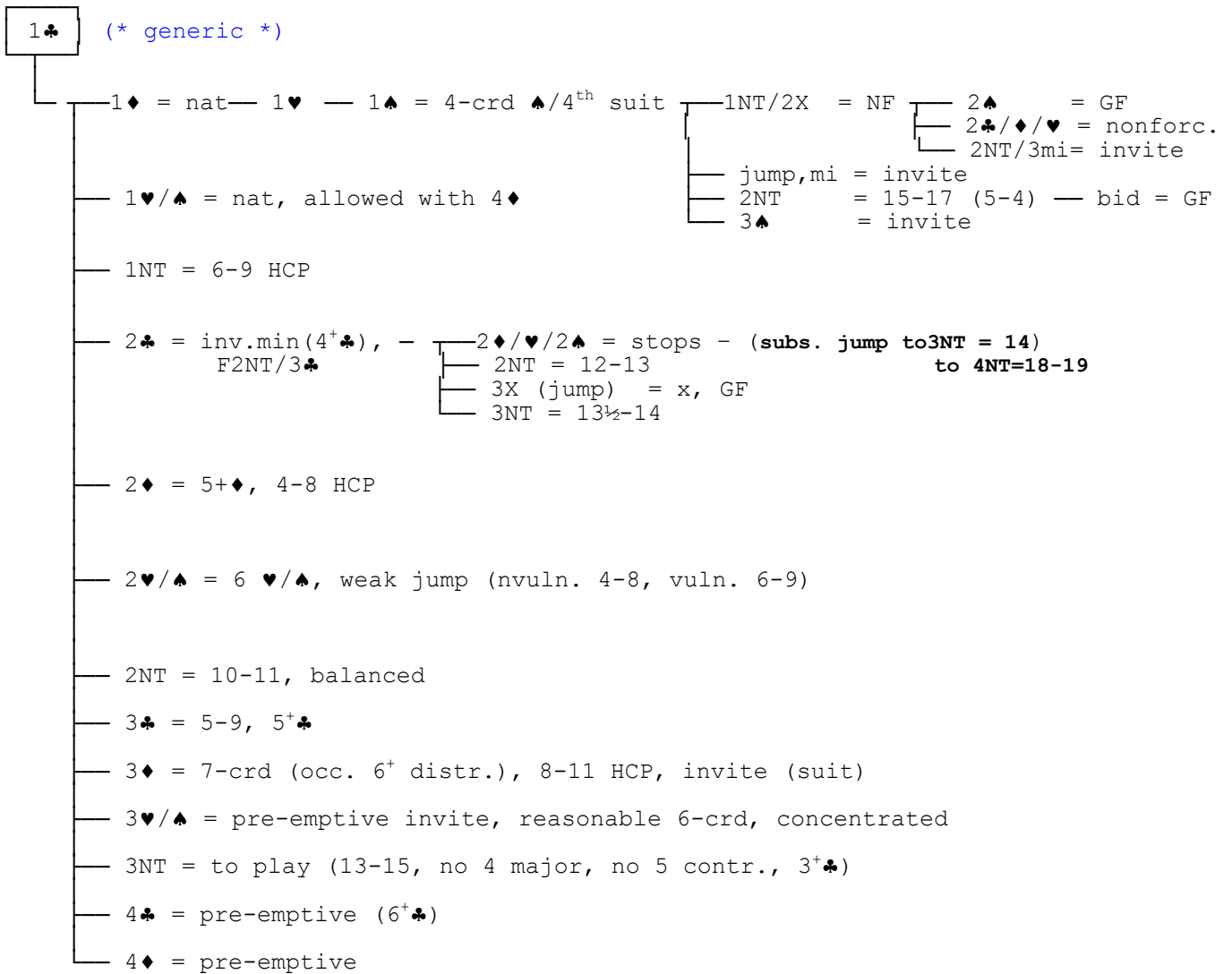


1. OPENING BIDS OF 1 IN A SUIT

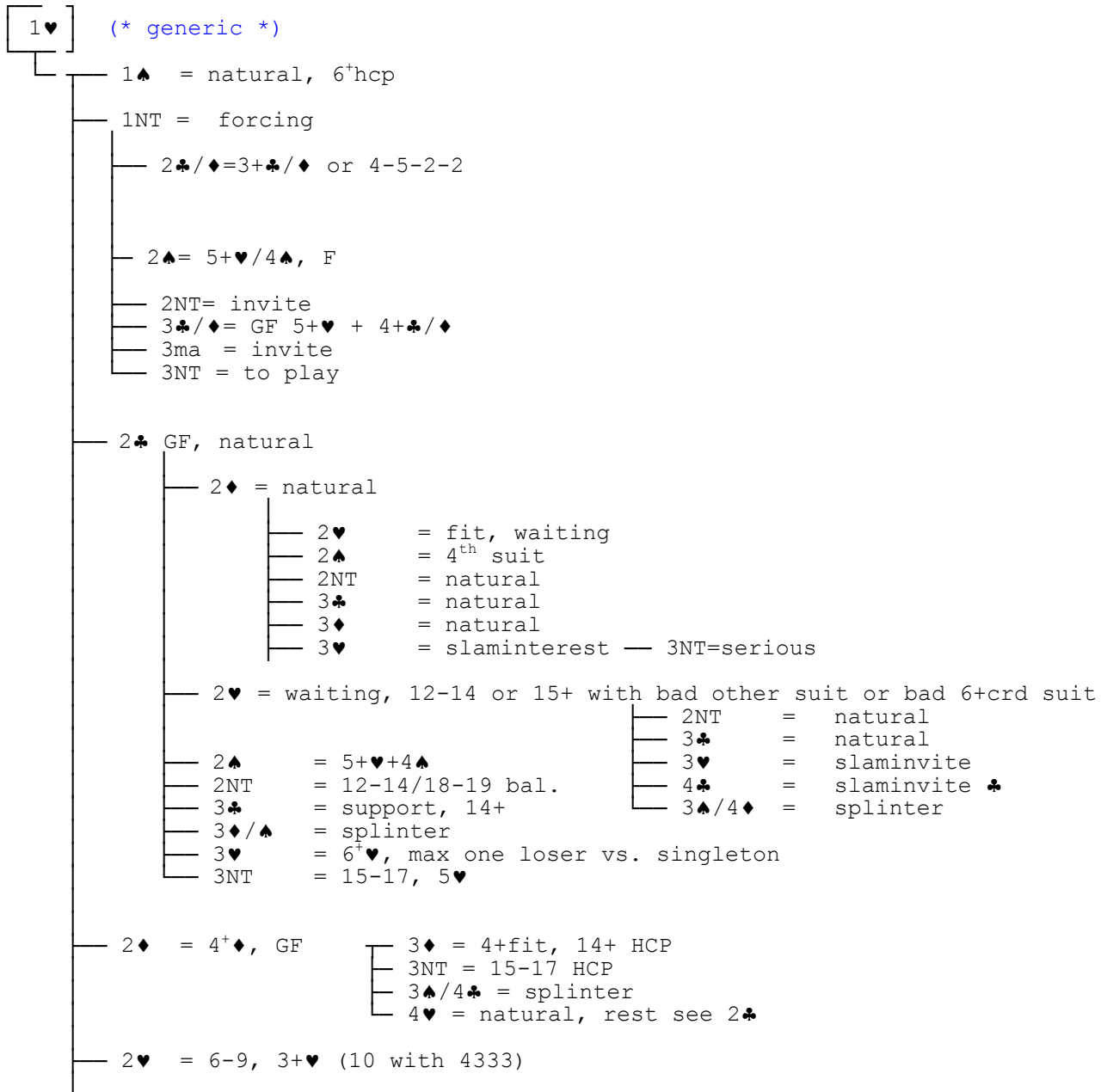
1.1. 1♣/♦ opening bid

1♣ = 4-4-3-2, 4ma-3-3-3 or 4⁺♣ 1♦ = 4⁺♦, 4-4 minors possible



1.2. The 1♥/♠ opening bid

1♥/♠ = 5+♥/♠



- 2♠ = weak ♠, nvul 4-8, vul 6-9
- 2NT = GF, 3+crd fit
- 3♣ = natural invite 8-11
- 3♦ = natural invite 8-11
- 3♥ = 4+crd, 0-7
- 3♠ = preempt.invite ♠
- 3NT = splinter ♠, 4+crd ♥
- 4♣/♦ = splinter
- 4♥ = to play, preempt

modifications with passed hand:

- * 1♠ — 2♣ = Drury (also 9-11 HCP, 4-crd)
 - 2♦/♥ = natural, normal opening
 - 2♠ = no opening bid
 - 3♣/3♦/♥ = natural, invitational

after intervention of a double:

- 2x = 9+ HCP
- 3x = still natural invite

1.3. The 1NT rebid

- 1♣ - 1♥ (* generic *)
1NT
 - 2♣ = <R> to 2♦
 - 2♥ = invite 5crd
 - 2♠ = invite 4-5
 - 2NT = invite
 - 3♣/3♦ = invite
 - 2♦ = GF relay, subsequent bidding: natural
 - 2♥ = nvul. 9-11 6+♥
 - 2nt = 5-5 invite
 - 3♣ = GF
 - 3♦ = GF 5-5

1.4. The 2NT rebid

- 1♣ - 1♥ (* generic *)
2NT = 18-20 HCP, FIR
 - 3♣ = @
 - 3♦ = nat. 5♥/4♦, enough to go over 3NT
 - 3♥ = GF.
 - 3♠ = 5♥+4♠, slamtry
 - 4♣ = sets suit
 - 3♦ = 5♣ — all natural
 - 3level = natural
 - 4X = 4♥-fit

exceptions

- * 1♣ — 1♦
2NT — = NF
- * 1mi — 1♠
2NT — 3♥ = 5♥+5♠, GF

After intervention:

same system as long as 2NT = 18-19HCP, but no 4crd M support (2NT=NF)

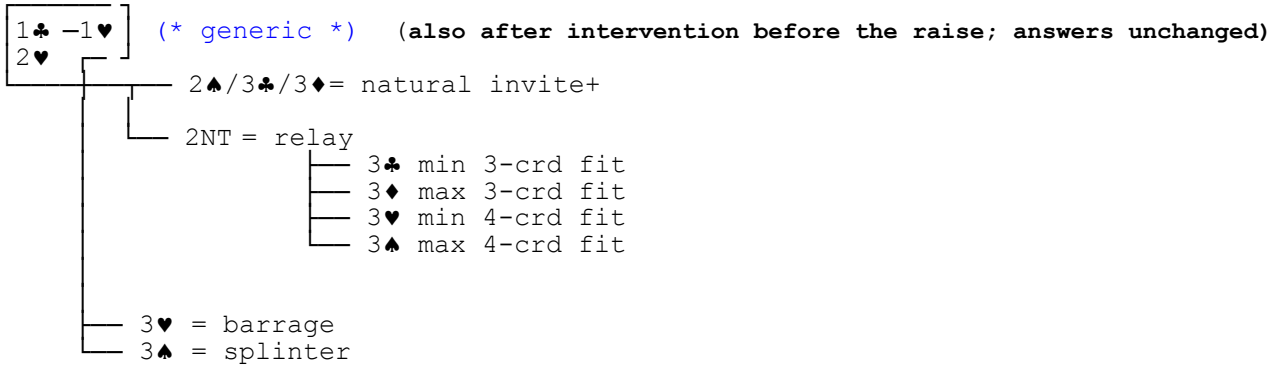
OPENING BIDS OF 1 IN A SUIT

1.5. The 3NT rebid

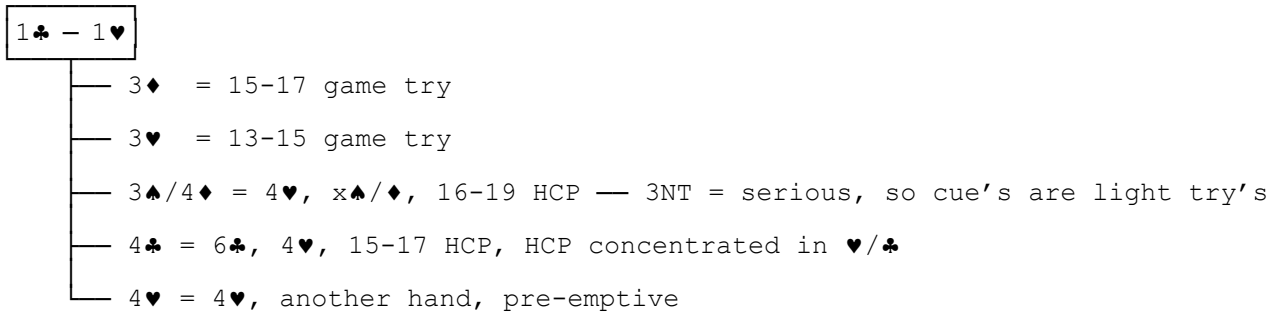
1mi — 1♦/♥/♠
 3NT = to play about 15-18 hcp, long mi

1♥ — 1♠
 3NT = 6♥

1.6. The single raise of partner's suit

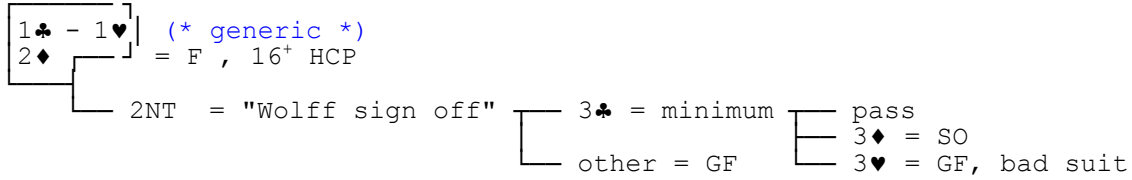


1.7. Other raises

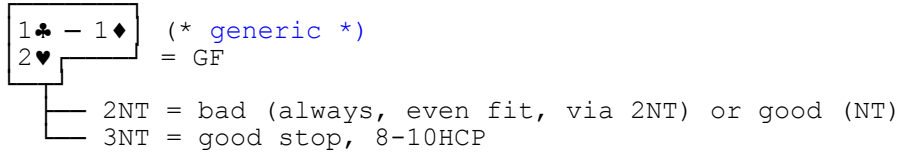


1.8. The reverse rebid

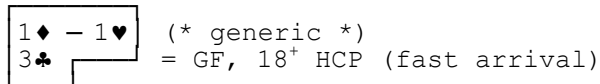
1.8.1. Simple reverse



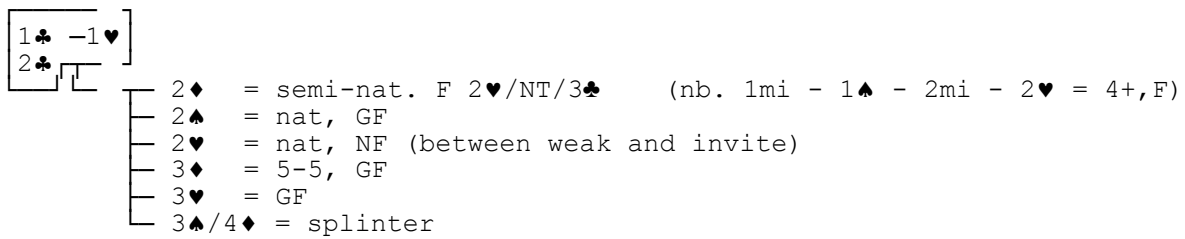
1.8.2. Jump reverse



1.8.3. High reverse



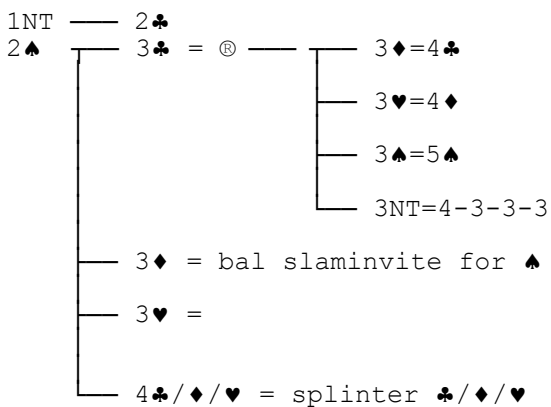
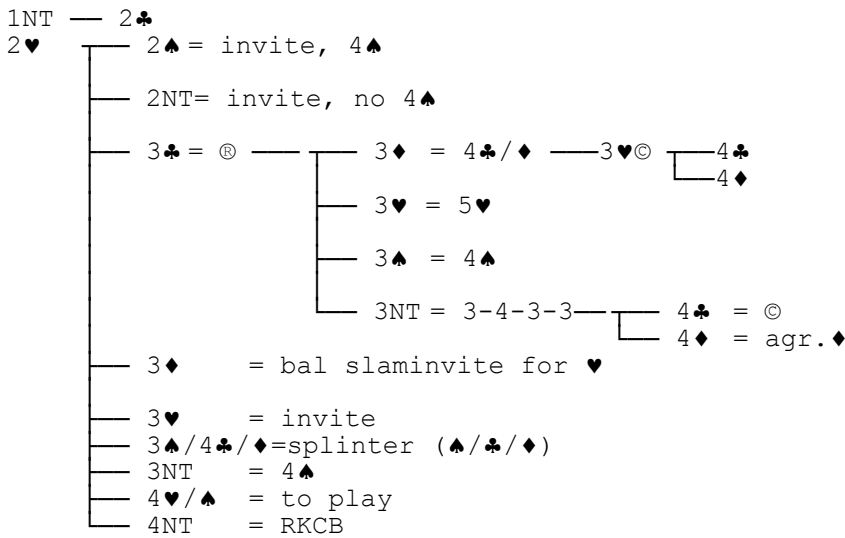
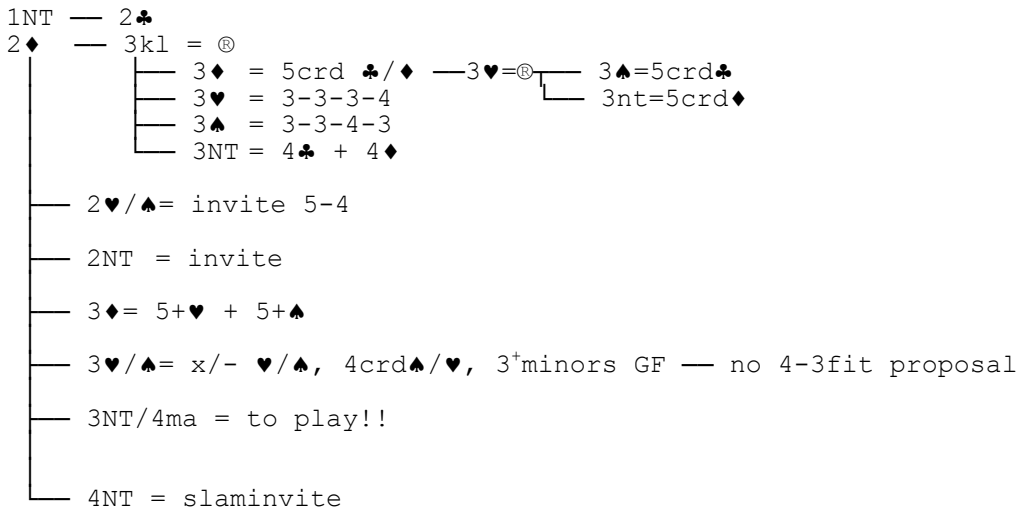
1.9. Opener rebids his suit



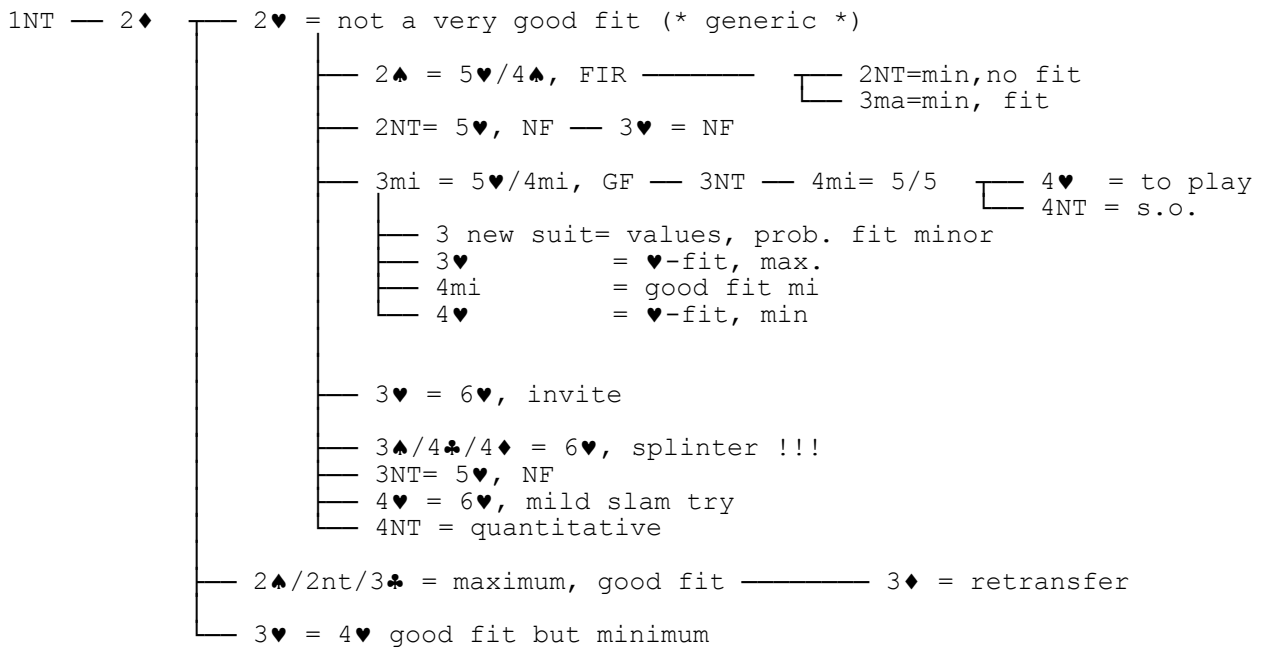
2. THE 1NT OPENING

14½-17 HCP, 5♥ possible, 5♠ or 6mi seldom

2.1. 1NT, stayman-sequences (including distribution relays)

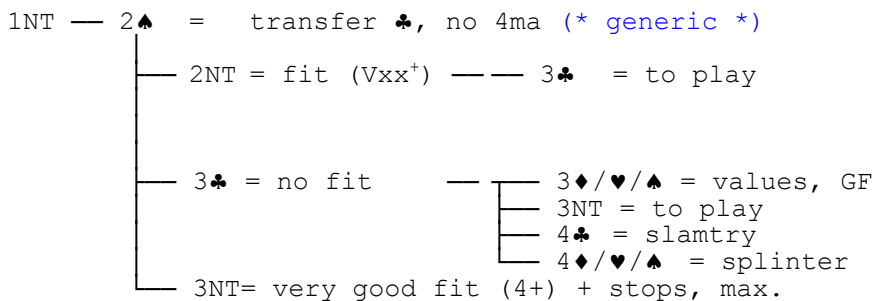


2.2. 1NT, Transfer-sequences



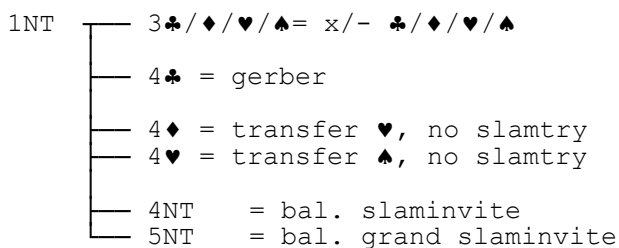
1NT — 2♥
 2♠ — 3♥
 4♣ = cue for ♥

1NT — 2♥
 2♠ — 4♥ = splinter!



nb.: 1NT - 2NT
 3♣(fit) — 4♣ = splinter — 4NT = sign off
 — 4♥/♠/5♣ = Lackwood

2.3. 1NT, other sequences



2.4. Versus competition over 1NT

2.4.1. Rules

THE 1NT OPENING

1NT — (2/3X=nat.) — dbl = take-out
 — rubensohl (after 2X)
 — 4X = transfer

1NT — (p2X) — p — (2X/p)
 dbl = take out

(nb.: 4-level still transfers after any 1NT- dbl)

Rubensohl
 1NT — (2X)

- 2Y = NF
- 2NT/♣/♦/♥ = transfer
 - jump = limit⁺ without jump i.p. mandator
 - non-jump = can be weak

exception : 1nt-(2♠)-3♦ shows some values, 4♥ allowed with max.
- 3X-1 = a transfer to their suit promises at least one M-suit
 - 3X = no stop, not 4/4 ♠/♥
 - 3M = natural + stop
 - 3NT = no major, stop
 - 4♣ = 4/4 ♠/♥ asks for transfer
 - 4♦ = 4/4 ♠/♥ partner chooses
- 3♠ = transfer to 3NT, no stop, rather balanced, no 4-crd M
- 3NT = stop, to play

No Rubensohl in second round except when responder doubled in his first round

2.4.2. Against a penalty oriented double

1. 1NT — (!) — 2♣ — (p or !)
 p — (p or !)
 - !! = ♦/♥
 - 2♦ = ♦/♠
 - 2♥ = 5♥/4♠
2. 1NT — (!) — 2♦ — (p or !)
 p — (p or !)
 - !! = ♥/♠, equal length
 - 2♥ = 4♥/5♠
3. 1NT — (!) — !! = SOS

rules: -never TL-after a 1nt-opening.

2.4.3. Against an artificial double

As without intervention (Stayman, transfers etc)

!! = business (forcing situation)

p and then ! = penalty if behind, take out if in front.

2.4.4. Against an artificial overcall

Against Landy

1NT — (2♣) — ! = takeout
— p, no FP-situation — ! = penalty
— 2♥/♠ = natural
— 2NT/3X = Rubensohl
— 4X = transfers
— 4NT = both minors, not interested in slem

No Rubensohl in second round except when responder doubled in his first round

Against multi

1NT — (2♦, multi) — Rubensohl

Against an artificial overcalls promising one known suit

- Rubensohl for indicated suit
- Bid of opponents suit at 2-level: GF, stop asking

Against a two suiter bid with one known suit

Ignore other suit

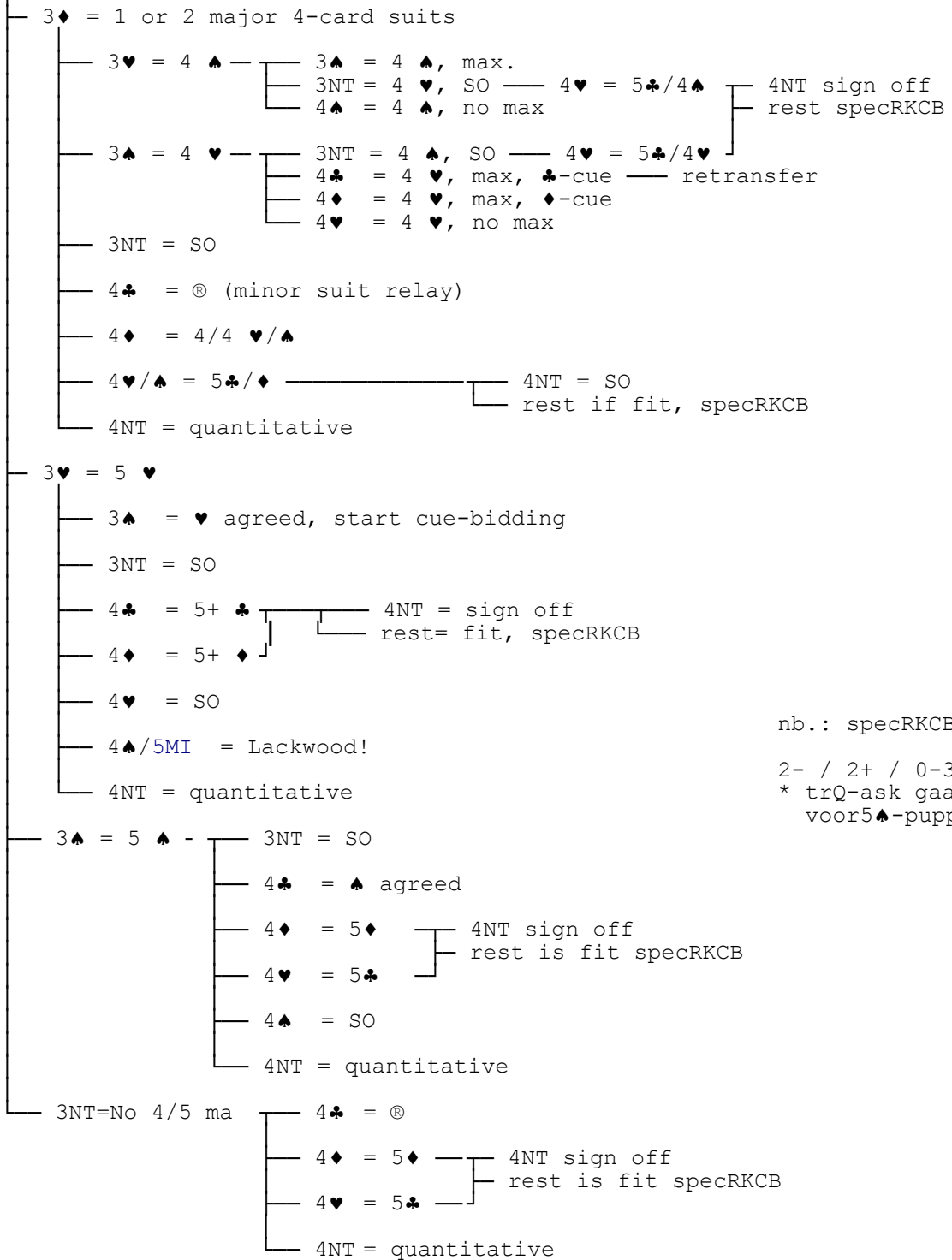
2.4.5. Against a double of an artificial response

3. THE 2NT OPENING

(19½-21 HCP, 5MA POSSIBLE, 6MI SELDOM)

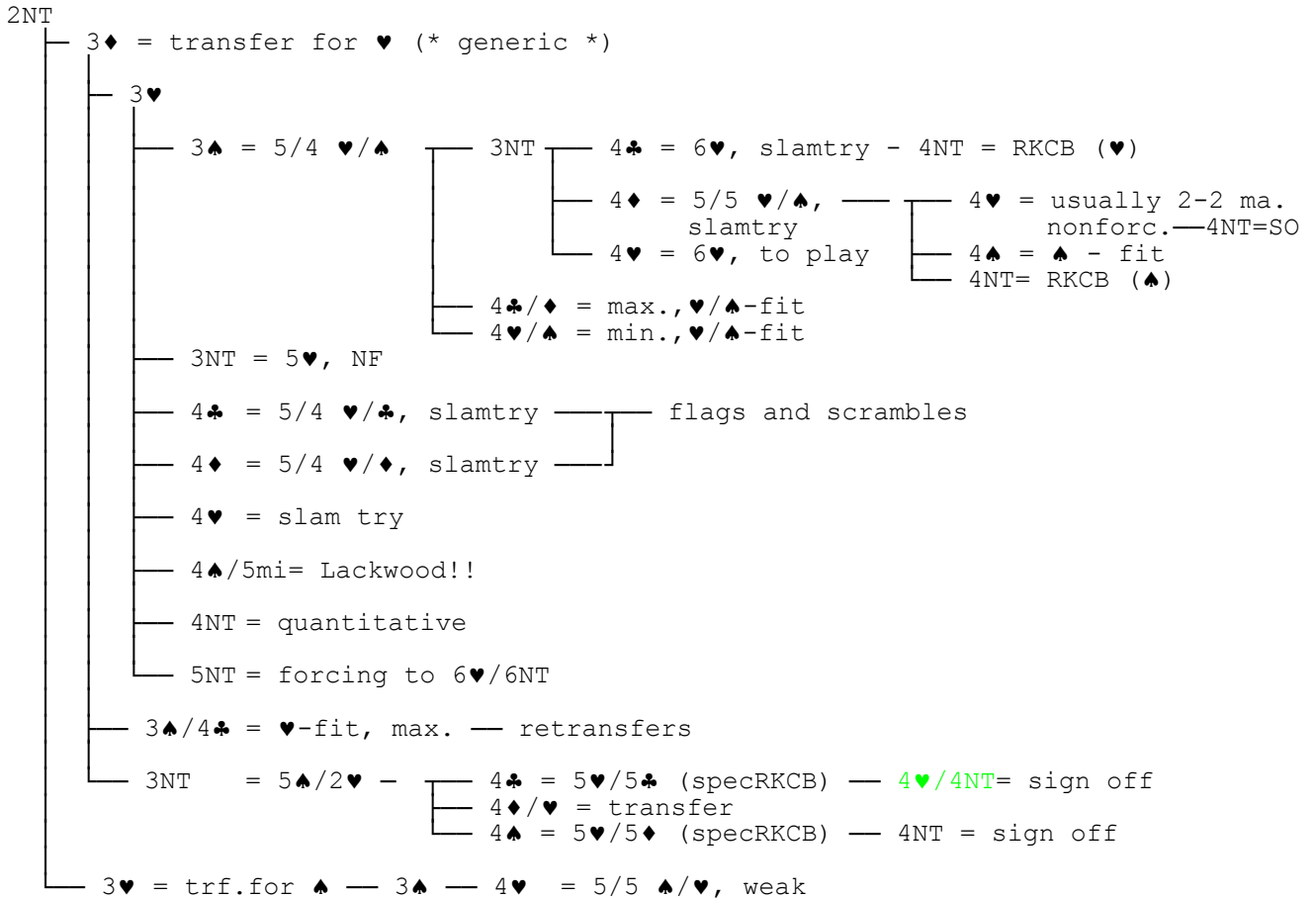
3.1. 2NT, Niemeyer

2NT — 3♣



nb.: specRKCB =
2- / 2+ / 0-3 / 1-4
* trQ-ask gaat
voor 5♠-puppet

3.2. 2NT, Transfer-sequences



* Bidding 4ma without using the retransfer is a slam try (NF). 4NT with or without retransfer remains RKCB.

3.3. 2NT, flags and scrambles

"Scramble" : few controls, no good fit, no interest in slam;

"Flag" : fairly good hand, possibly with fit;

"Super Flag": beautiful hand.

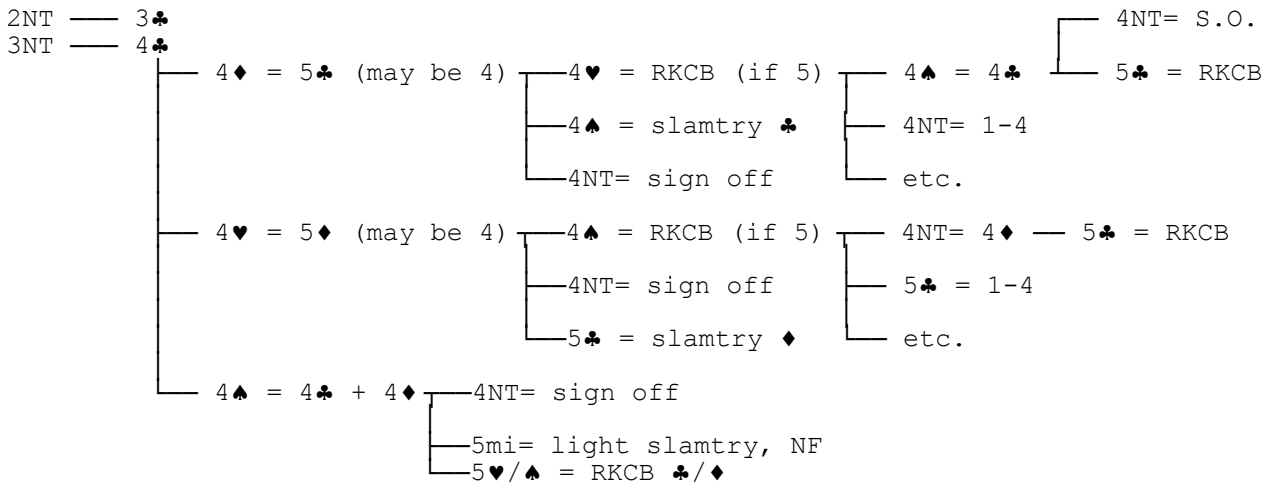
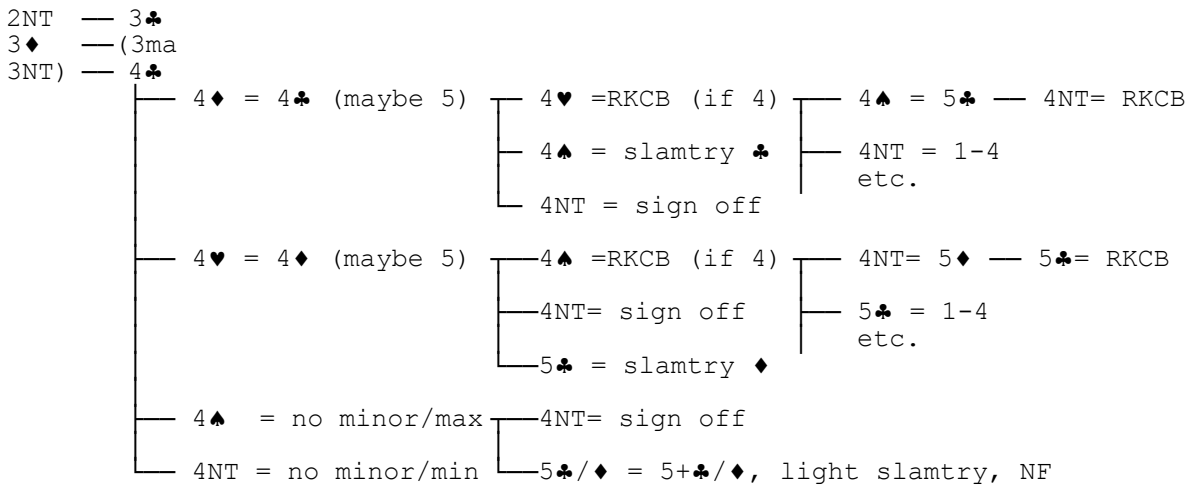
normal scheme: applies for

2NT - 3♦	2NT - 3♥	2NT - 3♥
3♥ - 4♣	3♠ - 4♣	3♠ - 4♦

- 1st step - Scramble. The cheapest bid. No proven fit. — A further bid may be forced preference (for example 5-2 fit). Possibly hands with fit but very few controls (<=5/6);
 - 4NT= to play, also 2NT-3♦-3♥-4♦-4♥-4NT
 - 4ma doesn't promise good suit
- 2nd step - flag for the major, good hand + fit — 4NT= RKCB
- 3th/4th step (not 4NT) - superflag for the minor, good fit and controls, prob. Ax/Hx in ma — next free bid (also 4NT)= RKCB 5mi= NF
- 3th/4th step (4NT) - flag without fit, good controls, possible a source of tricks of your own
- 5th step (raising mi) - flag for the minor, — next free bid is RKCB

3.6. 2NT, minor-suit-relay

4ma/5mi maybe opened 2NT, 5ma/4mi pref. not



3.7. Intervention after a 2NT-opening

2NT — (!)

- p = to play
- !! = SOS
- other = normal

2NT — (3X)

- p = possible penalty pass
- ! = negative
- 3 Y = natural, GF
- 4 Y = as if undisturbed
- 4 NT= minors

2NT — (3X) — p — (p)
 ! = reopening

2NT — p — p — (3X)
 ! = penalty

2NT — 3X — (!) — as after 1NT, so after

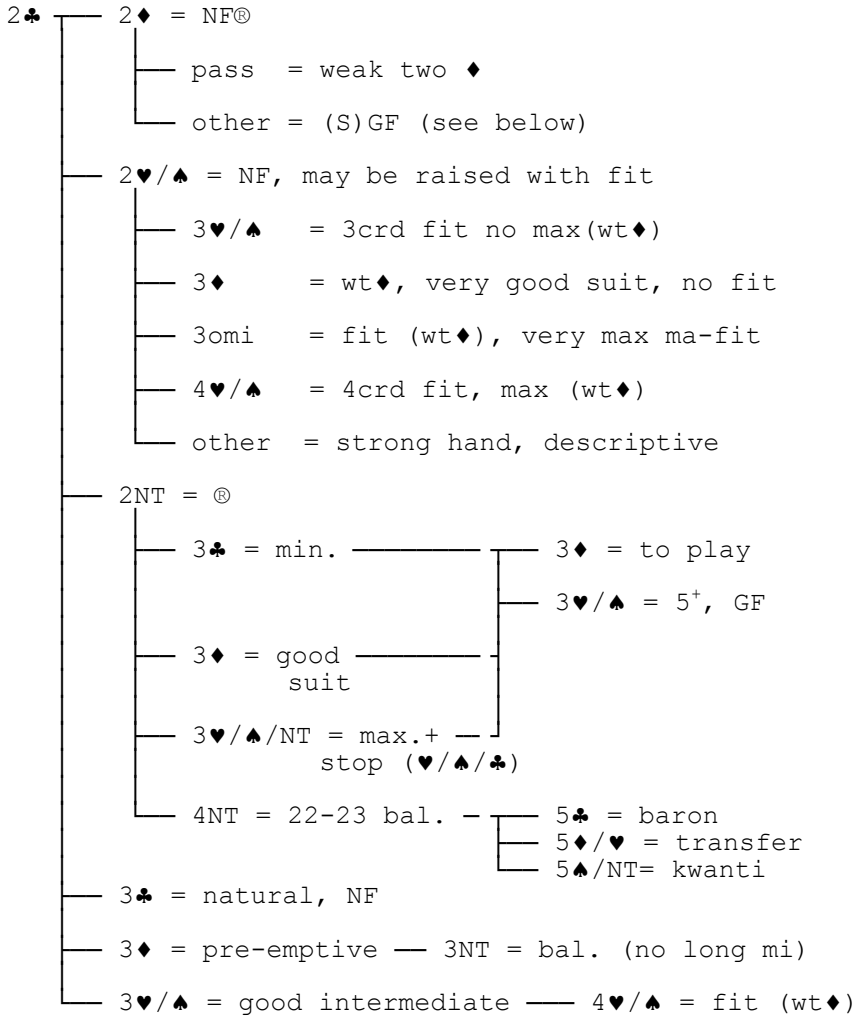
2NT — (p) — 3♣ — (!)
 pas — (p) — rdbl-(p)
 3♦ = one major — no 4crd reversed!!
 3ma= 5-crd oma

4. OTHER OPENING BIDS

4.1. Other opening bids: 2♣

- a: weak two ♠. HCP mostly concentrated in ♠-suit (vuln. always 6-crd suit)
- b: strong hands

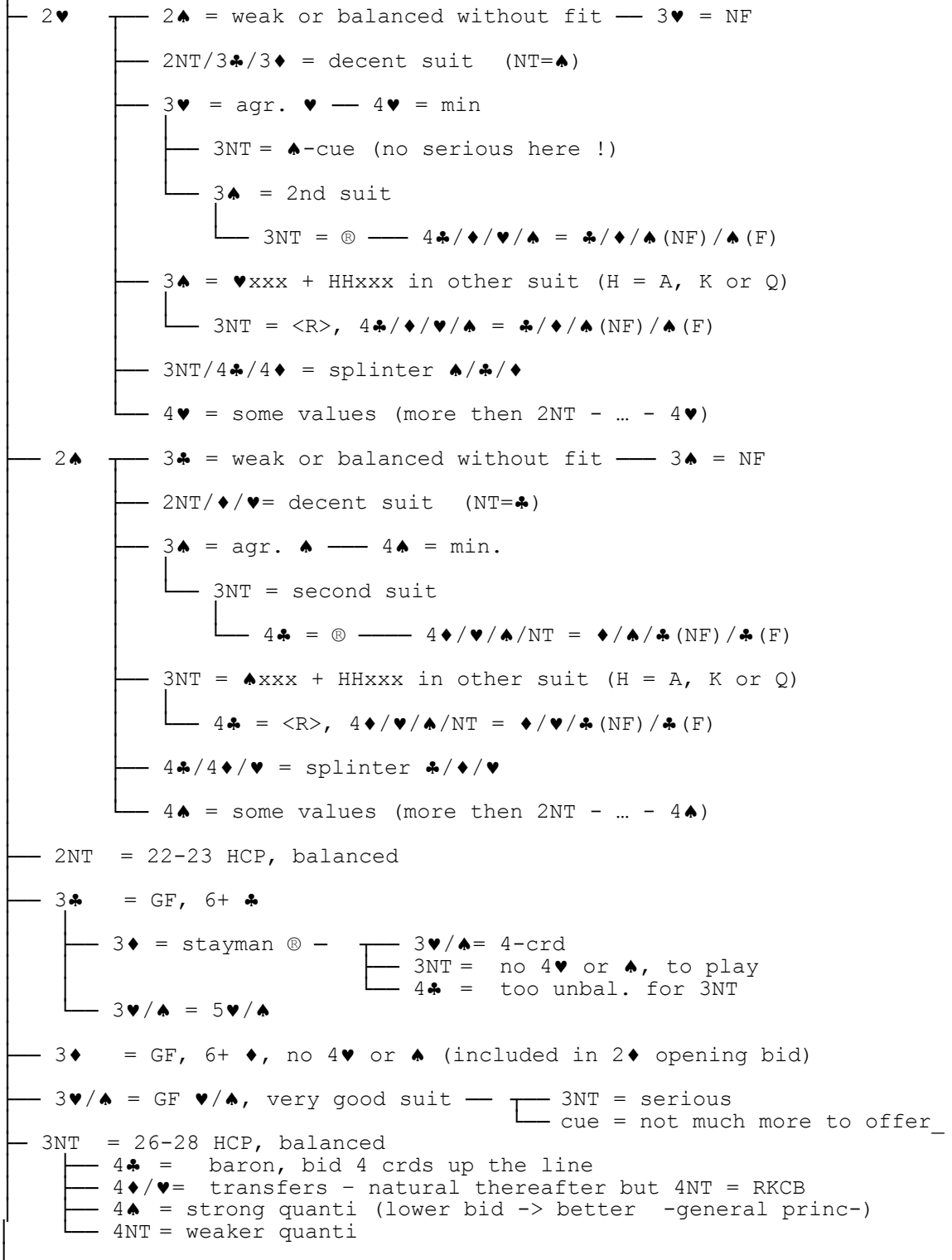
4.1.1. Weak two ♠



4.1.3. Strong hands

- a. semi-GF major (strong two FIR, 8½ tricks)
- b. 22-23 bal / 26-28 bal / 30+ - 31 bal.)
- c. any GF

2♣ — 2♦ = NF®



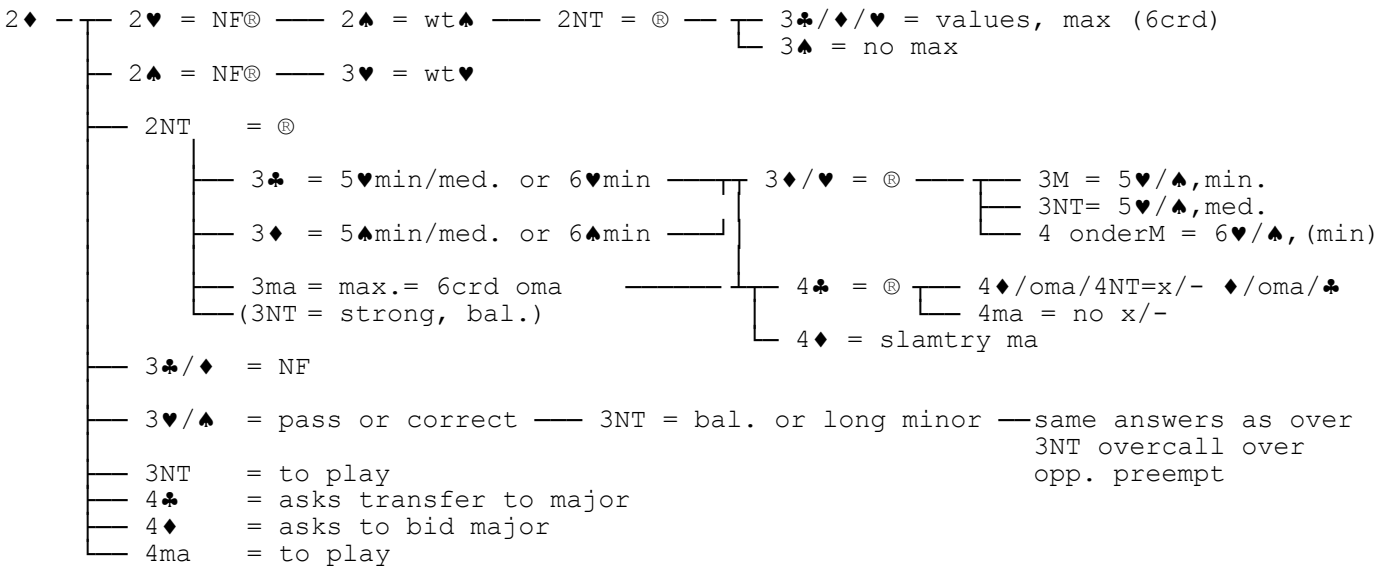
After intervention:

- * 2♣ — (2♥/♠) — p — (p)
 - └─ ! = 22-23 HCP, take-out — TL
 - └─ 2NT = 22-23 HCP, prob. good stop
- * 2♣ — (p) — 2♦ — (2♥/♠)
 - └─ ! = 22-23 HCP, take-out — TL
 - └─ 2NT = 22-23 HCP, prob. good stop
- * 2♣ — (3X) — p — (p)
 - 3NT — same answers as over 3NT overcall over opp. preempt
- * 2♣ — (../2X) — p — (..2Y)
 - 2♥/♠: system on

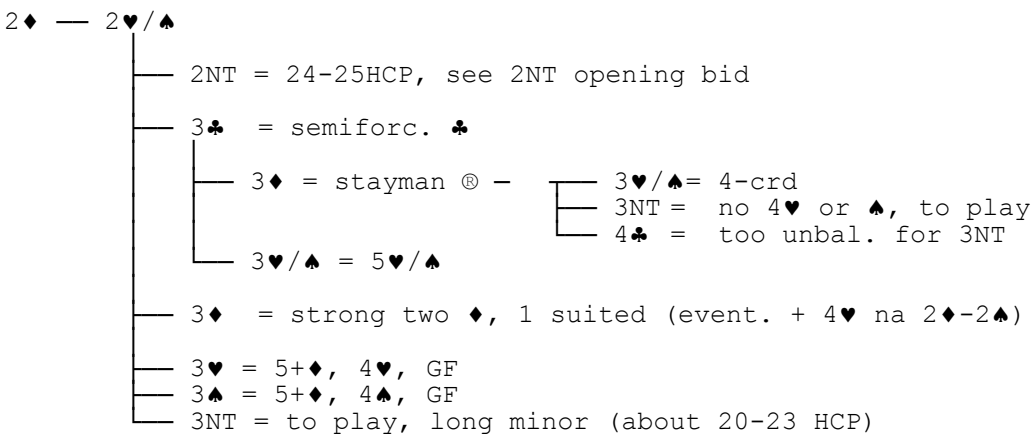
4.2. 2♦: multi

- a. 5/6♥or♠, weak (no max met 5-krt)
- b. 24-25 bal. (29-30⁻ bal)
- c. strong two ♣/♦
- d. strong two ♦ + 4 card ♥/♠ (GF)

4.2.1. weak two major



4.2.2. Strong hands



4.2.3. Competitive sequences

2♦ — (3♣/♦) — ! = penalty

2♦ — (2/3X) — 4♣/♦ = preempt
 4♥ = pass or correct

2♦ — (2/3ma) — ! = take-out, pass or correct

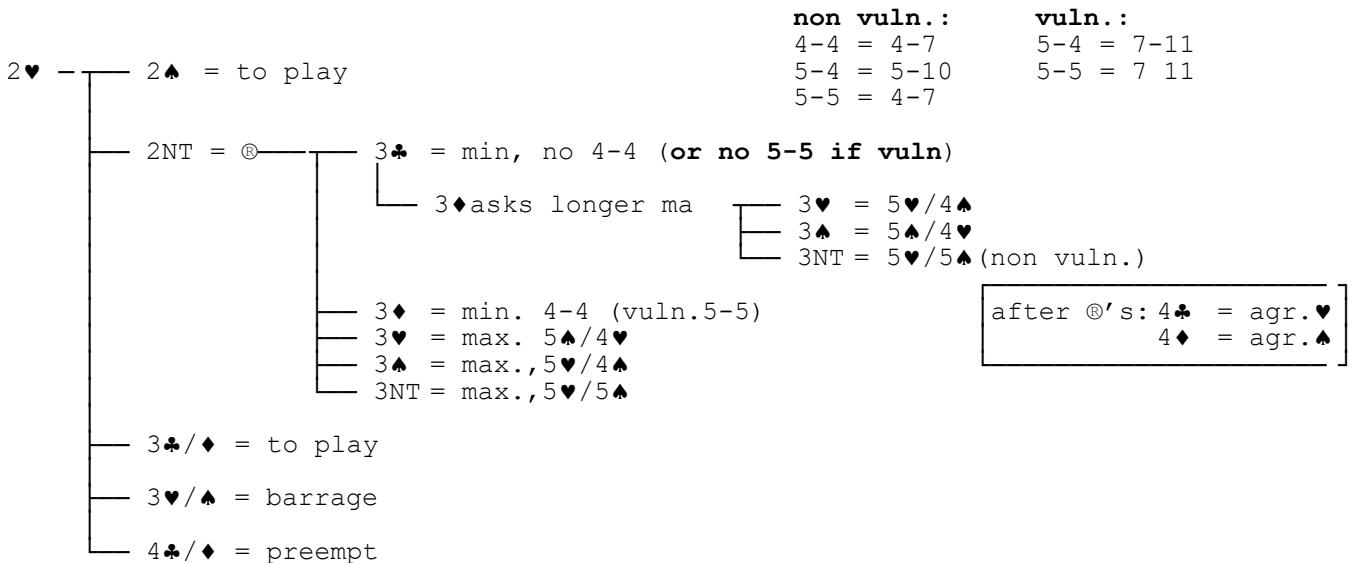
2♦ — (2♥/♠) — p — (p)
 ! = 24-25 HCP, bad stops
 2NT = 24-25 HCP, good stops

2♦ — (p) — 2♥ — (2♠)
 ! = 24-25 HCP, bad stops
 2NT = 24-25 HCP, good stops

2♦ — (!)
 p = ♦
 !! = bid your suit
 2♥/♠ = natural
 2NT = standard relay
 3♥/♠ = preempt, pass or correct
 4♣/♦ = preempt

4.3. 2♥ : weak with both majors (vuln.5/4) (no 4-4,max possible)

algemeen: na zwakke openingen en balncings geeft de responder met gelijke lengte altijd voorkeur voor de gemakkelijks biedbare (is meestal laagste) kleur. Na een twee harten-opening wordt met gelijke sch/har lengte dus gepast. Onderstaande ranges zijn flexibel, maar met langere schoppens dan hartens, zul je minder snel afwijken.



4.3.1. Competitive situations

2♥/♠ — (any intervention) — ! = penalty

2♥ — (!) — !! = business
 2NT = relay, eerst 2sch en dan redubbel is minors.

2♥ — (p) — p — (!)
 p — (p) — !! = SOS

4.4. 2♠ : weak preempt (if allowed) or minors (5-5)

4.4.1. Weak preempt (non vuln. 6 vuln. 7, 3rd hand, might be 6 if no multi avail. If clubs: 5 card possible)

VULN: max 8 hcp, NONVULN max 7 hcp.

2♠ might be passed

opening in vierde hand 10-11, 3x opening 12-13.

2♠ — 2NT= asks suit — 3X — as over direct preempt
 — 3X = to play
 — 3NT= to play

2♠ — (!) — pas = correct or pass
 — 2NT = light invite (-> 3nt with good minor-preempt)
 — !! = business, partner passes with 3 or more spades!!!
 and bids 2NT (=GF) with a max and =< 2 spades.
 -> alles converteerbaar.
 nb.: with passed hand rdbl = 5+/6+, not minors and 2NT= minors (5+/5+)

2♠ — (pas) - pas (!): pas = minimaal 3schoppens, zegt niets over kleur.

2♠ — (3X) — dbl = penalty (no passed hand), with passed hand-> pass or correct.

4.4.2. Minors

Might be 5 clubs and 4 diamonds in 3rd hand, otherwise 5+/5+.

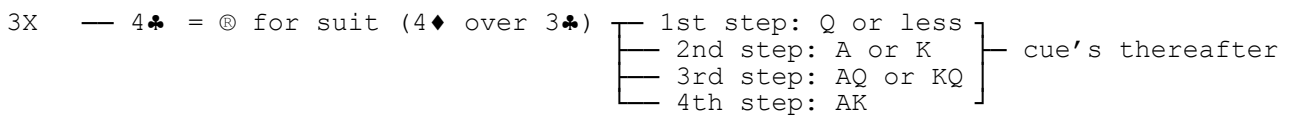
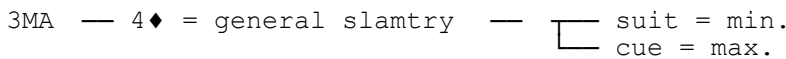
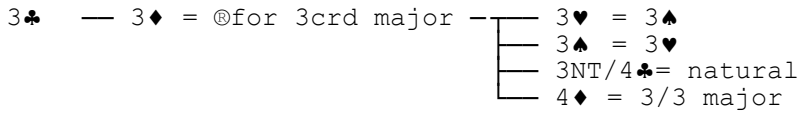
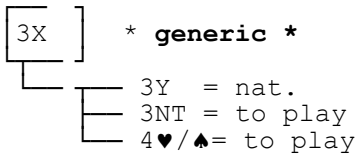
2♠ — 2NT= @ — 3♣ = min 5⁺-5⁺ — 3♦ = NF
 — 3♦ = max 1-2-5-5 — 3ma = GF, nat
 — 3♥ = max 2-1-5-5 — 4mi = slamtry
 — 3♠ = max 0-3-5-5
 — 3NT = max 3-0-5-5
 — 4♣ = max 6♣
 — 4♦ = max 6♦
 — 3mi= to play
 — 3ma= to play
 — 3NT= to play
 — 4mi= preempt

2♠ — (dbl) — pas = 5+♠
 — !! = business, maat past met 2 of meer schoppens.
 — 2NT = asks better minor

2♠ — (3ma) — dbl = penalty

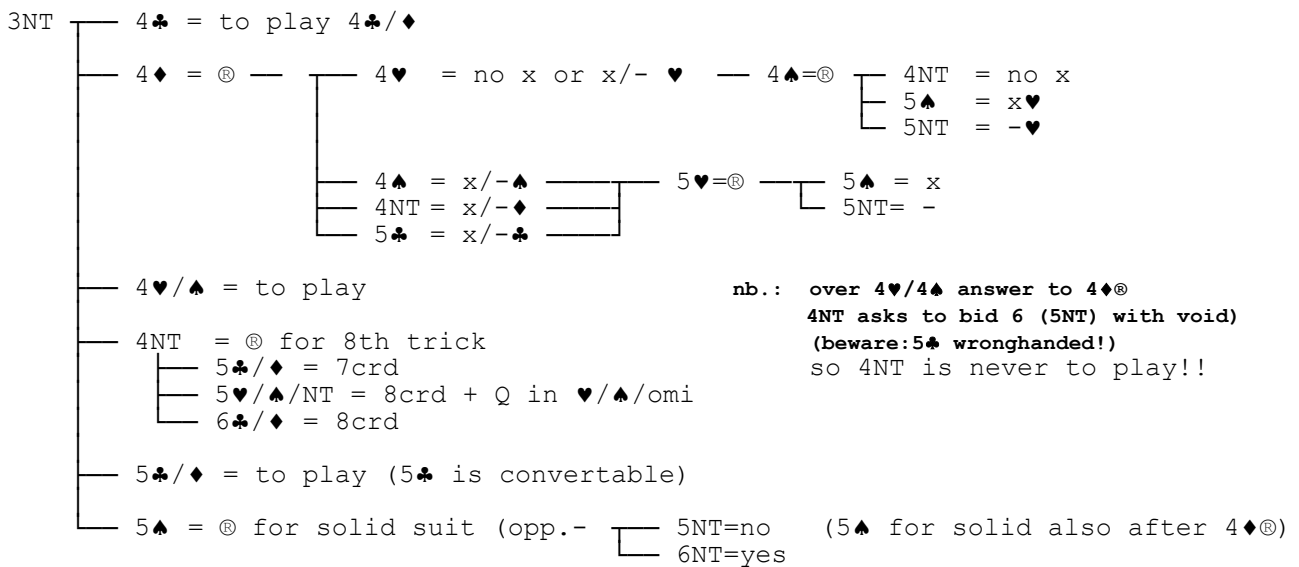
4.5. 3 in a suit preempt

- always 7-crd suit when 2♠ allowed (except♣ nvuln.)
- good suit when vuln
- difference between 2♠ and 3X: mostly quality suit.
Good suits: 3X. (AQ10, AJ10, KQJ or better).



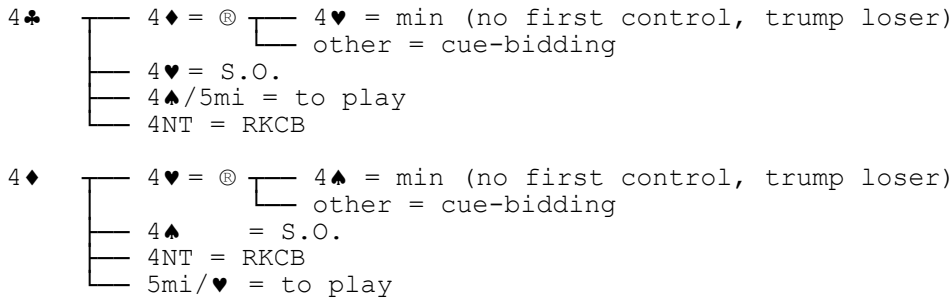
4.6. Other opening bids: 3NT gambling

- At least AKQxxxx, no outside A/K



4.7. Other opening bids: 1st, 2nd and 4th: 4♣/♦ (South-African Texas)

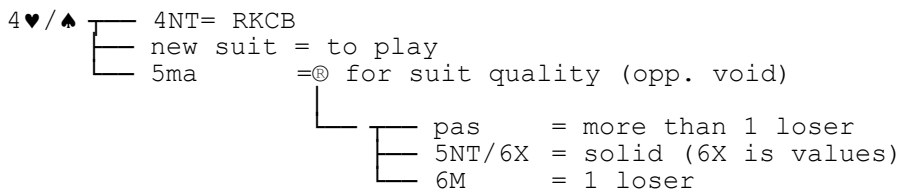
4♣/♦ = - good preempt
 - about 7½-8½ playing tricks



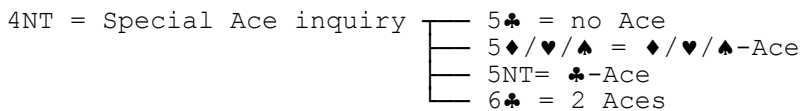
* 5NT ② (Josephine) after 4mi-texas:

6♣ = A or K missing
6♦ = AK 7
6♥ = AK 8
6♠ = AKQ 7
6NT = AKQ 8

4.8. Other opening bids: 4♥/♠ (pre-emptive)



4.9. Other opening bids: 4NT (special ace inquiry)



4.10. Other opening bids: Higher than 4NT

When you feel like it

5. BIDDING WITH INTERVENTION

5.1. Intervention of a simple overcall

5.1.1. New suit

- 1-level: no change except 1♣/1♦ — (1♥) — 1♠ = 4♠ (! = no 4-crd ♠)
- 2-level: not forced to 2-level (e.g. 1♦ — (1♥) — 2♣): no change
forced to 2-level (eg 1♦ — (1♠) — 2♥): NF, 5+, constructive
- 2-level: strong jumps
- 2-level: still inv.minor (also after conv. 1NT-overcall)
- 3-level: GF (except double jump=preempt)

5.1.2. Negative double

- upto 4♦ (4♥)
- double on 4♥ (after partners 1mi)-> values, nb.: 1mi-(1♥)-1♠=4+
- passing partners 4♠ implies 3+♠, usually 4♠
- 1♠ — (4♥) — ! —> more penalty than take-out.

New suit after having doubled negatively (also in TL-sit.):

- direct bid would have been NF: GF
- direct bid would have been FIR: NF

eg: 1♣ — (1♠) — ! — (p)
1NT — (p) — 2♥ = FIR

1♠ — (2♦) — ! — (p)
2♠/NT — (p) — 3♥ = NF

1♣ — (1♠) — ! — (2♠)
p — (p) — 2NT — (p)
3♣ — (p) — 3♥ = GF,+♣

5.1.3. Jumpshift

Als directe bod niet forcing is (bijv na 1rui (1sch) en je hebt hartens) is de jump MF en sterk. In andere gevallen:

single jump: 6+ good suit GF (so 1♣ — (1♦) — 2♥ = GF)
double jump: pre-emptive invite (as without intervention)

5.1.4. Cue

1m — (1/2Y) — 2/3Y = 7-9 HCP, 4♦/5♣ support
1M — (1/2Y) — 2/3Y = limit+ with 3 or 4-card X-support

5.2. After intervention of a take-out double

1mi — (!) —

- 2mi = 7-9 HCP
- 2Y (without jump) <= 8 HCP (but TL if applicable)
- 2Y (with jump) = weak
- 3X = 0-6 HCP (5+♣/4+♦)
- 2NT = limit+, fit
- 3NT = to play

1ma — (!) —

- 2X = 7-9 HCP
- 2Y = weak (also with jump) (but TL if applicable)
- 3♣/♦/ma = normal bergen
- 3NT = 12-15 4crd fit
- 4OM = natural

5.3. Defences after special overcalls

5.3.1. After two suiter bids with two known suits

Rules:

1. ! a penalty double against at least one suit. Creates a forcing pass situation at the 3-level.
2. pass might be a penalty double against one or both suits, but avoids the forcing pass situation. A subsequential double is for business
3. cheapest cue limit⁺ for partners suit.
4. expensive cue GF, 5⁺-crd in 4th suit.
5. 4th suit & raises NF

Exceptions:

- * 1♣ — (2NT) — 3♣ = limit, 8-10 HCP (3♦ limit not possible)
1♣ — (2NT) — 3♦ = stop, ♣-support
- * 1♣ — (2♣) — 2NT (generic) = ♣ & 4th suit, at least 5-3, constructive (8-10), first pass then 2NT is less

C. 3-level (eg 1♦ — (3♦)) Rules do not apply

5.3.2. Against two suiter bids with only one known suit

As against an overcall in that suit

5.3.3. Against a natural 1NT overcall

1mi — (1NT) — 2mi = majors

5.3.4. Against a Gardener NT + French fries NT

- A new suit is forcing upto 2NT
- 2NT is Truscott (at least Gt) and a jump raise is pre-emptive
- A three level jumpshift is weak
- Double shows values and the auction may not die undoubled below 2NT (forcing pass)

5.4. Situations

* 4♣/♦ (fit) in competitive situations is NF by opener, F by responder

* 1♣ — 1♦ $\begin{cases} (2♥) — ! = \text{not min, } 4♠ \\ (2♠) — ! = \text{values, balanced} \end{cases}$

* 1Y — 2X
3X = NF after any intervention (eg after 1Y)

* 1X — 1NT — (2any) — ! = take out, not very min, no TL

* 1X-1Y-(1NT)- != support (if conv.) or penalty (if natural)

* rule: no splinters in new suits after RHoponent's intervention.
then splinters change to fitbids, values roughly the same)

nb.: 1♠ — (p) — 2NT — (3♥) and 1♠ — (2♥) — $\begin{cases} 4♦ = \text{fitbid} \\ 4♥ = \text{splinter} \end{cases}$
4♦ = suit/fitbid (both about 9⁺-12)

but 1♥ — (1♠) — 2♠ — (p)
4♦ = still splinter

6. DEFENSIVE BIDDING

6.1. The take-out double vs a natural 1 in a suit opening bid

(1mi) — ! — (P) $\left\{ \begin{array}{l} 2Ma = 9-10 \text{ HCP, NF} \\ 3Ma = 6-9, \text{ like a weak two} \\ 2mi = \text{FIR, promises another bid.} \end{array} \right.$

(1♣) — ! — (p) — 1♦
(p) — 2♦ = extra values (* generic *)

(1♣) — ! — (1♥) $\left\{ \begin{array}{l} ! = 4\text{-crd } \heartsuit \\ 2\heartsuit = \text{natural, 5-crd (NF)} \\ 3\heartsuit = \text{natural, 6-crd (NF)} \\ 4\heartsuit = \text{natural} \end{array} \right.$

(1ma) — ! — (p) — 2ma = 8-10, minors or FIR — $\left\{ \begin{array}{l} 2\spadesuit = \text{strong} \\ 2NT/3mi = \text{NF} \end{array} \right.$

After a take-out double and a game response, a new suit is still natural but NF (obviously additional values):

(1♣) — ! — (p) — 4♥
(p) — 4♠ and 5♦ = to play

(1♣) — ! — (p) — 2♣
(3♣) $\left\{ \begin{array}{l} ! = \text{GF} \\ 4♣ = \text{majors} \end{array} \right.$

(1♣) — ! — (p) — 1♥
(2♣) — ! = take-out, prob. 3♥, 17+

rule : penalty pass after partner's take-out dbl not after rdbl except 2-level behind !

6.1.1. Responsive doubles

(1X) — ! — (2X) — !

over 2♥ dbl. denies 4♠ if weak

Higher resp. dbl's always for more options:

- After 2/3 ♣/♦, ! is either 4/4 MA or inviting with 4♠
- After 4♣/♦, ! is values. 4-crd MA is promised nor denied

6.1.2. Direct position: rebids

After [1X]-!-[p]-1Y or [1Y]-!-[p]-2X:

Cheapest NT bid = 18-20;

also after intervention eg (1♥) — ! — (2♥) — (p) — 2NT.

More expensive NT bid = 22-24.

After a cuebid by the doubler:

The rebid is very negative (does not promise any extra length);

* after which a raise is about 22 points with 4 trumps;

* other bids by the doubler (except NT) are forcing.

A new suit by the responder below the first suit does not show extra strength. Other bids are gameforcing.

A jump raise shows a 4-crd or 5-crd (2 levels skipped) with about 22 points.

New suits by the doubler show a hand too strong for a direct overcall but are NF.

except : (1X) — ! — (..) — 1NT

(p) — 2mi = NF (also after ! in 4th pos.)

Jumpshifts are very positive but non forcing.

6.1.3. Balancing position: rebids

After [1m]-p-[p]-!-[p]-1X:

- Cheapest NT bid= 15-18
- More expensive NT bid= 22-24 (direct 2NT = 19-21)

After [1♥]-p-[p]-!-[p]-1♠:

- Cheapest NT bid= 17-19
- More expensive NT bid= 22-24 (direct 2NT = 19-21)

After [1Y]-p-[p]-!-[p]-2X:

- Cheapest NT bid= 17-19
- More expensive NT bid= 22-24 (direct 2NT= 19-21)

6.1.4. Answers by a weak partner after doublers NT rebid

- new suit without reverse is NF
- reverse is forcing
- rebidding your suit is NF
- jumpshift in a new suit at the three level is GF
- cuebid is GF
- jumpcuebid shows shortage with GF values

6.2. The simple suit overcall

1 level : maybe light

2 level : sound, usually 6-crd

(1X) — 1/2 Y — (p) —

- 1ns = constructive
- 1NT = constructive (8-12, dep on vuln.)
- 2ns = constructive, NF
- 2X = good hand, mostly 3-crd Y
(sure with passed hand)
- 2Y = 3-crd Y (maybe 4 with secondary values)
- 2NT(jump) = invite 11-14, dep on vuln.)
- 2NT = 9-12
- jumpshift = good suit, FIR
- 3X = limit Y, 4⁺ Y
- 3Y = preempt, 4⁺ Y
- 3ns (no jump) = F1R

(1X) — 1ma — (any but pass) — 2NT = 8-10 4crd fit

— 3X = invite, 4crd fit, 11+

If a choice of two equivalent cues is available, the suit with the least number of losers is bid.

(1X) — 1Y — (1/2Z) — ! = take-out (with 5-card in 4th suit, maybe 4-card if 4th suit is a major) slight tolerance for Y.

(1X) — 1Y — (!) — !! = Ax, Kx, Qx support in Y (Rosenkranz), supporting Y doesn't deny A/K/Q)

(1X) — 1Y — (p) — 2X
(!) — 2Y = min

Maximum overcall double:

(1♥) — 1♠ — (3♥) — ! = ♠-fit, game try

(1♠) — 2♥ — (2♠) — ! = take-out (possibly game try with support)

(1♥) — 1♠ — (2♥) — ! = minors or invite, 3-crd ♠

Fitbids:

In ANY competitive auction (only one opp. is enough) we play fitbids:

- any jump to 4mi
- with passed hand any 4 mi bid and
any jump to the 3-level

6.6. Bidding in the 4th hand after a natural opening bid of 1 in a suit

6.6.1. Dbl's

(1X) — pas — (pas) — dbl = take out, normal values

(1X) — pas — (1Y) — dbl = take out, normal values
 ┌ 1NT = 5+ lower/4 higher suit, may be weaker
 └ 2X = 5/5 good hand

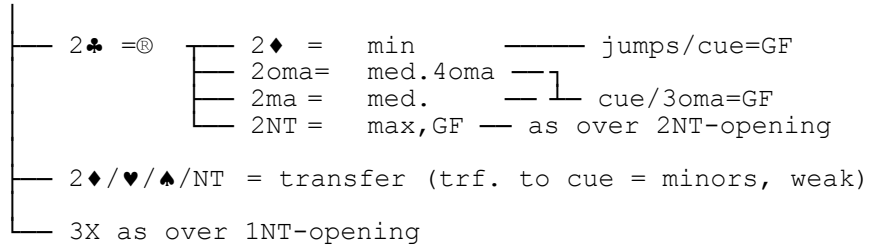
(1♣) — pas — (1♦, poss neg.) — 1NT = 15-17 — as over 1NT-opening

(1X) — pas — (2/3conv.) — ! = take-out if 2/3conv. is poss. 7HCP or less)
 (if stronger dbl. shows the suit)

6.6.2. 1NT

(1mi) — p — (p) — 1NT = 11-14 — natural, Rubensohl after intervention

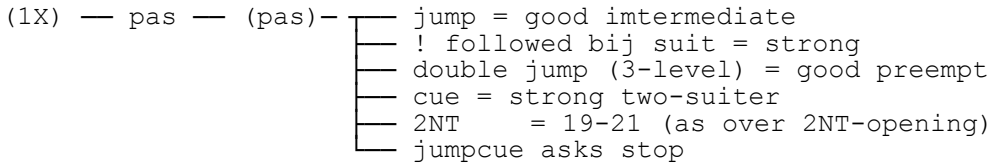
(1ma) — p — (p) — 1NT = 11-16



(1X) — p — (p) — 1NT

(!) — as after 1NT-opening

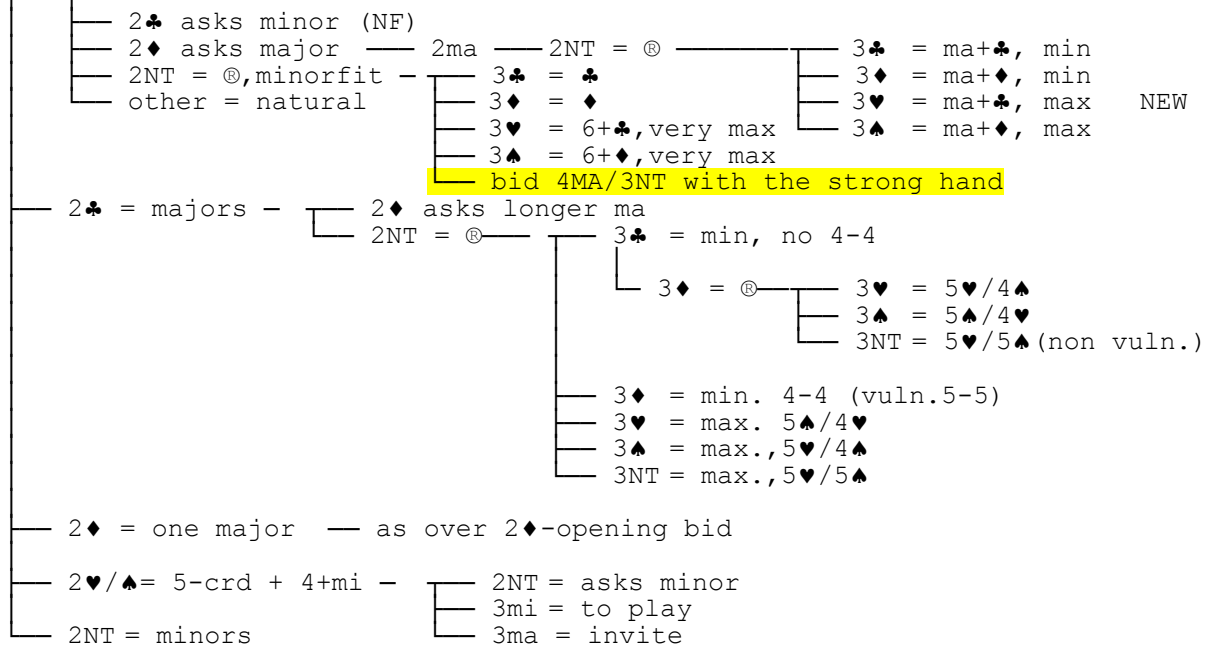
6.6.3. Jumps



6.7. Bidding vs 1 NT

Against a 1NT opening bid with a lower boundary of at least 14 HCP

(1NT) ! = any 5+mi + 4ma or very strong one suiter (18+), rebid at 3level balancing with 5+mi 4+ mi via 2nt (will be very exceptional). Bidding major at 3level after 2♦ ("multi"): less strong (16/17)



Against a 1NT opening bid with an upper boundary of at most 15 HCP

(1NT) $\left\{ \begin{array}{l} \text{!} = \text{penalty oriented} \\ 2\clubsuit = \text{majors} \\ \text{other} = \text{natural, constructive} \end{array} \right.$

* (1NT) — ! — (2Xnat) — ! = neg. promises fit (if resp. doesn't have X)
 (1NT) — ! — (2Xconv) $\left\{ \begin{array}{l} \text{!} = \text{Xneg. promises fit (if resp. doesn't have X)} \\ \text{bid asks corr.} \end{array} \right.$

* (1NT) — ! — (!!) — p = pull

6.8. Leaping Michaels (world conv.)

Two suiters max 4 to 5 losers (dep. on vulnr. and level)
 If two options to show your suits direct way is stronger (3-4 losers)
 (first pass, then 2-suiter = 5/6 losers)
 After:

- any natural preempt on 2 or 3level (2nd and 4th pos.)
- 2♦ = multi and two level corrections of a multi
- 2♣ = weak ♦ (a.o.)
- weak two raised to 3-level (direct over raise)
- multi — 3ma (no suit known)
- (1X) — (2X) if weak

nb.: not after 2level-opening bids with normal opening strength

no known suit	Minor known	Major known
4mi = nat + major	4X = majors	4mi = nat. + oma
	4omi = nat. + major	4ma = minors (stronger than 4NT)

- after 4♣ (with a major) 4♦ = @
- after 4♦ (with a major) 4ma = asks corr.
- new suit is nat. and NF
- 4NT = 6 aces if both suits are known

6.9. Defensive bidding: bidding versus a natural opening bid over 1NT

6.9.1. Versus a weak two (also Muiderberg)

(2X) $\left\{ \begin{array}{l} \text{!} = \text{take-out} \text{ — TL (see chapt.7)} \\ 2\text{NT} = 15-18 \text{ HCP, X-stop — see 2NT opening bid (3NT to play if ma=known)} \\ \text{(after multi 5-4!)} \end{array} \right.$

6.9.2. Versus pre-emptives

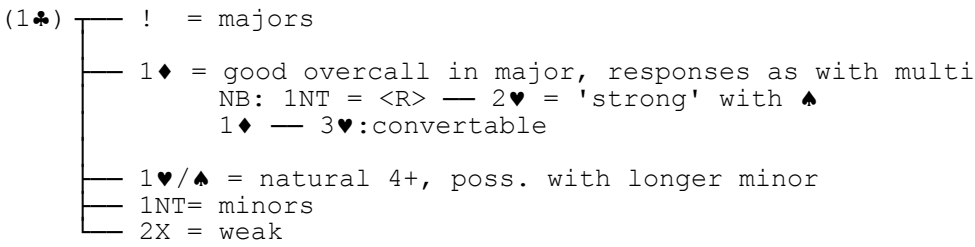
(2/3X) — [evt. p — (p)] — 3NT $\left\{ \begin{array}{l} 4\clubsuit = \langle R \rangle \left\{ \begin{array}{l} 4\diamond = \text{no 4-crd MA — } 4\text{ma, is nat, F} \\ 4\heartsuit = 4\text{-crd} \\ 4\spadesuit = 4\text{-crd} \\ 4\text{NT} = \text{long minor — } 5\clubsuit/\diamond = \text{convert.} \end{array} \right. \\ 4\diamond/\heartsuit = \text{transfers, thereafter 4NT RKCB} \\ 4\spadesuit/4\text{NT} = \text{quantitative (4\spadesuit/lower= stronger)} \end{array} \right.$

(3♣) — 3♠ — (p) $\left\{ \begin{array}{l} 5\heartsuit = \heartsuit \text{ trump, slam try} \\ 5\spadesuit = \text{asks } \clubsuit \text{ contr.} \end{array} \right.$

(3♥) — ! — (p) — 4♥
 (p) — 4♠ — (p) — 5♦ = good 5♦-bid

6.10. Defensive bidding: bidding versus a conventional opening bid

6.10.1. Versus a strong 1♣ opening



6.10.2. Versus a precision 1♦ opening

After a precision 1♦-opening bid, ♦ remains the forcing suit unless we both pass first

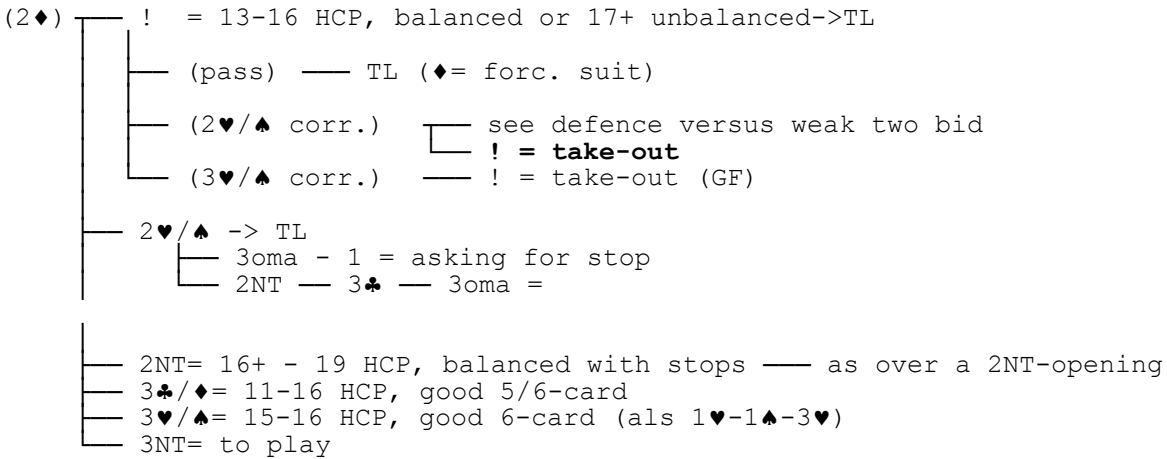
- (1♦) - pas - (1X) - pas
- (1Y) - 2♦ = natural

6.10.3. Versus a 2♣/♦ opening bid which is either weak in a suit or strong

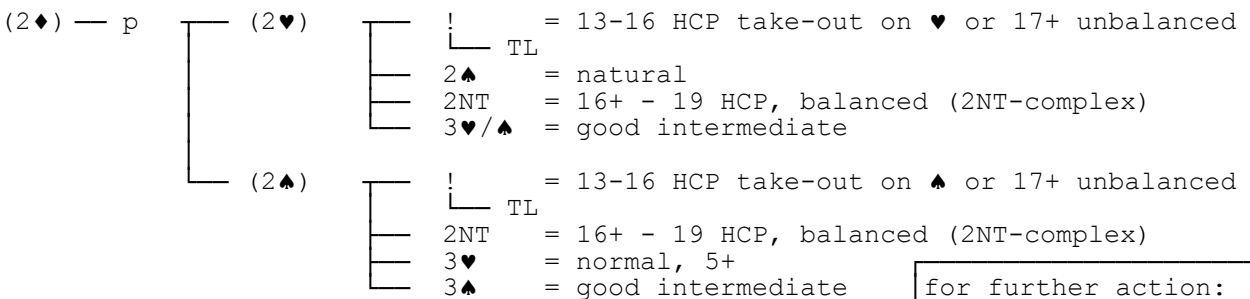
(2♣/♦) — (jump) = preemptive in poss. weak suit, otherwise good intermediate

6.10.4. Versus a standard multicoloured 2♦ opening bid

2nd hand

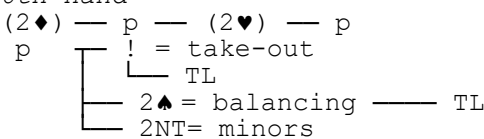


4th hand

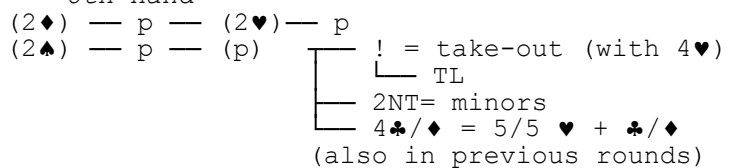


for further action:
see also after weak
two opening bid

6th hand



8th hand



(2♦) — p — (2♠) — p and (2♦) — p — (2♥) — p
 p ┌ ! = take-out (2♠) ┌ ! = take-out
 └ TL └ TL
 └ 2NT= minors └ 2NT= minors

6.10.5. Versus other conventional opening bids

Versus a next-higher-suit-weak-multicoloured opening bid (also after a transfer 3X bid)

(2X) — p — (2X+1) — p — (p) — ! = take-out
 ┌ ! = 13-16 balanced
 ┌ 2X+1 = good take-out double — as after an info dbl (also TL)
 ┌ 2NT = 16+ - 19- HCP
 └ 3Y (Y>X) = preempt if (2X) can be strong

Versus 2♣-random

! = balanced 13-16, TL

Versus 2♠-random

(2♠) — ! = balanced — TL
 ┌ 2NT = transfer to ♣
 ┌ 3♣/♦/♥ = transfers
 └ 3♠ = 5-5 ♥/♠ GF

Versus a 2NT opening bid promising 5/5 minors

(2NT) — ! = take-out
 ┌ 3♣ = GF with ♥ (at least 4)
 ┌ 3♦ = GF with ♠
 ┌ 3♣ = take-out, 5♥
 ┌ 3♦ = take-out, 5♠
 └ 3ma = prob. 6-crd suit

Versus a 3NT-opening bid (solid suit or any minor preempt)

(3NT) — 4♣ = take-out, majors

Versus a 4mi SA-texas

(4mi) — dbl = weak take-out
 └ pass, then dbl = strong take-out
 (4♣) — 4♥ = 5♠ + 5mi

6.10.6. Doubling +bidding) in the second round

(1♠) — p — (1NT) — p
 (p) — ! = penalty (♠)

(1♠) — p — (1NT) — p
 (2♠) — ! = penalty

(1♦) — p — (1♥) — p
 (1NT) — ! = take-out on ♥
 ┌ 2♦ = natural (only in a minor!)
 └ 2♥ = weak take-out...

(1♣) — p — (1♥) — p
 (1NT) — p — (p) — ! = penalty
 └ 2♣ = balancing, weak

(1♦) — p — (1♥) — p
 (1NT) — p — (p) — ! = penalty
 ┌ 2♣ = natural, weak
 └ 2♦ = bal. prob. + ♥

6.10.7. Other situations

(1♥) — p — (1♠) — 3♥/♠ = Asks for stop in OMA

(1♥) — (4♣, splinter) — ! = NV vs V, asks for take out in ♣
 = otherwise asks for lead in suit below splinter (♠)

! on fit showing bids :take out
 DEFENSIVE BIDDING

7. COMPETITIVE SITUATIONS

7.1. Doubles in competitive situations

7.1.1. Support-doubles + redoubles (not mandatory, but pass denies)

1X — any — 1Z — ! 1X — (p) — 1Y — (1/2Z) exception: 1♣ — 1♦ — (1♠)
!! = 3-crd support ! = 3-crd Y ! = 4♥

- * The support double/redouble is played till 2Z-1
- * Support doubles are also played on an artificial 1NT overcall

1♣ — 1♦ — (2♥) — ! = 4♠, less then reverse

7.1.2. Penalty-doubles: (in competitive situations)

- 1) Over 4♦, higher is more for penalties
- 2) Neither side has a fit and they bid after we both bid: direct position: values, may be passed quite easily; 4th hand: take-out.
1♣ — 1♠ — (3♦) ! = values
 └─ p — (p) — ! = take-out
- 3) We have a fit and they don't. Over 2♠ except when we have a fit at the two-level and someone overcalls in the suit under the fit.
- 4) Both pairs have a fit. When doubler is limited.
- 5) after out bi
- 6) dding is supposed to be ended
- 7) after any business double or redouble

7.1.3. Doubles for the lead

vs NT without interference:

- If no suits are promised: lead you shortest suit. (major after 1NT-3NT)
- If dummy promised 1 or 2 suits: lead the first suit.

vs NT when one of us bid a suit:

Lead the suit that was overcalled (no matter who overcalled) or opened. (not if suit bid was a preempt or a weak two and pd doubles, than lead something different)

vs NT when both overcalled:

Lead you own suit.

vs NT after a Ghestem of us:

Lead the lowest of the Ghestem-suits (no matter who overcalled).

7.1.4. Lightnerdouble

vs suit-sam:

Lightnerdoubles (most of the time a void)

vs game:

If doubler preempted, Lightnerdoubles are played

7.2. Competitive situations with fit (we)

1♠ — 2♠ — (3♣) — 3♦/♥ = values, game try

1♠ — 2♠ — (3♦) ┌─ 3♥ = general game try
 ├─ 3♠ = competitive
 └─ ! = penalty

1♠ — 2♠ — (3♥) ┌─ 3♠ = competitive
 └─ ! = general game try ♠

7.3. Competitive situations without fit (we)

1♣ — (3♦) — p — (p)
3NT= potentially weakish with ♣, anticipating trap pass.

1♣ — (1♠) — p — (2♠)
p — (p) — != penalty

1♠ — (3♥) $\left\{ \begin{array}{l} 4♥ = \text{game values} \\ 4♠ = \text{like } 4♠ \text{ undisturbed or a bit stronger} \end{array} \right.$

1X — (1Y) — p — (p)
2Y = strong take-out
2SA = Gambling, long suit (also after major opening bid), about 17 HCP

Rules for stops when two suits bid by opponents:

two equivalent cue bids available:

- promises stop

one possible bid:

- promises stop if after bid suit
- asks stop if before bid suit

1♦ — (1♠) — 2♣ — (2♦)
!= good ♦, p may bid 3♦

1♦ — (1♠) — p — (2♦)
!= take-out

7.4. Forcing pass

A pass over an opponent's preempt is forcing after:

- our bidding was GF;
- we (both) bid a vulnerable game and they are non vulnerable, except when a hand showed poss. less than 7 HCP, a pass by that hand isn't forcing;
- We are vuln; they are not, and they preempt after out two-over-one, or after our negative double at the two level.
- we both have shown values and there is an obvious preempt (except they are vuln. against not)

1♦ — (3♣) — 3♠ — (5♣)
p* — (p) — ! — (p)
5♥ = cue for ♠

7.5. General rules after intervention

- When a forcing relay or strong conventional bid is doubled for penalties, we play R.I.P.T.

- When there is intervention after a forcing relay or a strong conventional bid:
D.I.P.T. if intervention didn't took space more than two steps, for instance:

4♣ <R> $\left\{ \begin{array}{l} (4♦) — \text{DIPT} \\ (4♥) — \text{DIPT} \\ (4♠) — \text{natural} \end{array} \right.$

(1NT complex, 2NT relay after preempt p)

- When not vuln. 4NT **after an own overcall** is take-out, prob. 3 suits.
When vulnerable 4NT is a two suiter (more diff. in length)

8. CONVENTIONS

8.1. Fourth suit forcing

- * It is GF, except for 2NT (either hand)
 - If no sensible response available, repeat your first suit or if one level lower your 2nd suit
- * Raise of 4th suit is natural if possible, if not: sure stop (f.e. Axx)

8.1.1. at the 2 level

1♣ — 1♦
1♥ — 2♠ = 4th suit

8.1.2. Jump in the fourth suit

3-level: natural (5-5), GF
4-level: splinter (for the third suit)

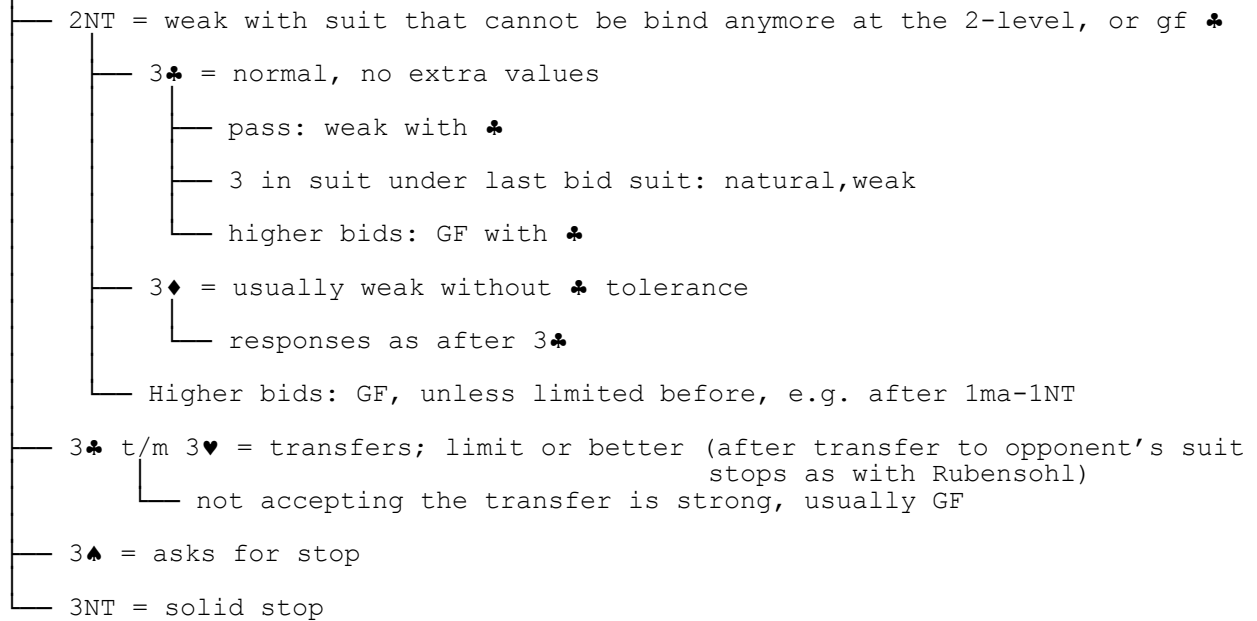
8.1.3. Opponent doubles the fourth suit

2-level: — pass = no useful bid (pass-pass — rdbl = business)
 rdbl = Ax/Axx/Hxx └ rest = a/o TL
 rest = a/o TL after dbl - pas - pas - ...
3-level: --- rdbl = Ax/Axx/Hxx
 pass = no useful bid (pass-pass-rdbl: ongoing, not for business)

8.2. Transfer-Lebensohl

Basic scheme:

TL-situation



Five basic situations for Transfer Lebensohl (TL):

1. De opponents opened with a 2-level bid, that opening contains a weak option, and partner has bid or doubled;
2. After a 1 level opening bid and a weak 2 level jump overcall from RHO (responder in the direct seat);
3. Partner has doubled a bid at 2 level for take-out, support, responsive or negative and the right-hand opponent passes (not with an established fit). See exception;
4. Partner has doubled an openings-bid at the 1-level (obviously for take-out) and right-hand opponent bids at the 2-level;
5. Whenever the following conditions apply:
 - a. We opened the bidding at the 1-level suit bid (thus not 1NT) (or shown similar values) and the responding hand has shown some values as well;
 - b. The previous non-pass bid has been by the one of the opponents, and was not **a double or redouble** by the right-hand opponent;
 - The previous bid was on the 2-level;
 - We did not clearly establish a fit;
 - A game must still be a real option for our side (e.g., not a bid subminimum against a passed hand).

•When game is not a real option anymore; this is a general rule after doubles that are primarily balancing. Then no TL. example:

p — (1♠) — p — (2♠) — ! no TL

•support dbl doesn't create a fitsituation, so TL

•No TL after inverted minor

•No TL after NT-opening

•no TL by already limited balanced hand (1nt rebid, pd still can use TL!!):

1X — (p) — 1NT — (2♣)
 dbl — (p) — no TL

•no TL after 1x - 2jump (weak)

•no TL after take-out dbl over opp. (normal) two-over-one

•after weak/strong 2-opening of opp. also TL in second round of bidding

•If extra (forcing) bid is available in partners suit it shows real fit:

1♣-(2♥)-3♥-(p)-3♠= real fit (so 3NT=serious)

•after opp has bid ♣ a forcing bid via 2NT does not show real suit but a stopper

as in 1♥ — (2♣) — ! (pas) —

2♦ =	♦, NF
3♣ =	♦, inv.+
2NT=	then 3♦ = stop, GF

8.3. Slambidding: various

Serious NT

3NT is a serious slamtry if:

- we agreed a 4+ - 4+ // 3+ / 5+ majorfit at the 3-level and the 3NT bidder isn't clearly limited. If there is sure fit and 3NT-bidder is limited is still shows a relative good hand (more waiting!)
- both players are unlimited and a sure majorfit (8+) is established
- in specific situation to discriminate 12-14 and 18-19 hands

•3NT serious toont een slamtry tegenover minimale hand van partner

• 3♠-cue gaat voor serious NT

• na voorkeur op niveau dus geen serious

Last train

Last train is common sense last cue available cue under the game bid.

(or if a minor is agreed under 4NT) When 2 cue's available de last cue can be LT, but exceptionally used.

- if partner skipped one cue last train is obvious
- if partner didn't skip a cue last train is not played by a clearly limited hand (upper and lower boundary) (for example 7-9/10-11)
- last train at 5 level is always played if only one cue available

Cue in partners suit

A first round cue in partners suit is general A or K. This may not be the case if partner clearly can't take over command of the bidding
A second round cue may be x or -

8.4. Slambidding: RKCB + subsequential bidding

8.4.1. RKCB

4NT is usually Roman Key Card Blackwood; one of the suits will usually be treated as the established trump suit.

Responses:

4NT

—	5♣ = 1 or 4 keycards
—	5♦ = 0 or 3 keycards
—	5♥ = 2 or 5 keycards without tr-Q
—	5♠ = 2 or 5 keycards with tr-Q
—	5NT = 1 or 3 + any unknown and usefull void (not after splinter)
—	6 X = 2 or 4 + void (as above) in the suit bid
—	6 TR = 2 or 4 + void above trump suit

Next-higher (not in the established trump suit) = trQ®

(exception: 3 or 4 aces will answer trQ® unless opened strong (2♣/♦/NT)
so if ♥trump : 4NT - 5♦ — 5♥ = Q-ask if 3.
5♠ = puppet to 5NT (but Q-ask after ↑)

Other bids below 6 in the trump suit ask for specific cards (K) at that suit.

After trQ® and a negative answers a further asking asks for the queen in that suit

nb.: - A bid of the RKCB-bidder can be a proposal for the final contract when there isn't a very sure fit and/or trQ is missing:

- * a suit that could not be agreed before RKCB
- * another suit that had been agreed
- * the own first suit
- * the own second suit in a 2-suiter

but when in doubt do not pass the relay!!

8.4.2. Subsequent bidding after 4NT

General rules

- After RKCB in principle:

next bid	=	trQ®
5NT	=	general grand slam try, probably something that cannot be asked for specifically
rest	=	K ask
5♠	=	

trumps puppet to 5NT

if you bid on it was a asking for ♠K

- responses on trQ®: 1st step = no
2nd step = yes, no extra values

CONVENTIONS

rest = yes + that K or the other two
 5NT/6tr = replaces lowest suits took by first 2 steps
 (6tr can be all K's if enough space)

- responsens on K-ask: 1st step= no
 2nd step= yes, no extra values
 rest = yes + something usefull there
 5NT/6tr = replaces lowest suits took by first 2 steps
 (6tr can be all K's if enough space)

8.4.3. Lackwood

- A jump to 5 level in their suit (or 4♠ after ♣/♦/♥-fit)
- B undisturbed sequence, 2nd bid by opener or responder, jump to 5 level
- C Unnatural jumps to 4♠/5X (but not if minors)

All Lackwood answers: 30-14!!!!!!!!!!!!

8.4.4. Quanti 4NT

4NT is quanti

- As a raise of a natural NT-bid (1,2 or 3);
- As a response on the 4th suit;
- As we bid three suits without an established fit and any of these three suits could be established as the trump suit in a forcing manner.
- (3X) -- ! - (p) - 4NT and other obvious situations

8.4.5. Modifications after intervention:

4NT — (dbl)

—	pass = 0 or 3
—	rdbl = 1 or 4 (RIPT)
—	5♣ = 2 no TrQ
—	5♦ = 2 + Tr.Q
—	5♥ = 1 or 3 with void
—	5♠ and higher = 2/4 with void (5NT = ♥ or ♦ with ♥ as trumps)

4NT — (5X, max 2 steps)

—	pass = 0 or 3
—	dbl = 1 or 4 (DIPT)
—	etc.

4NT -(any, more then 2 steps)

—	pass = odd
—	dbl = even (DEPO)

8.4.6. 5NT Pick a slam:

In comp. situations (opp. bids 4♥ or higher) with no obvious fit 5NT asks to pick a slam. If there is a clear fit 5NT (without jump) is a general grand slamtry

8.5. Josephine (when no RKCB is used, only if a jump)

♣=TR: 5♠ = GSF ♦=TR: 5♠ = GSF (see ♥)

—	5NT= Q or less
—	6♣ = A or K
—	6NT= 2 out of 3
—	7♣ = 3 keycards

♥=TR: 5NT= GSF

—	6♣ = Q or less — 6♦<R>
—	6♦ = A or K
—	6♥ = A or K, extra lengte
—	6NT= 2
—	7♣/♥ = 3

♠=TR: 5NT= GSF

—	6♣ = -
—	6♦ = Q
—	6♥ = A or K
—	6♠ = A or K, extra lengte
—	6NT= 2
—	7♣/♠=3

9. UITKOMSTEN EN SIGNALLEN

9.1. Uit- en nakomsten

9.1.1. Algemeen

- 1st, 3rd, 5th, subsequent: 1st, 3rd, 5th (current);
- A asks attitude;
- K (vs. SA) asks Q or attitude (A or J);
- K (vs. trump) asks count; **If ace in dummy->attitude!!!**
- V asks for J (vs. NT) or attitude from A, K of event T.

9.1.2. Tegen NT

tegen kleur

xx	Txxx	HVx	BTxx	HVxx	xx	Txxx	HVx	BTxx	HVxx	
xxx ¹	Tx	VBx	Hxx	AHBx	xxx	Tx	VBx	Hxx	AHBx	
xxxx	Txx	BTx	Hxxx	AHBTx	xxxx	Txx	BTx	Hxxx	AHBTx	
xxxxx	HT9x	AH	Hxxxx		AHxx	xxxxx	HT9x	AH	Hxxxx	AHxx
AVBx	VT9x	HVT9	Hxxxxx		ABTx	AVBx	VT9x	HVT9	Hxxxxx	ABT

1: van xxx alleen de hoogste (tg. SA) als de 3-krt bekend is!

9.2.

9.3. Signalen

9.3.1. Algemeen

- 1 laag-hoog aanmoedigend
- 2 laag-hoog even
- 3 elke kaart gebruikt om hoog te signaleren ontkent de kaart erboven.

9.3.2. op starts

- 1 indien nodig of mogelijk: attitude, anders count.
- 2 op hoge start de vrouw bijspelen belooft de boer.

9.3.3. bij discards

- 1 in principe eerste (twee) kaart(en) attitude, daarna count.
- 2 als attitude niet van toepassing of niet van belang is: count (l-h = even)
- 3 troef-echo : h-l= 3-krt (alleen bij introever-situaties)

9.3.4. countsignalen

Als in een kleur niet met de count begonnen wordt (prent/aan-af) en in tweede instantie pas count gegeven wordt blijven we laag-hoog even spelen (tenzij deblokkadesituatie om iets anders vraagt).

9.3.5. volgorde van kleine kaarten

3e/5e naspel, soms att. met name door de leider

nb.: als de exacte lengte bekend is of direct wordt , wordt er geen count gegeven en is de normale volgorde van laag naar hoog.

9.3.6. Lavinthal-signalen

Lavinthal situaties:

1. bij het geven van (te verwachten) introevers
 - n.b.: bij gedwongen hoge kaarten (bv. HVxxxx na start van Ax) is de eerste kaart het signaal! (en niet de nagespeelde kaart)
 - n.b.: middenkaart is neutraal, maar kan om troef vragen.
2. Na start met A en een singleton in de dummy
3. Met kleine kaarten na count
 - n.b.: In sommige gevallen wordt sneller een Lavinthal-signaal gegeven: als count duidelijk overbodig is, bv. met een lange kleur in dummy met entree's.
4. In lange kleuren (6+-kaart)
 - middenkaart is aan (eventueel voor troefswitch in dringende gevallen)
 - hoog en laag is lavinthal

