ = F1, 4+C
 2♦ = F1, 4+D
 2♥ = Invitational 6+H.
 2♠ = Invitational 6+S.
 2NT = 10-13HCP, Invitational.
 3♣ = 7-10 HCP, 5+D 5+C.
 3♦ = Invitational with 7D.
 3♥ = Usually 3145 or 3154, FG.
 3♠ = Usually 1345 or 1354, FG.

Subsequent auction

 1♦ - 1♥

- | | |
|--|-------------------------|
| 1♠ = 4S. | (2♣=Relay). |
| 1NT = 11-13 HCP no 4M | (2♣=Relay). |
| 2♣ = 11-15 HCP, at least 9 cards in the minors | (2♦=Relay). |
| 2♦ = 11-13 HCP, 6+D | (2♠=Relay). |
| 2♥ = 4H, min | (2♠=Relay). |
| 2♠ = 6+D or both minors, max | (2NT=Relay). |
| 2NT = 4+H no void, max | (3♣=Relay). |
| 3♣ = 4+H 0-1C min or 5C, max | (3♦=Relay, 3♥=To Play). |
| 3♦ = 4+H 1D, min | (3♥=To Play, 3♠=Relay). |
| 3♥ = 4+H 0-1S, min | (3♠=Relay). |
| 3♠ = 4+H void in S, max. | |
| 3NT = 4450, max. | |
| 4♣ = 3460/2470, max. | |

 1♦ - 1♥

1♠ -

- 2♣ = FG, Relay.
 2♦ = Invitational with 5H.

After opponents interference against 1♦:

 1♦ 1♥ ?

- | | |
|------|--------------------------------------|
| Pass | = Weak or penalties. |
| DBL | = 4S 6+HCP or 5+S none invitational. |
| 1♠ | = 8+HCP no 4S. |
| 1NT | = Natural. |
| 2♣ | = 5+D at least invitational. |
| 2♦ | = 5+C at least invitational. |
| 2♥ | = 5+S at least invitational. |
| 2♠ | = 6S, invitational. |
| 2NT | = Invitational |

3♣	= 6+D slam try.
3♦	= 6+C slam try.
3♥	= 6+S slam try.
3♠	= 4144 and FG.

We use similar defence also after overcalls 1♠ thru 2NT.

[Note 3] 1♥ / 1♠ OPENING BIDS

Shows at least 5 cards in the suit except in 3rd position where it can be on 4 cards.

Opener has 11-15 HCP except NV vs. V where he has 9-15 HCP.

With compensating values opener can have less HCP.

Responses to 1♥

- 1♥ - 1♠ = 4+S, usually max 12HCP.
 1NT = FG.
 2♣ = Any invitational hand.
 2♦ = Natural F1.
 2♥ = Support.
 2♠ = Invitational, 5S 5+C.
 2NT = 4+H, 6-9/10-12 HCP with unknown singleton.
 3♣ = 5+D 5+C and typically 7-10 HCP.
 3♦ = 5S 5+D, invitational.
 3♥ = 4+H, no singleton and typically 7-9 HCP.
 3♠ = Invitational with typically 7S.
 3NT = 4+H, void S, typically 9-12HCP.
 4♣ = 4+H, void C, typically 9-12HCP.
 4♦ = 4+H, void D, typically 9-12HCP.
 4♥ = To play, could be 12-14 balanced with 3 card support.

Responses to 1♠

- 1♠ - 1NT = FG.
 2♣ = Any invitational hand.
 2♦ = Natural F1.
 2♥ = NF.
 2♠ = Support.
 2NT = 4+S, 6-9/10-12 HCP with unknown singleton.
 3♣ = 5H 5+C, invitational.
 3♦ = 5H 5+D, invitational.
 3♥ = Invitational with typically 7H.
 3♠ = 4+S, no singleton and typically 7-9 HCP.
 3NT = 4+S, void S, typically 9-12HCP.
 4♣ = 4+S, void C, typically 9-12HCP.
 4♦ = 4+S, void D, typically 9-12HCP.
 4♥ = To play.
 4♠ = To play, could be 12-14 balanced with 3 card support.

Subsequent auction:

After 1M – 1NT we can go on with relays to get distribution and strength.

After opening in 3rd and 4th seat, we use 2♣ as invitational with fit and 3x as Minisplinter.

After overcalls:

DBL	= Negative through 4 ♦.
Suit w/o jump	= F1 at 2-level (promises new bid), FG at 3-level.
2NT	= FG, 3+card support (1 ♥ - 2 ♠ - 2NT = Invitational +).
3NT	= Natural.
Cue-bid	= 9+HCP with 3-card support.
Jump cue-bid	= Splinter.
Jump new suit	= Natural slam try.
4 ♣/4 ♦	= Fit-Jump.
3M/4M	= Preemptive.

After DBL:

1 ♠	= F1.
2NT	= Invitational with 3+card support.
2 ♠/3 ♣/3 ♦	= Minisplinter (1 ♥ opening).
3NT	= FG with 4+card support, sets up forcing pass.
3 ♠/4 ♣/4 ♦	= Fit Jump (1 ♥ opening).

[Note 4] 1NT OPENING BID

14-16hp, in all positions. Can have 5M or 6m.
With good suits 1NT opener can have less HCP.

Responses to 1NT

1NT - ?	

2 ♣	= Stayman w/relays.
2 ♦/2 ♥	= Transfer.
2 ♠	= 6+C weak or invitational, or weak doubleton in D/H/S.
2NT	= 6+D weak or invitational, or strong with both minors.
3 ♣	= Single M.
3 ♦	= Asks for 5-card major.
3 ♥/3 ♠	= Slam try without singleton (3 ♠ could be 6+S and 0-1H).
3NT	= To play.
4 ♣, 4 ♦	= Transfer to H/S.

After opponents interference against 1NT:

After 1NT - DBL

Pass = To play.
RDBL = Asks for 2 ♣.
Others as without double

After 1NT – DBL: Subsequent doubles from our side are negative.

 Natural overcall

1NT 2♥ ?

DBL = Negative (through 4♦)
 2♠ = Natural NF.
 2NT = Invitational.
 3♣ = At least invitational with D.
 3♦ = At least invitational with C → 3♥=Min and 4♣=Max with xx/xxx in H.
 3♥ = At least invitational with S.
 3♠ = Asks for stopper in H.
 4m = Slam try.
 4♥ = Void with both minors.
 4♠ = To play.

We use similar defence also after interference other natural overcalls at the 2-level.

 After artificial overcalls

DBL shows strength.
 Defense depends on actual meaning of the bid.

[Note 5] 2♣ OPENING BID

Shows at least 6 clubs unless the opener has a 4405 distribution.
 The opener has 11-15 HCP except NV vs. V where he has 9-15 HCP.
 With compensating values the opener can have less HCP.

Responses to 2♣

 2♣ - ?

2♦ = Relay, F1.
 2♥ = 6-11HCP, 5+H, NF.
 2♠ = 6-11HCP, 5+S, NF.
 2NT = Natural.
 3♣ = Support.
 3x = FG good 6+card suit.
 4♣ = Pre-emptive.
 4♦ = Fit-jump.

 2♣ - 2♦

2♥ = (5)6+C 4H	(2♠=Relay).
2♠ = 6+C 4S	(2NT=Relay).
2NT = Max, 6C	(3♣=NF, 3♦=Relay).
3♣ = Min, 6+C	(3♦=Slam try C).
3♦ = Max, 6+C 4D	(3♥=Relay, 3♠= Slam try C, 4♣= Slam try D).
3♥ = Max, 6+C 0-1H	(3♠= Slam try C, 4♣= Slam try S)
3♠ = Max, 6+C 0-1H	(4♣= Slam try C, 4♦=Stop signal, 4♥=KCB).
3NT = Max, 2227/2317/3217	(4♣= Slam try C, 4♦=Stop signal, 4♥=KCB).
4♣ = Max, 7C 0-(1)D	(4♦=Stop signal, 4♥=KCB).

After opponents interference against 2♣:

 2♣ - DBL - ?

RDBL = 10+hp
 2♦ = Relay, F1.
 2NT = At least invitational with C-support.
 3♣ = Support.
 3x = Fit-jump.
 4♦ = Fit-jump.

After overcall

 DBL = Negative thru 4♦.
 2NT = Natural.
 2♥/2♠ = NF.
 3-level bid = FG.
 Jump = FG with good suit.
 4♦ = Fit-jump.
 Cue-bid = Asks for stopper / Slam try in C.

[Note 6] 2♦ OPENING BID

The multi 2♦ opening bid shows either 5H or 5S. The strength range of the 2♦ opening bid is 2-11HCP, but depends on the vulnerability:

NV vs. V : 2-8 HCP, 5M, may have 5332 or 4+minor.
 NV vs. NV : 4-8 HCP, 5M, may have 5332 or 4+minor.
 V vs. V : 5-10 HCP, 5M and 4+minor.
 V vs. NV : 6-10 HCP, 5M and 4+minor.

The suit quality depends on the vulnerability.

In the 4th seat the opening bid shows: 11-13 HCP and 6+D.

 2♦ - ?

2♥ = P/C.
 2♠ = Natural own suit, NF.
 2NT = Relay.
 3♣ = 6+C NF.
 3♦ = At least invitational with own heart suit.
 3♥ = P/C.
 3♠ = Invitational with own spade suit.
 4♣ = Preemptive with both minors.
 4♥ = P/C.
 4♠ = To play.

 2♦ - 2NT

3♣ =	5H, 54 or 5332 hand	(3♦=Relay, 3♥=Invitational).
3♦ =	5S, 54 or 5332 hand	(3♥=Relay, 3♠=Invitational).
3♥ =	5H 5m	(3♠=Relay).
3♠ =	5S 5C	(4♣=Slam try S, 4♦=Slam try C).
3NT =	5S 5D	(4♣=Slam try S, 4♦=Slam try D).

 2♦ - 2NT
 3♣ - 3♦

3♥ =	5332 hand	(3♠=Slam try in H).
3♠ =	5H 4C	(4♣=Slam try in H, 4♦=Slam try in C).
3NT =	5H 4D	(4♣=Slam try in H, 4♦=Slam try in D).

 2♦ - 2NT
 3♦ - 3♥

3♠ =	5332 hand	(4♣=Slam try in S).
3NT =	5S 4C	(4♣=Slam try in S, 4♦=Slam try in C).
4♣ =	5S 4D	(4♦=Slam try in S, 4♥=KCB with D).

 2♦ - 2NT
 3♥ - 3♠

3NT =	5H 5C	(4♣=Slam try in H, 4♦=Slam try in C).
4♣ =	5H 5D	(4♦=Slam try in H, 4♠=KCB with D).

When vulnerable the responses showing 5332 are not included.

After opponents interference against 2♦:

 2♦ DBL ?

Pass = Opener passes with 4+D, RDBL with 5C otherwise bids his M.
 RDBL = Bid the M
 2♥/2♠ = To play, own suit
 2NT = As without interference.
 3♣/3♦ = To play.
 3♥/4♥ = P/C.
 3♠ = Preemptive, own suit
 4♣ = preemptive with both minors.

 After overcalls

Negative DBL's thru 4♦
 2NT = As without interference.

Example

 2♦ 2♥ ?

- DBL = Pass with 5H, bid 2♠ with 5S (or minor with 5S 5m and maximum)
 2♠ = Own suit, NF.
 2NT = Relay, as without interference.
 3♣/3♦ = Natural, NF
 3♥ = Stopper?
 3♠ = Invitational with own suit

[Note 7] 2♥ OPENING BID

NV vs. V it shows: 4+H 4+S 2-8 HCP.

In other vulnerabilities it shows a normal weak two bid in hearts.

Responses to 2♥ [4+H and 4+S]

 2♥ - ?

- 2♠ = To-play.
 2NT = Invitational, max 33 in the majors.
 3♣ = Artificial FG or invitational with 4-card major.
 3♥/3♠ = Preemptive.
 4♣ = FG/Slam try in H (also after interference) → 4♦ = additional values, 4♥ = minimum.
 4♦ = FG/Slam try in S (also after interference) → 4♥ = additional values, 4♠ = minimum.

4♣/4♦ sets up forcing pass.

 2♥ - 3♣

- 3♦ = Min
 3♥ = 44, max
 3♠ = 45, max
 3NT = 54, max
 4♣ = 55, max
 4♦ = 56, max
 4♥ = 65, max

- (3♥, 3♠ = NF, 4♣ = Slam try in H, 4♦ = Slam try in S).
 (3♠ = Slam try in H, 4♣ = Slam try in S).
 (4♣ = Slam try in H, 4♦ = Slam try in S).
 (4♣ = Slam try in S, 4♦ = Slam try in H).
 (4♦ = Slam try in H, 4NT = KCB with S).
 (4NT = KCB with H, 5♣ = KCB with S).
 (4NT = KCB with S, 5♣ = KCB with H).

[Note 8] 2NT OPENING BID

9-12 HCP, 5H 5m

Responses to 2NT

3♣ = P/C.

3♦ = Relay.

4♣ = P/C.

2NT - 3♦

3♥ = 5H 5/6C → 3♠=Slam try in H, 4♣=Slam try in C.

3♠ = 5H 5D → 3♠=Slam try in H, 4♣=Slam try in D.

3NT = 5H 6D → 4♣=Slam try in D, 4♦=Slam try in H.

After opponents interference against 2NT:-----
2NT DBL ?

RDBL = To play.

Pass = Bid minor suit.

3♣ = To play, own suit.

2NT 3♣ ?

DBL = For penalty if opener has 5C, otherwise bid 3♦.

[Note 9] Slam conventions in relay sequences

If distribution is known (or close to known) below 4♦:

- 4♦ = Stop signal → transfer to 4♥.
- 1 step (if 4♣ or lower) is slam try in longest suit (♥♠♣♦ if equal length).
- 2 steps (if 4♣ or lower) is slam try in second longest suit.
- 3 steps (if 4♣ or lower) is slam try in third longest suit.
- 4 steps (if 4♣ or lower) is slam try in shortest suit.
- Highest bid for slam try is 4♣.
- With no room for slam try below 4♣, bids of 4♥ or above are Key-Card Blackwood in a suit (same rules as above apply)

Example

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1♥ - 1NT    (1♥ = 5H, 11-15 HCP    1NT = FG Relay)
2♦ - 2♥     (2♦ = 5+H 4S, 11-15 HCP  2♥ = Relay)
3♣ - ?      (3♣ = 4513, 13-15 HCP)
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3♦ = Slam try in H.
3♥ = Slam try in S.
3♠ = Slam try in C.
4♣ = Slam try in D.
4♦ = Stop signal → Transfer to 4♥.
4♥ = 4 Ace Blackwood.

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After slam try

After a slam try below 3NT the following rules apply:

- 3NT shows a low number of controls (depending on strength level).
- Cue-bid shows a certain number of controls (depending on strength level).
- Trump suit at 3-level (or 4-level if minor) shows extra number of controls (depending on strength level).

The controls are counted as follows:

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Ace           = 2 controls
King          = 1 control
Trump Queen = 1 control

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Example

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-----
1♥ - 1NT    (1♥ = 5H, 11-15 HCP    1NT = FG Relay)
2♦ - 2♥     (2♦ = 5+H 4S, 11-15 HCP  2♥ = Relay)
3♣ - 3♦     (3♣ = 4513, 13-15 HCP    3♦ = Slam try in hearts)
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3♥ = 6 or more controls
3♠ = Cue and exactly 5 controls
3NT = 4 or less controls
4♣ = Cue and exactly 5 controls
4♦ = Cue and exactly 5 controls
4♥ = Maximum with very good suits but only 4 controls

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