

The Small Säfflespader

I Introduction

Abbreviations and Symbols

♥ A K Q J T	Obvious, ♥ = A, K, Q, J
31(45)	Distribution: 3♠, 1♥ and 45 or 54 in minors, etc.
()	OPPs bids or optional strength
[bid]	Optional bid
;	Start next bidding round
M, Ms	Major suit(s) or same major
m, ms	Minor suit(s) or same minor
OM/om	Other major/ Other minor
ART	Artificial bid
BAL	Balanced hand
INV(+/-)	Invitational (Strong/Weak)
F1	Forcing (one round)
F2NT	Forcing to level 2NT, etc
FG(+)	Forcing to game (possible slamtry)
FG++	Forcing to game and slamtry
RHO/LHO	Right/Left-hand OPP
NAT	Natural
NT	No-trump
OPP/OPPs	Opponent('s)
O/S	Opponent's suit
PRE	Pre-emptive
Qbid	Cuebid
R	Relay bid = next available bid
SPL	Splinter
UnBAL	Unbalanced hands
T/O	Takeout
+	Or more (cards, points)
-	Or less (cards, points)
Min, Med, Max	Minimum, Medium and Maximum

Terminology

Controls	Ace = 2, King = 1, Trump Queen = 1
Ace-hand	A hand of top tricks where all honours are working, good distribution
Golgata	The Majors are shown crosswise
Lisbon	♣ shows ♥, ♦ shows ♠, ♥ shows ♣, ♠ shows ♦
Örestad	Both Majors or both minors
Pms	Premature safe

Hand Evaluation

Hcp	High Card Points, according to the 4-3-2-1 scale.
Dp	Distributional Points, every trump beyond the 4 th counts for 1 point each, every card beyond the 3 rd in a side suit counts for 1 point each.
Hdp	Hcp+Dp, used for opening bids showing a suit or bids in one's own suit
Sdp	Support Distributional Points, a point is given for every trump held. The sum is then reduced by one for each card held in the shortest side suit. No points are given for the (4333) distribution.
Scp	Sdp+Hcp, used when partners suit is raised or support is shown by other means.

II *The 1st Opening*

- 1♦ = 0-7(8) hcp, no PRE possible, any distribution
 - Pass = 0-(15)16-18 hcp. Responder has no other bid.
 - 1♥ = (12)13-18 hcp, 3+♥. Continued bidding is NAT and canapé.
 - 1♠ = 5-7 hcp, 4+♠ (with 4-4 in Ms the correct bid is 1♠ not 2♥)
 - 1NT = 5-7 hcp BAL
 - 2m = 5-7 hcp, 5+ suit
 - 2♥ = 5-9 scp, (4)5-card support in ♥
 - 2♠ = 5-7 hcp, 6+♠
 - 2NT = SPL, 10-11 scp, 5+ support in ♥, 0-1♠
 - 3m = SPL, 10-11 scp, 5+ support in ♥, 0-1 cards in bid m
 - 3♥ = 10-11 scp, 5+ support in ♥, no short suit
 - double jump shift = 12+ scp, 5+ support in ♥, void in bid suit
 - 1♠ = ART F1, 19+ hcp or an Acoll 2
 - 1NT = 0-4 hcp, any distribution
 - 2♣ = ART FG(+)
 - 2♦ = no other bid
 - 2M, 3m = 5+ suit, NAT continuation
 - 2NT = no 5+ suit
 - 3m = 4+ suit, no 4-card M
 - 3M = Golgata, 4-card suit
 - 2M = Golgata, 5+M
 - 2NT = 44 in Ms
 - 3m = 3-4 hcp, 6+ suit with one top honour, no 3-card M
 - 2♦♥♠NT, 3♣ = NAT, non-forcing
 - 2♣ = 5-7 hcp, no other bid
 - 2♦ = asking for Ms
 - 2M = Golgata, 4-card M
 - 2NT = 4-4 in Ms
 - 3m = best m, no 4-card M
 - 2M, 3m = 5+ suit, NAT continuation
 - 2♦ = 5-7 hcp, 5+♥
 - 2♥ = 5-7 hcp, 5+♠
 - 2♠ = 5-7 hcp, 55+ in ms
 - 2NT = 5-7 hcp, 55+ in Ms
 - 3m = 5-7 hcp, 6+ suit with two top honours, no 4+M

GF applies when opener has shown 5-7 hcp following the 1st response.

- 1NT = 15-18 hcp, BAL (see Vc)
- 2m = 0-18 hcp, 5+ suit, non-forcing
- 2M = (5)6+ suit, playing-tricks, non-forcing
- 2NT = Örestad, rule of 123
- higher bid = as corresponding opening bid

III The Pass and 1♠ Openings

a) The 1♠ Opening

- 1♣ = F1, 8+ hcp, 4+♥, not 4♠
- 1♦ = ART, 0-7 hcp, no other bid
 - 1♠ = ART F1, 19+ hcp or an Acol 2
 - 2♦ = 0-6 scp, 4+ ♥ support
 - 2♥ = 19-21 hcp
 - 2♠, 3m = neg INV
 - 2NT = GF++, Stenberg
 - 3♥ = 22-23 hcp, INV without shortness (bare K or Q possible)

See II (the 1st opening) for other bids

- 1♥ = F1, 13+ hcp or 14+ hdp, no 4-card ♥ support, any distribution
 - 1♠ = ART GF(+), 12+ hcp (see IIIf)
 - 1NT = 8-11 hcp, BAL, NT System on (see V)
 - 2m = 8-11 hcp, 5+ suit (see IIIg)
 - 2♥ = 8-11 hcp, 6+♥ (see IIIg)
 - 2♠ = 17-18 hcp, exactly 3♠, BAL Ace-hand
 - 2NT = 16-18 hcp, BAL, not 5♥, 2NT System on (Vd)
 - 3m, 3♥ = 8-11 hcp, 6+ suit with two top honours
- 1♠ = 8-12 hcp, 5+♠ (compare the 2♠ response)
 - 1NT = 8-12(13) hcp, negative NT (i.e. 0-1♠)
 - 2♠ = Pms
 - 2NT = GF(+), Stenberg

See IIIb for other bids

- 1NT = 8-12 hcp, BAL, NT System on (see V)
- 2♣ = 8-12 hcp, UnBAL, no more than 4♠ and 3♥ (see IIIc)
- 2♦ = a) 7-11 scp, 4+ ♥ support
b) ca. 16 scp, INV(+)

See IIIc for continued bidding

- 2♥ = 12-15 scp, 4+ ♥ support
 - 2♠, 3m = neg INV
 - 2NT = GF++, Stenberg
 - 3♥ = INV without shortness (bare K or Q possible)

See IIIc for other bids

- 2♠ = 8-10 hcp, 6+♠ (see IIIg)
- 2NT = GF(+), Stenberg (see IIIc)
- 3♥ = 9-11 scp, 5+ ♥ support, often with a shortness
 - 3♠ = asking for short suit
 - 3NT = short ♠
 - 4m = short suit
 - 4♥ = no shortness
- 3♠, 4m = 16-18 scp, 4+ ♥ support, void in bid suit
- 4♥ = 12-14 scp, 6+ ♥ support or 5♥ and 5+ side suit

b) The Pass Opening

Pass = F1, 8+ hcp, 4+♠

- 1♣ = F1, 8+ hcp, 4+♥, not 4♠
 - 1♦ = ART F1, 13+ hcp or 14+ hdp, not 4♥
 - 1♥ = 8-11 hcp, exactly 5♥
 - 1♠ = 5+♠, non-forcing
 - 1NT = negative NT (i.e. 0-1♥), non-forcing
 - See IIIId for other bids
 - 1♠ = ART FG(+), 12+ hcp (see IIIIf)
 - See IIIa (the 1♠ opening) for other bids (1♠1♣)
 - 1♥ = 8-12 hcp, exactly 3♥
 - 1NT = (13)14-15(16) hcp, BAL, NT System on (see Vb)
 - See IIIId for other bids
 - 3♠ = 10-12 hcp, 7♠, rule of 123
 - See IIIa (the 1♠ opening) for other bids
- 1♦ = ART, 0-7 hcp, no other bid
 - 1♠ = ART F1, 19+ hcp or an Acoll 2
 - 2♥ = 0-6 scp, 4+ ♠ support
 - bid = as after 1♣-1♦; 1♠-2♥
 - See II (the 1♦ opening) for other bids
 - See II (the 1♦ opening) for other bids
- 1♥ = ART F1, 13+ hcp or 14+ hdp, no 4+M
 - 1♠ = ART FG(+), 12+ hcp (see IIIIf)
 - 3♠ = 8-11 hcp, 7+♠
 - See IIIa (the 1♠ opening) for other bids (1♠1♣)
 - 1♠ = 8-12 hcp, exactly 3♠
 - 1NT = (13)14-15(16) hcp, BAL, NT System on (see Vb)
 - 2NT = GF++, Stenberg
 - See IIIId for other bids
- 1NT = 8-12 hcp, BAL, no more than 2♠ and 3♥, NT System on (see Vb)
- 2m = 8-12 hcp, 5+ suit (see IIIg)
- 2♥ = a) 7-11 scp, 4+ ♠ support
 - b) ca. 16 scp, INV(+)
 - See IIIc for continued bidding
- 2♠ = 12-15 scp, 4+ ♠ support
 - 2NT = GF++, Stenberg
 - 3m, 3♥ = negative INV
 - 3♠ = INV without shortness (bare K or Q possible)
 - See IIIc for other bids
- 2NT = GF(+), Stenberg (see IIIc)
- 3m, 3♥ = NAT, rule of 123
- 3♠ = 9-11 scp, 5+ ♠ support, often with a shortness
 - 3NT = asking for short suit
 - 4m, 4♥ = short suit
 - 4♠ = no short suit
- 4m, 4♥ = 16-18 scp, 4+ ♠ support, void in bid suit
- 4♠ = 12-14 scp, 6+ ♠ support or 5♠ and 5+ side suit

With 34(xx) and 8-12 hcp there are two possible responses to the Pass opening bid, i.e. 1♠ and 1^a. Generally we recommend the 1♠ response with maximum, and with a poor ^a and strong ♣ suit.

Stenbergs 2NT

Stenbergs 2NT is a gameforce with trump support. If partner has shown trump support already and confined his hand as well, then Stenberg is a slam-try. Examples:

Pass - 2♥/♠; 2NT Pass/1♣ - 1♠; 2NT

Typical sequences

Pass - 2NT; - 3♣ = extra values (ca. 3 hcp above min), BAL
 - 3♦ = short ♦
 - 3♥ = short ♥
 - 3♠ = extra values (ca. 19+ scp), BAL
 - 3NT = BAL, min
 - 4♣ = short ♣
 - jump shift = void
 - 3♦ = short ♦
 - 3♥ = short ♥
 - 3♠ = short ♣
 - 3NT = BAL, min
 - 4X = void
 - 4♠ = min, 2 extra trumps

BAL hands may include a bare K or Q.

Limited Stenberg

If opps compete making it impossible to bid Stenberg with a jump, then 2NT shows at least 12 stp (see VIII).

Bids in new suits are invitational, positive or negative (see IIIc).

1♣ - (1NT) - 2NT; 3♦ = positive INV

Pass - (2♣) - 2NT; 3♦ = negative INV

Interferred StenbergMain rule

Pass = extra values and no singleton (same as 3♣ without interference)
 3 in trumps = powerful extra values and no singleton
 3NT = min (same as without interference)
 new suit = shortness
 D = shortness in the suit doubled
 RD = extra values, poor trump holding, suggest 3NT, possible bloodlust

Pass - (Pass)- 2NT - (D); RD - (3♥) - Pass = extra values, no singleton
 - D = penalty
 - 3♠ = powerful extra values, no singleton
 - 3NT = min, suggested contract
 - 4X = shortness

Pass - (Pass)- 2NT - (D); Pass - (3♥) - Pass = extra values, no singleton
 - D = short ♥

Pass - (Pass)- 2NT - (3♦); - Pass = extra values, no singleton
 - D = short ♦

Pass - (Pass)- 2NT - (3NT); - Pass = extra values, no shortness
 - D = suggests blood
 - 4♠ = min, no bloodlust

d) Continued Bidding Following Pass-1^a, Pass-1^S;1^Q, 1^S-1^a or Similar

Sequences in question

a) Pass - 1[♠] c) 1[♣] - 1[♠] e) Pass - 1[♣]; 1[♦] - 1[♥]

b) Pass - 1[♣]; 1[♥] d) Pass - 1[♣]; 1[♠]

If opp's interfere there may be more sequences

1NT following a) and b) is invitational with a balanced hand and (13)14-15(16) hcp. (See V.)

1NT following c), d) and e) is a negative NT (singleton or void in partner's suit) and without interest in game. NAT continuation.

Typical sequences

- Bid - 1[♠] - 2[♣] = ART F1, at least INV (denies 5+♥)
 - 2[♦] = ART F1, at least INV, 5+♥
 - 2[♥] = min, 2+♥
 - 2[♠] = min
 - 2NT and higher = FG(+), NAT
 - 2[♥] = INV(-) with very strong ♥, no preference to 2[♠] wanted. NAT continuation.
 - 2[♠] = P m s
 - 3[♠] = INV(-) (PRE) with (6)7+♠
 - jump shift = 20+ hdp, (5)6+ suit (strong)
- 1[♥] - 2[♦] = INV, 5+♥ or 3-card ♥ support, promises at least 8 trumps
 - 2[♠] = neg INV (positive if bidder previously has shown ♠)
- 1[♥] - 2[♦] - 3m = neg INV
- 1[♣] - 1[♠] - 2[♦] - 2[♠] = min, exactly 5♠, max 1♥
 - 2NT = weak, max 1♠
 - other bids are NAT GF(+)
- Pass - 1[♣] - 1♥ - 2♦ - 2♥ = min
 - 2♠ = max, 5(6) ♠, GF
- Pas - 1[♣] - 1♦ - 1♥ - 2♦ - 2♥ = min, exactly 5♥
 Other bids = NAT, GF(+)

The 2^S Forcing Relay

The response hands are divided into three groups by strength: min = 8-9 hcp, med = 10 hcp, max = 11-12 hcp. If responder has shown a 4-point interval the med-group is left out. Minimum is 8-9 hcp and max is 10-11 hcp. The responses to 2[♣] are similar to those following the 2[♣] response of 1NT in most respects.

Typical sequences

- Bid - 1[♠](♥) - 2[♣] = ART F1, at least invitational strength
 - 2[♦] = min (8-9 hcp), any distribution
 - 2M = Truscot (see V)
 - 2NT = F1
 - higher bid = NAT FG(+)
 - 2[♥] = med (10 hcp), 4+♥ or 3-card ♥ support
 - 2[♠] = suggested contract
 - 2NT = F1
 - higher bid = NAT FG(+)
 - 2[♠] = med (10 hcp), exactly 3♠ or 5♠
 - 2NT = see next paragraph
 - 2NT = max (11-12 hcp), BAL, FG (2NT System on)
 - higher bid = NAT FG

Note that 2^a may be forcing or non-forcing depending on whether the 2^S bidder could or could not stop in 2M.

Pass - 1[♠]; 2[♣] - 2X; 2NT = FG (opener could have stopped in 2♠)

1[♣] - 1[♠]; 2[♣] - 2X; 2NT = suggested contract, singleton or void in ♠ (1435, etc)

e) Continued Bidding Following 1♠2♠ Pass-1♠ 2♠

In the first sequence 2♣ shows 8-11(12) hcp and an unbalanced hand with max 4♠ and max 3♥. In the other sequence the bidder has exactly 4♠ and max 2♥. Thus the bidder has either 4144 or a 5+m. The aim of the continued bidding is to find a suitable part score.

Typical sequences

- 1♣ - 2♣ - Pass = 6+♣, not strong enough for 3♣
- 2♦ = 2+♦ (compulsory with min and 2+♦ if not 6+♥)
 - Pass = 5+♦
 - 2♥ = exactly 3♥
 - 2♠ = exactly 4♠, not 3♥, not 5♦, i.e. 4144 or 5+♣
 - 3♣ = final contract
 - 2NT = (45)+ in m
 - 3♣ = 6+♣
 - 3♦ = 6+♦, free tempo, but positive since responder could have passed 2♦
 - 2♥ = 6+♥, min
 - 2♠ = exactly 3♠, not 6♥, not 2♦, i.e. 4+♣
 - 3♣ = final contract
 - 2NT = ART FG(+), continuation NAT
 - 3♣ = 6+♣, free tempo, but positive since responder could have passed 2♣
 - 3♦ = invitational with good 6+ suit
 - 3♥ = INV(+), good 6+ suit
 - 3NT = final contract

f) Responses with 13+ hcp

Sequences in question

- a) Pass - 1♥ b) 1♣ - 1♥ c) Pass - 1♣; 1♦

In these sequences the 1♥(1♦) response shows 13+ hcp or 14+ hdp. The bid denies 4+ trump support and in sequence a) it also denies 4+♥. There are only two (three) strong responses to 1♥; 2NT which shows a balanced hand and 16-18 hcp, and 1♠ which include all other hands with 12+ hcp (see also the 1♣-1♥; 2♠ and similar sequences, b and c below). Other responses to 1♥ are NAT and shows 8-11 hcp. 1NT following the sequence bid-1♥; 1♠ shows 15-(16) hdp with any distribution or 19+ hcp without 5+ suit. 2NT and 2 in partner's suit both show balanced hands and 16-18 hcp. Other bids are NAT with at least (16)17 hdp.

Typical sequences

- a) Pass - 1♥ = ART F1, 13+ hcp or 14+ hdp, no 4+M
- 1♠ = ART FG(+), 12+ hcp
 - 1NT = max 15(16) hdp or 19+ hcp without 5+ suit
 - 3X = (16)17 hdp, solid suit
 - 4X = 12-15 hdp, solid suit
 - other bids = NAT (2NT denies 5+ suit)
 - 2m = (16)17+ hdp, 5+ suit
 - 2♥ = 17-18 hcp, BAL Ace-hand with exactly 3♥
 - 2♠ = 5+♠
 - 2NT = waiting
 - 3m, 3♥ = 5+ suit (canapé), exactly 4♠, slam interest
 - 2♠ = 17-18 hcp, BAL Ace-hand with exactly 3♠
 - 2NT = waiting
 - 3 new = 5+ suit (canapé), exactly 4♠, slam interest
 - 3♠ = 5+♠, slam interest
 - 4X = SPL
 - 2NT = 16-18 hcp, BAL (2NT System on, see Vd)
 - 3m = (16)17+ hdp, 6+ solid suit
 - 2NT = 16-18 hcp, BAL (2NT System on, see Vd)
 - other bids = 8-11 hcp (see IIIb)
- b) Pass - 1♣ - 1♦ - 2♠ = 17-18 hcp, BAL Ace-hand with exactly 3♠ (see above)
- c) Pass - 1♣ - 1♦ - 1♠ = ART FG(+), 12+ hcp
- 2♥ = 17-18 hcp, BAL Ace-hand with exactly 3♥ (see above)
- d) 1♣ - 1♥ - 1♠ - 3♠ = (16)17+ hdp, 6+ solid ♠

g) Continued Bidding Following Bids on the 2 Level in Free Tempo

The hands that might occur are divided into 5 groups:

- one-suited hands with 5+ suit
- two-suited hands with at least 5-4, suits not touching
- one-suited hands with 6+ suit
- two-suited hands, exactly 4 and 5+, suits touching
- two-suited hands, at least 5-4, suits touching

For a) and b) the following apply: the relay is artificial and forcing for one round, 2NT is gameforce.

For c), d) and e) 2NT is asking. Suit raises and preferences are weak bids. Bids in new suits are NAT positive, free tempo. It is not forcing but game is possible if responder has trump support.

One-suited hands with 5+ suit (a) and two-suited hands with suits not touching (b)

Examples (starting sequences):

- a) Pass - 2♣/♦ 1♥ - 1♠; 2♣/2♦ Pass - (2♣) - 2♦
- b) Pass - 1♥; 2♣/2♦ 1♣ - 1♥; 2♣ 1♣ - (2♣) - 2♦

Responder's bid

Relay (3♣ following 2♠)	= ART F1, at least INV(-)	
	- new suit below 3 in partner's suit	= NAT, min or max
	- 2NT	= min, no other bid
	- 3 in one's own suit	= NAT, min
	- other bids	= NAT, extra values, FG(+)
2NT	= ART FG(+), asking for side suit	
2X (not the relay)	= NAT, free tempo	
	- raise	= support (at least xxx or 10x)
3X with jump (not relay)	= INV(+), good suit	
3 in relay suit	= NAT, free tempo	
Raise	= P m s	

Continued bidding

Relay + 2NT	= INV
Relay + preference	= INV (limit raise)
Relay + relay suit	= NAT, forcing
Relay + new suit	= NAT, forcing

One-suited hands with 6+ suit (c), two-suited hand with suits touching, exactly 4 and 5+ (d), two-suited hands with suits touching, at least 5-4 (e)

Examples (starting sequences)

- c) 1♣ - 2♠ 1♣ - 1♥; 2♥ 1♥ - 2♥/♠ 1♥ - 2♦ Pass - (1♥) - D; 2♠ Pass - (1♣) - 2♦
- d) Pass - 1♥; 2♥ 1♣ - 1♥; 2♦
- e) the 2♥ opening

Preferences and raises are weak

Bids in *new suits* are in free tempo

Jump shifts are cuebids that establish trump

2NT is artificial and forcing with at least invitational strength. The bidder seeks additional information about partner's hand. Responder's memory help is *min-min-max-max*. The first min shows nothing extra, the other min does (suit length, suit quality). The same applies to the max-responses.

If responder has shown a *6+ suit* (c) the responses to 2NT are:

- 3♣ = min, poor suit
- 3♦ = min, good suit
- 3♥ = max, poor suit
- 3♠ = max, good suit
- 3NT = AKQ on top or AK if 7+

If responder has shown an *unknown 6+ suit* (multi, 1♥-2♦) (c) the responses to 2NT are:

- 3♣ = min, ♥
- 3♦ = min, ♠
- 3♥ = max, ♥
- 3♠ = max, ♠

If responder has shown *two touching suits*, exactly 4 and 5+ (d) the responses to 2NT are:

- 3♣ = min, 4-5
- 3♦ = min, 4-6
- 3♥ = max, 4-5
- 3♠ = max, 4-6
- 3NT = max, 4522, strength in the short suits

If responder has shown *two touching suits*, at least 5-4 (e) the responses to 2NT are:

- 3♣ = min, 5-4
- 3♦ = min, 5-5
- 3♥ = max, 5-4
- 3♠ = max, 5-5
- 3NT = max, 6-4

IV *The 1[♣] Opening*

The 1♥ opening is forcing for one round, denies a 4+M and shows

- a) 8-11(12) hcp, BAL with a doubleton minor, i.e. 33(52), 32(26), etc
- b) ca. 10 hcp or 15-16 hcp and semiBAL with 22 in M (see Vb)
- c) 8+ hcp, UnBAL
- d) 22+ hcp, BAL

Typical sequences

- 1♥ - 1♠ = ART F1, either strong (16+ hcp) or weak (0-11 hcp)
- 1NT = 10-13 hcp, BAL, may include 5-card M, modified NT System on (see V)
- 2♣ = a) 12-15 hcp, exactly 5-card M
b) 12-15 hcp, 5+ m, UnBAL
c) 14-15 hcp, BAL
- 2♦ = 12-15 hcp, 6+ M (multi)
 - 2♥ = no interest if ♥
 - 2♠ = no interest if ♠, INV if ♥
 - 2NT = ART F1 (IIIh)
 - 4♣ = orders responder to transfer to his M, which is established as trump
- 2M = 6+ suit, rule of 123 (IIIg)
- 2NT = 9-11 scp, BAL with at least (34) in ms
 - 3m = final contract
 - higher m-bid = PRE
 - 3M = Lisbon
- 3♣ = 9-11 scp, UnBAL with at least (34) in ms
- 3♦♥♠ = NAT, rule of 123
- 3NT = solid suit, approx. 7 playing-tricks

The 1[♠] Response

Responder bids 1♠ if he is weak (0-11 hcp) and has no other bid, or when wants to establish a gameforce with at least 16 hcp.

Typical sequences

- 1♥ - 1♠ - 1NT = 8-11 hcp, any distribution
 - Pass = 0-11 hcp, any distribution (all other bids are FG)
 - 2X = 16+ hcp, 5+ suit, continuation NAT
 - 2NT = 16+ hcp, no 5+ suit (suits and stoppers are then shown)
 - 3X = solid suit, slamtry
 - 3NT, 4M, 5m = final contract
- 2m = 14-20 hdp, 5+ suit (see IIIg)
- 2M = ART Lisbon, 21+ hdp
 - 1 step = max 2 controls
 - 2 steps = 3+ controls, trump support
 - 3 steps = 3+ controls, no support
- 3NT = 7-9 hcp, (4333) small honours
- 3om, 3M = positive, semisolid suit
- 2NT = 22-24 hcp, BAL (see V)
- 3m = 18-20 hdp, 6+ one-suiter
- 3NT = 25-27 hcp, BAL (see V)

The 2[♠] Response

- 1♥ - 2♣ - 2♣ = 8-20 hdp, any distribution
 - 2M = 12-15 hcp, exactly 5-card suit, continuation NAT
 - 2NT = 14-15 hcp, BAL
 - 3m = final contract
 - 3M = ART Lisbon
 - 3m = 12-15 hcp, 5+ suit, UnBAL, continuation NAT
- 2♥ or higher bids = strong hands (see 1♥-1♠; 2♥ or higher bids)

V Openings with Balanced Hands without 4+M

Balanced or semi-balanced hands (5422 or 6322) without 4+M are shown with any of the opening bids 1^a (8-12 hcp), 1NT (13-18 hcp), 2NT (19-21 hcp) and 1[@] (22+ hcp)

a) The 1^a Opening

- 1^a - Pass = 5(4) ^a
- 1NT = final contract
- other bids = see the 1NT opening (NT System on)

b) The 1NT Opening

Artificial NT-bidding occur following the 1^a and 1NT openings and when the 1NT-bidder has shown a balanced hand with limited strength and FG is not established. The following sequences are those in question. Strength (hcp) can be found in brackets.

1 ^a	(8-12)	1 [♥] -1NT	(10-13)	1 [♣] -1 [♦] ; 1NT	(15-18)
1NT	(13-18)	Pass-1 [♣] -1NT	(8-12)	1 [♣] -1 [♥] ; 1NT	(8-11)
P-1NT	(8-12)	Pass-1 [♦] -1NT	(15-18)	Pass-1 [♣] ; 1 [♦] -1NT	(8-11)
11 [♣] -1NT	(8-12)	Pass-1 [♥] ; 1NT	(8-11)	Pass-1 [♣] ; 1 [♥] -NT	
1 [♦] - 1NT	(15-18)	Pass-1 ^a -1NT	(14-15)		

The NT hands are divided into groups of 2 points according to strength: **min, med, max**. With 5-point NT (for example the 1^a opening) the med-group is 1 point. In 4-point NT (for example Pass-1[♥]; 1NT) the med-group is left out. Note that with 22 in Ms – 22(54) or 22(36) and med strength – you must open 1[♥] and not 1NT/1^a since there is no response to the 2[♣] inquiry. In some cases you have no choice and you'll have to bid as if the med was either max or min. Following Pass-1[♣]; 1NT-2[♣] with 4243 distribution and 10 hcp, the opener solves the problem by bidding 2^a. He has already denied 5^a so no misunderstanding is possible. In up to 4-point NT there are no such problems.

Responses to the 1NT opening

- 1NT - 2[♣] = asking for strength and Majors, at least INV(-)
- 2[♦] = INVI(-) with 5+M (8-10 hdp) or fitseeking INV with 6+m or at least 44 in ms, bad M or FG(+) with either both m and short M or 55 in ms
- 2M = final contract
- 2NT = INV(+), 10-11 hcp
- 3m = final contract
- 3M = INV, 8-9(10) hcp, 6+ suit with two top honours
- 3NT = final contract
- 4m = South African Texas
- 4M = final contract
- 4NT = quantitative
- 5m = final contract
- 5M = asking for top honours

The 2^S Response

- 1NT - 2[♣] - 2[♦] = min, (13-14 hcp) any distribution
 - 2M = Truscot
 - 2NT = 8-9 hcp, INV(-)
 - 3m = final contract
 - 3m = 4+ suit, slamtry (see Vd)
 - 3[♦] = 4+ [♦]
 - 3[♥] = 5+ [♣]
 - 3^a = 3-support i [♣], min
 - 3NT = doubleton [♣]
 - 4X = 3-card [♣] support, max
 - 3^a = 3-card [♦] support
 - 3[♥] = 3-card support in [♣], not 4[♦], min
 - 3^a = 3-card support in [♣], not 4[♦], max
 - 3NT = doubleton [♣], not 4[♦]

- 4X = 4-card support
- 3M = GF(+), 5+ suit
- 1NT - 2♣ - 2M = med, (15-16 hcp), 3-card suit
- 2♠ = Truscot
- 2NT = 8-9 hcp, INV(-)
 - 3m = final contract
- 3m = 4+ suit, slamtry (see previous, 1NT-2♣; 2♦-3m)
- 3oM = GF(+), 5+ suit
- 2NT = max, (17-18 hcp), no 6-card m (2NT System on, see Vd)
- 3m = max, (17-18 hcp), 6-card suit
- 3NT = max, (17-18 hcp), 33(43)

The 2nd Response

- 1NT - 2♦ - 2♥ = no interest in game if responder has ♥
- 2♠ = NAT, non-forcing
- 2NT = 44+ in ms, poor Ms, non-forcing
 - 3m = final contract
- 3m = NAT, non-forcing
- 3M = ART FG(+), 44+ ms, singleton in bid M
- 3NT = 55+ ms, non-forcing
 - 4m = max, slamtry
 - 5m = final contract
- 2♠ = no interest in game if responder has ♠, accepts ♥ INV
- 3m = NAT, non-forcing
- 2NT, 3M, 3NT = see 2♥ above
- 2NT = max, 2NT System on (Vd)

c) Modified NT Bidding

Used when the NT bidder may have an unknown Major, for example 1♦-1NT, Pass-1♠; 1NT.

- 1NT - 2♣ - 2♦ = min, no extra length M
 - 2M = Truscot
 - 2♥ = min or max, extra length in ♥ (says nothing about ♠)
 - 2♠ = Truscot
 - 2♠ = min or max, extra length in ♠, nothing extra in ♥
 - 2NT = max, nothing extra in Ms
-
- 1NT - 2♣ - 2X - 2Y = see regular NT system
 - 2♦ and higher bids = see regular NT system

Following 1♦-1NT; 2♣ 2♦ may include max without M enabling the 1♦ opener to bid according to Truscot.

c) The 2NT Opening

Artificial 2NT bidding occur following the opening bid 2NT and whenever the 2NT bidder show a balanced hand with limited strength. The following sequences are those in question. Strength (hcp) can be found in brackets.

- | | | | |
|----------------------|---------|---------------------------------|---------|
| a) 2NT | (19-21) | i) Pass - 1♣; 1♦ - 1♠; 2NT | (16-18) |
| b) 1NT - 2♣; 2NT | (17-18) | j) 1♠ - 2♣; 2♦ - 2NT | (11-12) |
| c) 1NT - 2♦; 2NT | (17-18) | k) Pass- 1♠ - 2♣ - 2NT | (11-12) |
| d) Pass - 1♥; 2NT | (16-18) | l) Pass - 1♣; 1♠ - 2♣; 2NT | (11-12) |
| e) 1♣ - 1♥; 2NT | (16-18) | m) 1♣ - 1♠; 2♣ - 2NT | (11-12) |
| f) Pass - 1♥; 1♠-2NT | (16-18) | n) Pass - 1♣; 1♥ - 2♣; 2NT | (11-12) |
| g) 1♣ - 1♥; 1♠-2NT | (16-18) | o) Pass - 1♣; 1♦ - 1♥; 2♣ - 2NT | (11-12) |
| h) Pass- 1♣; 1♦-1NT | (16-18) | | |

- 2NT - 3m = 4+ suit, slamtry
- 3♦ = 4+♦, not 4♣
 - 3♥ = 5+♣
 - 3♠ = 3-card ♣ support, min
 - 3NT = doubleton ♣
 - 4X = 3-card ♣ support, max
 - 3♠ = 3-card ♦ support, not 5♣
 - 3♥ = 3-card ♣ support, not 4♦, min
 - 3♠ = 3-card ♣ support, not 4♦, max
 - 3NT = doubleton ♣, not 4♦
 - 4X = 4+ ♣ support
 - 3♥ = 5+♠, Golgata
 - 3♠ = 3-card ♠ support
 - 3NT = doubleton ♠
 - 4♥ = 55+ Ms, no slam interest
 - 4♠ = 6+♠, slamtry
 - 4X = 3-card ♠ support, max, cuebid
 - 3♠ = 5+♥, Golgata
 - 3NT = doubleton ♥
 - 4♥ = 6+♥, slamtry
 - 4♠ = 55+ in Ms, slamtry
 - 4m = South African Texas (long solid M)
 - 4NT = Quantitative
 - 5NT = INV to 7NT, forcing to 6NT

- 2NT - 3M - 3NT - 4m = 4+ suit, slamtry
- 4NT = no 4-card support

2NT - 4♣ and higher bids, see NT System

Note that the Golgata convention (Majors are bid crosswise) is only used when the 2NT bidder has promised at least 16 hcp, i.e. the sequences a-i above.

VI *The 2 Trick Openings*

The opening bids $2\heartsuit$ and $2\spadesuit$ show approximately 8-11 hcp (no more than 13 hcp), at least 4-cards in the opening suit and a 5+ M. The 2^a opening bid promises a solid suit with playing strength according to the rule of 123.

a) *The $2\clubsuit$ Opening Bid*

- $2\clubsuit$ - $2\heartsuit$ = ART F1, asking for M and strength
 - $2M$ = 5+ suit, min
 - $3\clubsuit$ = final contract
 - $4\clubsuit$ = forcing with \clubsuit support
 - $3\clubsuit$ = 5-card \heartsuit , max
 - $3\heartsuit$ = 5-card \spadesuit , max
 - $3\spadesuit$ = 6-card \heartsuit , max
 - $3\spadesuit$ = 6-card \spadesuit , max
- (- $2\heartsuit$ + bid in new suit show 6+ suit and is forcing)
- $2\clubsuit$ - $2\heartsuit$ = weak hand, pass or correct with \spadesuit
- $2\spadesuit$ = INV if opener has \heartsuit otherwise pass
- $2NT$ = ART F1, asking for distribution and strength
 - $3\clubsuit$ = (53) in Ms, min or max
 - $3\heartsuit$ = asking for 5-card M ($3\heartsuit$ + $4\clubsuit$ establishes \clubsuit as trump)
 - $3M$ = establishes trump, slamtry
 - $4\clubsuit$ = establishes trump, slamtry
 - $3\heartsuit$ = 5-card \heartsuit , not $3\spadesuit$, min
 - $3\spadesuit$ = 5-card \heartsuit , not $3\spadesuit$, max
 - $3\spadesuit$ = 5-card \spadesuit , not $3\heartsuit$, min
 - $3NT$ = 5-card \spadesuit , not $3\heartsuit$, max
- $3\clubsuit$ = P m s
- 3 new = 6+ suit, free tempo
- $4\clubsuit$ = orders the opener to transfer to his M, establishes that M as trump

b) *The 2^a Opening*

- $2\heartsuit$ - $2\heartsuit$ = weak hand, pass or correct with \spadesuit
- $2\spadesuit$ = INV if opener has \heartsuit otherwise pass
- $2NT$ = ART F1, asking for distribution and strength (see Vib for continuation)
- 3 new = 6+ suit, free tempo
- $3\heartsuit$ = P m s
- $4\clubsuit$ = orders the opener to transfer to his M, establishes that M as trump
- $4\heartsuit$ = PRE

c) *The $2\spadesuit$ Opening*

- $2\heartsuit$ - $2\spadesuit$ = final contract
- $2NT$ = ART F1, at least INV (see IIIg)
 - $3\clubsuit$ = 54 in Ms, min
 - $3M$ = final contract
 - $3\heartsuit$ = 55 in Ms, min
 - $3M$ = final contract
 - $3\spadesuit$ = FG(+), 54 in Ms, max
 - $3\spadesuit$ = slamtry
 - $3\spadesuit$ = FG(+), 55 in Ms, max
 - $3NT$ = FG(+), 64 in Ms, max
- $3m$ = 6+ suit, free tempo
- $3M$ = P m s
- $4M$ = final contract

c) The 2[♣] Opening

Shows a solid suit according to the following alternatives:

- a) solid m without outside strength, rule of 123
- b) solid M, rule of 123
- c) solid m with some outside strength, rule of 123

- 2♠ - 2NT = ART F1
 - 3m = 6-8 tricks according to a)
 - bid = GF(+)
 - 3M = solid M as in b)
 - 3NT = solid m as in c)
- 3♣ = weak hand, pass or correct
- 3 in presumed solid suit (4♣) = slamtry, asks opener to cuebid
- 3 in any other suit = long and good suit, alternative trump

VII The Pre-emptive OpeningsTypical sequences

- 3♦ - 3♥ = F1, 5+ suit
 - 3♠ = (2)3-card ♠
 - 3NT = 0-1 ♥
 - 4♦ = final contract
 - 4♣ = 3-card ♥ support, cuebid
 - 4♦ = 2-card ♥ support
 - 4♥ = 3-card ♥ support, no ♣ control