

Supplementary sheets

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1 1§

1♦	0-4zz
1♥	5+zz no SHO or 4414. Not 5M(422). FG as all higher
1♠	5-7zz, same distributions as 2♣+
1NT	5+zz, 5+♥. Either a SHO or 5♥(422)
2♣	8+zz. 5+♦ w a SHO or 4♦(441)
2♦	8+zz 5+♣ w a SHO
2♥	8+zz 5♠(521) / 6♠(421) or 5♠(422)
2♠+	8+zz, 5+♠ (2♠=♥-SHO, 2NT=♦-SHO and 3♣+ is ♣-SHO)

1.1 1§ - 1^{..}

1♥	19+unknown (19+ if 5+red or bal NV vs V, 20+ if bal or (4441), FG if 5+black)
1♠	16-21. 5+♠. As after opening 1♠ w adjusted pointcount.
1NT	16-18/17-19, bal or suitable unbal. 1NT-system
2♣	16-20, 5+♣
2red	16-18, 5+suit
2♠	19-21, 6+♠, no sidesuit that he wants to mention. As after 2♠-opening
2NT	16-18, 55 in ♥+♣
3m	16-18, 55 in ♦ + LO rounded suit

1.1.1 1§ - 1^{..} : 1©

1♠	0-2zz
1NT	19-21/20-22. As after opening 1NT
2♣	Gen FG but not ♦- or ♠-hand (2♠ and 3♣+ is lo extralength w 5+♣ unbal)
2♦	19+ w 5+♦
2♥	19-21 w 5+♥
2♠	FG, 5+♠
2NT	22/23-24,
3x	Suit below SHO in a (4441)
1NT	3-4zz, a) 5+M (then bid ♥ as ♣ and ♠ as ♦) or b) (4441) w SING m
2♣	3-4zz, bal w/o 5+suit
2♦	3-4zz, 5+♣
2♥	3-4zz, 10* in two suits w m as the longest or (4441) w SING M
2♠	FGR
	2NT Step 2 in 5+♣ scheme
	3♣ (4441) SING M
	3♦+ Step 2 in 5+♦ scheme
2♠+	3-4zz, 5+♦

1.2 1§ - 1© (NO SHO OR 4414)

1♥ contains all FG hands w/o a SHO, except 5M(422). 1♥ also contains 4414.

Over 1^a FGR

1NT	a) 8+zz any, except bal w/o 5* ^a suit (2♦ directly)
	b) 5-7zz w 5+♥ w/o sidesuit
	c) 5+zz w 4414
2♣	FGR
2♦	5+♥ or 4414
	2♥ FGR
	2♠ 5-7zz, 5+♥, then as w 8+zz
	2NT 5+zz, 4414
	3♣ 8+zz, 5♥332
	3♦+ 8+zz, 6+♥ (6322) or (7222)
2♥+	8+zz, like directresponses w 5-7zz
2♣	5-7zz bal w/o 5* suit
2♦	8+ zz bal w/o 5* suit
2♥	5-7zz, 5m332 or 5m4om22
2♠	5-7zz, onesuited m (3♣ is ♣ and 3♦+ is ♦), (6322) or (7222)
2NT	5-7zz, 5♠332
3♣	5-7zz, 5♣4M22
	3♦ FGR, NUMB
3♦	5-7zz, 5♦4M22
	3♥ FGR for NUMB
	3♠ Showing 4-5*©!
	3NT 4*♠
	4♣ Good hand w 4*♥
	4♦ Supermax w 4*♠
3♥+	5-7zz, Onesuited ♠, (6322) or (7222)

CA breaks the chain over a 1©-response

1NT+ Same as RE's directresponses to 1♣. But OP of course promises a SHO. This means that whenever there is a bid depicting a hand w/o SHO that bid is deleted and all higher bids are lowered 1 step.

1.3 1§ - 1^a (5-7 ZZ UNBAL)

1NT	FGR. Then as after 1♣-2♣+ but 5-7 zz instead of 8+ zz.
2♣+	Nat breaks, 2NT+ is zoom for LO sidesuit in a 55 w 5+♠

1.4 CONTESTED 1§

After D and a 1red overcall

We keep a similar structure compared to uncontested.

After a 1^a overcall

1NT = 0-4 HCP

D is PEN suggestion

Pass is positive, 5+ bal / 5-8 unbal / PEN

2♣ is a NF T/O of ♠

Else are FG TRF's

After a 1NT overcall

D is FG

2♣ is Stayman

2♦+ are FG TRF's

After a 2X overcall

D = 0-4 HCP

Pass = 5+ HCP

Else FG TRF's

After higher overcalls

D is T/O

Bid is NAT FG or TRF FG

2 1^{..}

- 1♥ a) 4+♥
 b) 0-9p (NV) and 0-11p (V) w 3*♥ and 0-3*♠
 c) "Bal" G/T vs NT-hand w 2-3*♥ and 2-3*♠
 d) Any FG hand that wants to (or must) use relays. FG hand w/o SHO must start w 1♥.
 W an unbal hand w a SHO where ♥ isn't the primary suit we don't bid 1♥ unless we are so strong that we want to relay all the way.
- 1♠ 4+♠ (not FG strength w/o SHO, then 1♥ instead) or 0-9p(NV)/0-11p(V) w 3*♠ and 0-3*♥.
- 1NT Nat NF, no gameinterest vs bal hand. May have a 4*M w a suitable hand.
 Normally at least 6p V and at least 0p NV.
- 2♣ Gen FG w a 5+m and a SHO. W level 0-distributions: 8+zz; w level 1+dist: 7+zz
- 2♦ Gen G/T w a onesuited m or at least 54 in m's.
 If you have a SHO it may also be FG but not enough zz for 2♣. You may never force to game though (unless you are already past the possibility to stop in a partscore).
- 2M 3-8p, 6+suit (a SHO-jump shows void over 2M)
- 2NT FG hand that normally wants to play 3NT. OP bids SHO or 3NT. W SING H, OP may also bid 3NT.
- 3/4 x Preemptive. OP may raise w good fit and max.

MAX AND MIN IN ZZ

In zz-bidding for 4*M unbal min is 11-12(13)p, 5-8zz and max is (13)14-15p, 7-10zz. W 13p we normally choose to show it as min.

2.1 1^{..} - 1©

- 1♠ 4*♠, unbal, 11-15p. Fewer than 4*♥. Not suitable for 2♦ or 2♠.
- 1NT Bal w/o 4+♥
- 2♣ 4*♥ unbal
- 2♦ 3*♥, 4*♠ and a 5+m, max
- 2♥ Bal, 4*♥
- 2♠ 4144, max
- 2NT Max w 6*♦ and 4*♥ (3♣ is FGR for NUMB)
- 3♣ Max w 6*♣ and 4*♥ (3♦ is FGR for NUMB)

2.1.1 1^{..} - 1[©] 1^a

- 1NT IZR, 11+. Not 4*♠ w G/T strength.
N.b. may have G/T strength w 4*♥ and a 6+m.
- 2♣ Max 10p. Normally to play in partners m but may also be a long ♣-suit of your own.
- 2♦ 9-12SP w 4*♠. TS2MR
- 2♥ 9-12p w 6*♥
- 2♠ 6-8SP w 4*♠. TS2M
- 2NT FG-STEN. 13-17SP. Promises a m-SING (can't be ♥-SHO since you don't start w 1♥ if you have a 41xx that wants to break the chain).
- 3m Mild G/T w good 6+m (w a really weak hand, bid 2♣ w ♣ and pass initially w ♦)
- 3♠ General strong G/T w 4*♠
- 3NT Nat

2.1.2 1^{..} - 1M: 1NT

- 2♣ a) S/o w 5+♦
b) G/T w 5+M
c) Pick a game w 5+M
d) S/T w 6+M and a void
- 2♦ FG askingbid. OP bids extra suitlength from below (3M = Lo 5*m 5m4om22)
1♦-1♥:1NT-2♦:2♥-2♠ shows a 4+suit. OP then bids 2NT w 3*♠, 3m is 2*♠ and 5*m, 3♥ is 2344, while 3♠ is 4*support.
- 2♥ Nat weak hand
- 2♠ Weak w 5+♠ / G/T w 44 in M's
- 2NT Nat G/T
- 3m Mild G/T w 6+suit
- 3M S/T w 6*M w/o SHO. 3NT is not an option here.
- 3oM AutoSINGSPL
- 4m AutoSINGSPL

2.2 1^{..} - 1^a

- 1NT Bal or 1444
 2m 5+suit w 4*♥ and 0-2*♠. May be 1444 w (14)15(16)p V. Nat cont.
 2♠ 11-14, 4*♥ and 3*♠ unbal. Cf. 2NT.
 2NT 15p (8-10zz) w 3415/3451 or 14-15p (7-10zz) w 3406/3460
 3♣ P/C
 3♦ FGR for NUMB
 3♠ S/o
 3m Max 6+suit w 4*♥ and 0-2*♠ (4om sets ♥)
 3♥+ LOvoid w good max and 4*♠ (F to 3♠ if possible). We may be stuck in a 43 fit unless we jump to 5m (5♣ as pass or correct over 3♥) directly

2.3 CONTESTED 1^{..}

After a D

We keep our entire structure

After a 1[©] overcall

D = 4+ ♠
 1♠ = T/O D with 0-3♠
 2m = Nat NF

After a 1^a / 2^S overcall

D = T/O D
 2X = TRF's

After a 2^{..} + overcall

D = T/O
 New suit = Nat NF

3 1M

Pass May be up to 9p.

1♠ a) 8-14p w 0-4* ♠ and 0-2* ♠
 b) 11-14p w 6+ ♠
 c) 0-8 SP w 3+ ♥

1NT Over 1♠: 8-14p w 0-2* ♠ and 0-5* ♥ (or 0-8 SP w 3+ ♠)
 Over 1♥: 7-14p, 5* ♠ or 15p+, 5+ ♠

2♣ FGR

2U Good 3+raise 12-18 SP

2♦ 13p+, 5* ♥ (can be less w 3* ♠) or 6p+ w 6+ ♥ (or very good 5* ♥)

2PM 9-11 SP w 3+support

2♠ 6-10p w 6+ ♠ (Jump to 4m shows void)

2NT FG w 4+support, 16-18 SP w a SHO. FGSTEN.

3♣ 12-14p, good 6+ ♣

3♦ (Over 1♠) 12-14p, good 6+ ♦

3U 1-8 SP, 4+support

3Os 9-11 SP, 4+support

4Os Preemptive

4oM Nat

Other LO-Void

The one step bid should include some gameinterest (unless 3+support) so it's normally 9/10p+ if we don't have OM.

3.1 1© - 1^a (8-14P, RELAY)

1NT	a) 8-12p w 4* ♠ b) 13-15p, any, except those listed under 2♥+
2m	8-12p, 3+suit (2♣ w 2533)
2♥	(11)12-15p, 6+♥ (no 4* sidesuit)
2♠	6*♥ and 4* sidesuit, good suits, 13-15p (2NT asks for LOsuit)
3m	55 good suits, 13-15p

3.2 1© - 1NT (F1, 5+^a)

2♣	a) 13-15p, fewer than 3* ♠ b) 13-15 SP w 3* ♠ c) 8-12p w 4+ ♣
2♦	8-12p, 4+♦ or 2533 2♥ To play (w 12p and 2* ♠ OP bids 2♠ though) 2♠ Mild NF G/T w 5* ♠ 2NT Nat G/T 3♣ 4SF 3♥ Nat G/T
2♥	(11)12-15p w 6+♥ and 0-2* ♠. According to GC for 2x 6+suit (2♠ asking etc)
2♠	9-12 SP w 3+ ♠
2NT	14+SP w 4* ♠ or 16+SP w 3* ♠. Stenberg X-97
3m	13-15p, 55, good suits
3♥	14-15p w SS 6+♥
4m	Void w ♠-support

3.3 1M - 2§ (16+ OR G/T W A 6+m)

2♦	4-6 zz.
2♥	FGR
2♠	Gen FG w an unbal hand and 0-2* in PM (5+m or (4441)). Nat bidding.
2NT	3+support w slaminterest and a SING. FG-STEN
3m	NF w 6*suit,
3M	SHO w 55 in m's
3NT	To play

2♥+ 7-10 zz, FG, 5+ scheme.

3.4 CONTESTED 1M / ©

After a 1^a / 2\$ overcall

T/O D and TRF's

Jumping bids promises support: Either a good PRE, bad PRE, splinter or fitshowing

After higher overcalls

T/O D

New suits nat NF

4 1^a

4.1 1^a - 1NT (8-14P, NF RELAY)

Pass	8-10p, bal / semibal (especially w 4*♣)
2♣	8-12p, 4+♣ / 5323 (11-12) or 13-15p any (except those suitable for 2♠+).
2♦	8-12, 3+♦ (11-12p if only 3)
2♥	8-12, 4+♥
2♠	(11)12-15p, 6+♠
2NT	13-15 w a 6-4 distribution, good suits (3♣ asks for LO 4*suit)
3m/♥	13-15p, 55, good suits.

4.2 CONTESTED 1^a

As contested 1M / 1♥

5 1NT

Position/ Vulnerability	V	NV vs NV	NV vs V
1:st	14-16	11-13	8-11
2:nd	14-16	11-13	8-11
3:rd	15-16	15-16	8-13
4:th	15-16	15-16	15-16

Responses

- 2♣ Stayman
- a) FG w at least one 4*M
 - b) FG w at least (54) in M's
 - c) S/T 5*M no SHO
 - d) FQG 5+m (not 4*om)
 - e) S/T balanced hand
 - f) G/T w 5+♠
 - g) 4*M and longer m that's only intrested in game if partner has M-support.
 - h) Weak w a) 5+m (not 54 in m's but may have 4*M) b) 4+♥ and 4+♠ (not longer ♠)
 - i) G/T w 4*♥ and 4*♠
- 2♦ a) 5+♥, any strength, not 4+♠ if FG
b) 4*♥, inv w 0-3*♠
- 2♥ a) 5+♠, FG or weak, not 4+♥ unless it's a weak hand
b) Inv w 4*♠ and 0-3*♠
- 2♠ a) Bal G/T
b) 54 in m's w a SHO and any strength or weak / S/T w 5m4om22
c) Inv w 6+♦
- 2NT FG, asking/showing LO 2*. Can't show weak 2*♣ though.
- 3♣ Inv w 6+♣ (3♦ asks for CRASHO)
- 3♦ FG w (4441) and a m-SHO
- 3M (4441) w SHO in bid suit
- 4m Transfer to M
- 4M To play

5.1 1NT - 2§

Normal Stayman responses except that 2M denies 4*oM. 2NT shows 44 in M's, min and 3♣ 44 in M's, max.

5.1.1.1 1NT - 2 \heartsuit : 2 \heartsuit

2 \heartsuit	Weak w 4+ \heartsuit and 4+ \spadesuit or 4-5* \heartsuit and 5+m pass 3* \heartsuit (or 5m4om22)
2 \spadesuit	3-2 in M's
2 \clubsuit	Inv w 5+ \spadesuit , 3 of a suit is 2* w support.
2NT	Puppet to 3 \clubsuit w 5+ \clubsuit or FG w 5+ \diamond and \clubsuit -SHO
3 \clubsuit	Puppet to 3 \diamond w 5+ \diamond
3 \diamond	Bal slamtry w/o 5* \spadesuit
3M	FG w 5*oM (Both M's or S/T w/o SHO)
	3 \spadesuit Asking for LOSHO w support
	3NT No support
4M	To play

5.1.1.2 1NT - 2 \heartsuit : 2M

Same as after 1NT - 2 \clubsuit : 2 \diamond except:

3 \diamond	Bal slamtry w/o 5*m(may be 5*oM)
3M	G/T
3oM	Slamtry w support for partners M.
4m/oM	Void in bid suit w support.

5.1.2 1NT-2 \heartsuit :2NT (44 IN M'S, MIN)

3 \clubsuit	5+ \diamond as after a 2M-response
3red	4+* in suit above. Weak / S/T or wish to let partner play 4M
3 \spadesuit	S/T w 5+ \clubsuit
3NT	To play
4 \clubsuit	S/o
4 \diamond	S/T, 5+ \diamond w \clubsuit -SHO
4M	To play

5.1.3 1NT-2 \heartsuit :3 \heartsuit (44 IN M'S, MAX)

3red	4+* in suit above. Weak / S/T or wish to let partner play 4M
3 \spadesuit	S/T w 5+ \clubsuit
3NT	To play
4 \clubsuit	S/T \diamond
4 \diamond	S/O
4M	To play

5.2 1NT - 2 \heartsuit

2 \heartsuit	2* \heartsuit or min w 3* \heartsuit
2 \spadesuit	Max w 3* \heartsuit
2NT	Medium w 4* \heartsuit
3 \clubsuit	Maximum w 4* \heartsuit

5.2.1 1NT - 2[·] : 2[©]

- 2[♠] Inv, 4*♥ and 0-3*♠.
 2NT NF inv w 5*♥ and 4*♠ (Openers 3♣ asks for LOSHO)
 3♣ FG w 5+♥, 4*m and a SHO
 3♦ G/T or S/T w 6+♥.
 3M FG, 5* in corr m
 3NT Pick a game w 5+♥
 4 new Void w 6+♥ (4♥ is NF w ♠-void)

5.2.2 1NT - 2[·] : 2^a

- 2NT/3♣ Unconditional TRF, 4+suit, 4*♥ and a SHO that he will show on the next round.FQG
 3♦ Unconditional TRF w 5+♥
 3♠/4m void w 5+♥.

5.2.3 1NT - 2[·] : 2NT/3§

- 3♦ Unconditional TRF
 3♥ to play
 else LOvoid

5.3 1NT - 2[©]

- 2[♠] Normal bid
 2NT Inv w 4*♠ and a 4+m.
 3♣ Same as after 1NT - 2♦ : 2♥ w the structure steporiented (i.e 3♥ is max w 3-4*♠)
 3♦ G/T or S/T w 6+♠, over which 3♥ is FG ask for LOSHO
 Else As after 1NT - 2♦ : 2♥ w logical changes
 2NT Max w 4*♠. Continuation as after 1NT - 2♦ : 2NT (3♥ is transfer)

5.4 1NT - 2^a

- 2NT Not accepting a bal gametry
 3m Accepting a bal gametry. Longest m or worst m w equal length.

5.4.1 1NT - 2^a : 2NT/3m

- 3♣ Weak w both m's
 3♦ Inv w 6+♦
 3M SHO both m's (or possibly 6+♦ over 3m)
 3NT Mild NF slamtry w 55 in m's
 4m 5* in Bm, 4om22. S/T

5.4.2 1NT - 3^{..}

- 3♥ Asking w/o 4*♠.
 3♠/NT LO m-SHO (4 of short m sets ♥)
 4♣ slamtry w 4-4-1-4 (then transfers)
 3♠ 4*^{..}suit, 3NT+ is LO m-SHO w slaminterest

5.4.3 1NT - 3^a

- 4♣ ♥-support
 4♥ ♣-support

5.5 CONTESTED 1NT

D is T/O up to 4♥
 2N is ♣ or a competitive bid in a suit lower than enemy suit
 Higher non jumping bids is TRF's with G/T+ values
 4m is SAT

6 2§

2♦	IZR	
2♥	Both m's, 5-10 zz (6-10zz if only 54)	
	2♠	FGR.
	2NT	Nat G/T
	3m	Nat G/T, TS3m
	3M	Strong G/T w reasonable 6*suit
2♠	Min w onesuiter (5-8 zz)	
	2NT	FGR
	3♣	S/O
	Else	Nat G/T
2NT+	Max w onesuiter (7-10zz)	
2M	Nat F1, about 9p+	
	2♠	2*♥, FNs
	2NT	12-14, 5*♣ 4*♦ and in PM: 0-1* if ♥, 0-2* if ♠
	3♣	11-14, 6*♣ w SHO in PM if ♥ and 0-2* in PM if ♠. May have 4*♦
	3♦	15 w 5+♣, 4*♦ and 0-2*PM if ♠ and SHO in PM if ♥
	3♥ (OM)	(14)15 w onesuiter and 2*♠
	3PM	FG w 3*support
	3NT	(14)15p onesuiter w SHO in partners suit
	4♣	Semisolid / solid ♣ w support
	JNs	SPL and max
2NT	F1 w 5+♦	
	3♣	6+♣ 11-14p w 0-2*♦
	3♦	3+♦, 11-13p
	3M	Values, FQG
	3NT	Nat
	4x	FG, LO-SHO (incl. no SHO) w support
Raise	Mild G/T, TS3m	
JNs	SHO w ♣-support	
4M	To play	

7 2⁺

2♥	IZR. Asks for handtype.
2♠	Both m's, 5-10 zz (6-10zz if only 54)
	2NT FGR.
	3m Nat G/T. TS3m but OP may bid 6*♦ (NF).
	3M Strong G/T w reasonable 6*suit
2NT	Min w onesuiter (5-8 zz)
	3♣ FGR
	3♦ S/O
	Else Nat G/T
3♣+	Max w onesuiter (7-10zz), onesuiter scheme w RS
2♠	Nat NF, about 9-12p
2NT	12-14, 1354 or 2254
3♣	11-15p, 4*♣, 0-2*♠. Either 6-4 in m's w 11-15p or 5-4 and (14)15p. If RE bids 3♦ OP passes w 11-13 and 6*♦ and o/w bids LOSHO.
3♦	11-14, 6* w 0-2*♠. Not 4*♣.
3♥	Max w onesuiter and 2*support
3♠	FG w 3*support
3NT	(14)15p onesuiter w SHO in Ps
4♦	Semisolid / solid ♦ w support
JNs	SPL and max
2NT	F1 w 5+♥
3♣	11-14, 4+suit, 0-2*♥
3♦	11-14, 6+suit w 0-2*♥
3♥	FG w 3*♥
3♠	FG w 2*♥
3NT	Nat
4m	LOSHO w support and max
3♣	F1 w 6+♣.
3♦	6+suit, 11-13p
3M	Values, FQG
3NT	To play
Raise	Mild G/T. TS3m.
JNs	SHO w m-support
4M	To play

7.1 CONTESTED 2 minor

New suit NF
D is T/O

8 2©

- 2♠ Pass w ♠, bid on w ♥. If RE follows up w 3♠ it's inv w 6+ ♠
 2NT+ LOSHO w 6+ ♥ (3♥ w max and ♠-SHO)
- 2NT (R) G/T+ vs both handtypes
- 3♣ 5* ♠ (weak 6* ♠ V)
 - 3♦ At least strong inv (always bid 3+♥-suit)
 - 3♥ Inv w 5+♥ and flexible hand (normally 2* ♠)
 - 3♠ Mild inv
 - 3♦ 6+♥, FG
 - 3♥ Asks for LOSHO
 - 3♠ Nat FG
 - 4m SHO w ♥-support
 - 3♥ Min w ♥ (3♠ is asking for LOSHO)
 - 3♠ Min w 6* ♠, (good suit V)
 - 3N+ Max 6* ♠ (LOSHO)
- 3m F1 except vs NV ♠-hand
- 3♥ NV: Either a preemptive hand w support for both M's or inv hand w 6+♥. Opener bids 3♠ w max (depending on ♥-fit) and 5+♠, else he passes. If the responder bids over 3♠, he shows 6+♥.
- V: Pass or correct
- 3♠ / 4M Pass or correct
- 4♣ Transfer into your M
- 4♦ Bid the M, that you haven't got

8.1 CONTESTED 2©

D is for T/O
 Minorbids are NF vs ♠
 Majorbids are intially P/C
 2NT is general force

9 2^a

2NT	G/T+ ask
3m/♥	transfers (not to ♠) F1. 4Ns promises SHO and support.
3♠	preemptive
3NT	to play
4Ns	SPL

9.1 CONTESTED 2^a

New suit is F
D is PEN

10 2NT

3m	To play
m	6*suit in 6511
3M	LOvoid w 65 in m's (3NT is 6* ♦ and ♠-void)
3♥	FGR. 10*scheme.
3♠	Nat NF. Treated as a mild G/T.
3NT	To play
4m	G/T
4M	To play

10.1 CONTESTED 2NT

New suit is F
D is PEN

11 ATTITUDE SIGNALS

Lo = ENCRG except when partner plays an A or K or Q through declarer when Hi = ENCRG

12 SMITH SIGNALS VS NT

When declarer plays a new suit for the first time a small card from the person that was on lead is ENCRG for the led suit while a high card from partner is ENCRG for the led suit.

13 RESP TO A 1MAJOR O/C

2♣ is a general strong (about 12+HCP) forcing bid asking for STR and DIST.
Other bids are often TRF's

14 MULTIPREEMPTS VS OPENINGS

Over 1\$ multi

1N = M's or m's

2♣ = Nat or bad ♦PRE

2/3/4x = Good nat PRE or bad PRE in suit above

2N = Black or red suits

Over 1\$ strong

1/2N = pointed or rounded suits

2/3/4x = nat PRE or PRE with the two next suits

Over other onelevel openings

Jump O/C is either a good nat PRE or a bad PRE in suit

15 DICTIONARY

15.1 ABBREVIATIONS

GENERAL		POSITIONAL	
o/w	otherwise	AD	Advancer
s/o	signoff	E	Enemy
t/o, T/O	take-out	IN	Intervener
w	with	O	Opening
w/o	Without	OP	Opener
4SF	Fourth Suit Forcing	P	Partner
AU	As uncontested	PH	Passed hand
CAB	Contested Artificial Bidding	RE	Responder
Cont	Continuation		
ELC	Equal Level Conversion		
G	Game		
GC	General Concepts		
H	High honour (A/K/Q)	STRENGTH	
LO-X	Logical x	7+	At least 7 points
NF	Non Forcing	max	Maximum
NV	Non vulnerable	min	Minimum
ODR	Offensive Defensive Ratio	zz	A/K/Q-points, counting 3-2-1
P/C	Pass or correct	p	High card points
PH	Passed hand	PT	Playing tricks
PUP	Puppet	SP	SupportPoints
QG	Quasi game (3NT/4m)	1♣(1♦)- 1♥(1♠):	All four hands bids. We bid the rounded suits
SS	Semisolid	1♣-1♦: 1♥-1♠	Only our side bids
TRF	Transfer	(4♥)4♠	E opens 4♥ and we bid 4♠
U	The strain just below P's last Ss		
V	Vulnerable		

SUIT RELATED ABBREVIATIONS		EXAMPLES OF COMBINATIONS	
*	Card/cards	1s	1 of a suit
2*	Doubleton	2tr	2 in the trump suit
7+	At least 7* in the suit	BM	Bid major
B/b	Bid	ADs	Advancers suit
m	Minor	Es	Enemy suit
O/o	Other. Capital "O" also = opening	INs	Interveners suit
s	Suit	NM	New Major
tr	Trump	NsJ	New suit w jump
x	Any call (cf. distributional: x)	Ob	Opening bid
J	Jump	OPs	Openers suit (his real suit)
M	Major	Os	Opening suit (the one he opened with)
N	New	OM	Other major
NT	Notrump	om	Other minor

S	Shown		Ps	Partners suit
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DISTRIBUTIONAL			DOUBLE ORIENTED	
4441	Exact distribution		D	Double
(4441)	Type of DIST, unspecified suits		PD	Penalty D
5m(332)	Partly specified		RD	Redouble
			SD	Strength D
Bal	Balanced		T/O D	Take out D
Black	♠/♣		2*D	Two card D
no	Number, as in "any number of"			
pointed	♠/♦			
red	♥/♦		FORCING RELATED	
rounded	♣/♥			
wt	Weak trumps		Comp	Competitive
x	A small card		F	Forcing
xx	Weak 2* suit (no A/K/Q)		F1	Forcing 1 round
FS	Fit showing		FNs	Forcing as long new suits are bid
FSNJ	Fit showing non jump		FG	Forcing to game
FSJ	Fit showing jump		FQG	Forcing to QG level (3NT or 4m)
SHO	Shortness (SING or void)		FP	Forcing pass
SING	Singleton		G/T	Gametry
			G/T+	At least a gametry

SLAM/RELAY ORIENTED	
tr-Q-ask	Asking for the Q of trumps in a RKC-sequence
AOE	Aces: Odd or Even
CA	Captain
ES	End Signal
FC	Frequency considerations
FGR	Forcing Game Relay, zz-bidding. C.f. (R)
GGST	General Grand Slam Try
IZR	Relay with at least game invitational strength, may evolve into zz-bidding
JVCB	Johans Variable CueBids, used in relay auctions to locate honours
KOE	Kings: Odd or Even
NUMB	Numerical Bidding (a way to show exact distribution)
NUNAB	Numerical Natural Bidding
(R)	Relay, not zz-bidding
RKC	Roman Key-Card Blackwood (1430 scale applies)
RS	Relay Scheme
SE	Servant
S/O	To play, "sign-off"
S/T	SlamTry
STOS	Steporiented structure (when E interferes in our art sequences)
STRB	STrengthBreak

15 - Dictionary

15.2 DEFINITIONS

advancer (AD)	If P intervenes as our first action in the bidding and you bid other than pass you are the advancer.
active pass	A penalty pass or a F pass
captain (CA)	The player that asks in a relay sequence.
distinct feature	A bid that strongly depicts your hand (Es is SHO)
enemy suit (Es)	An enemy suit is a suit where an enemy has shown 4+ cards. If they have opened w 1m that is not promising any 4+ suit it is also defined as an enemy suit. When the E hasn't promised 3+* in the suit and intervener bids the suit as his first action It's natural. N.b. it says 1m, not 1x; and 1, not 2 or 3. A suit that E doubles for lead is also considered to be an Es.
free suit	A suit is free, as long it is not an Es.
frequency considerations (FC)	Used in relaybidding when telling partner the exact distribution. Then more space is given to more frequent distributions.
independent suit	A suit that doesn't need any support from partner, i.e. solid or semisolid.
intervener (IN)	The first player of the non-opening side that enters the bidding.
Logical x (LO x)	Showing a specific feature (e.g SHO) naturally if possible, but we don't waste steps so the impossible bids (where the feature is not possible) are used for the distributions that would otherwise reach the highest (lowest bid for lowest suit if there are 2 impossible bids). A special rule is that one step always denies the feature (if possible) and that SHO in previously bid suits comes ahead of other SHO.
OffensiveDefensiveRatio (ODR)	Good offensive strength and bad defensive strength makes a high ODR, while the opposite is low ODR.
opening strength	For E: Shows at least 10 HCP. If unbalanced refer to a 5431. For us: Normal, i.e. 13 points including DIST. Note: this doesn't mean that we need this when opening the bidding, it's just a concept we use to define the strength of certain bids.
partners suit (Ps)	A suit is yours if you have shown 4+ length in it. If partner also has shown 4+ length it is his if he showed 4+ length first, otherwise it is yours. C.f. "Enemy suit" where 3* length sometimes is enough.
passive pass	A pass that is not F, nor penalty pass
primary fit	At least 8* together in a suit constitutes a primary fit. Cf. secondary fit.
puppet (PUP)	A command for partner to bid one step. The puppet is default unconditional
secondary fit	7* together in a suit, cf. primary fit.

15 - Dictionary

semisolid (SS)	A suit that normally plays for one loser if partner has a SING.
servant (SE)	The player that responds to the questions in a relay sequence.
strength break (STRB)	The servant makes a strength break when he is too strong to accept the captains s/o in a relay auction.
<i>strong opening bid</i>	An opening bid that is stronger than the upper limit of the rule of Ulf Elfving (i.e. promising more than 13 HCP). Hands promising more than 16p including distributional points / 7.5 playingtricks / 20 Viennapoints / 8zz or less than 5.5 losers are also considered to be strong.
<i>Supportpoints (SP)</i>	Highcardpoints + normal distributional points + 1p for every extra trump starting w the 9 th + 1 extra point for 10* in the two longest suits
<i>to be in the bidding</i>	For each side the rule is that they are regarded as being in the bidding as long as not <ol style="list-style-type: none">1. Both players has made a passive pass after each other2. One player made a nat suggestion to play and his partner passed it If the side in question have FP they are of course still in the bidding.
<i>transfer (TRF)</i>	Shows inclination for a certain strain and requests partner to bid this strain, normally at the lowest possible level. This strain is normally, but not necessarily, the strain (even NT is possible) nearest above the transfer bid made. The TRF is default conditional unless stated otherwise.
zz-bidding	Our specialised relay-bidding with one player, the captain, just asking questions, and the other, the servant, just responding. It consists of a maximum of four stages: distribution, strength, aces + kings, specific honour location. The first two stages are often somewhat intermingled.