

1 1♣

1.1 General

Responses to 1♣ (except for 1♦=0-7, 8BAL or FG) and opener rebids after 1♣-1♦, follows the same pattern as the openings from 1M through 4m. The responses to the "opening" bids are also very similar.

1.2 1♣-1♦

Responder is weak or FG. The following describes how the strong and weak variants are separated

1♣-1♦; 1M	12-16 4+major, not 4432/4333, possibly longer minor
->	TRA 3-7 with long suit or FG
	2M/3M/2♠ weak
	1♠ weak or strong
	other FG
1♣-1♦; 2m	12-16 5+minor, no major
->	3m/4m weak
	other FG

1♣-1♦; 1♥-1♠; 2NT see [3.3 1♥-1♠; 2NT]

1.3 1♣-1NT

Responder is 9-11 possibly with 4-card major. Opener rebids according to the 1NT-opening with one big exception: 1NT-2♣; 2X-3min is natural and not forcing.

1.4 If opponents compete

1♣-(D)	RD=FG, 1♦=5-8 any distribution, others=same as normal responses
1♣-(overcall)	suit=not forcing, jump=FG onesuited, Cue/2NT/jump cue=2-suited, 1NT=9-11 D=T/O with 3+ cards in unbid major(s) if 6-11
1♣-(3M)	D=10+"balanced" 4m=T/O FG where 4♦ shows distinctly longer diamonds than clubs
1♣-1♦-(D)	RD=5+diamonds and 4 clubs Pass=15-16 balanced 1NT=16-17 balanced Others=same as opening bid

P-1♣-(Overcall); D=8+-11 balanced or 4441 5440 6-7

2 1♦

2.1 1♦-1♥

1♠	(3)4+spades. Three cards with 3154/3145 or bad 6+minor.
Pass	0-3, 3 spades
1NT	0-5
	2♣ 5+spades
	2♠ 4 spades, 5+clubs
	2♣ 5-7 5+clubs or 6-7 balanced
	2NT 5-7, 4 spades
	3♠ 5-7 5+ spades
	jumps SPL 5+ spades
1NT	18-20, may be semibalanced with 1-2 spades.
2♣	FG unbal with major or 24+ balanced.
	2♦ 4+hearts
	2♥ 4+spades, not 4 hearts
	After these responses opener may bid 3M as slam inv.

	2♠	no major
	2NT	24+ usually balanced, may be 5431/55
	2NT	(0)3-7 55+ majors
2♦	21-23 balanced/17-21 10+cards in minors/FG both minors	
	2♥	the normal response, denies some hands described below
	2♠	relay minors
	2NT	longer diamonds
	3♣	equal length or longer clubs
	3♦	4+ diamonds
	3♥/♠	max with 4+ support in m (Lissabon) Opener bids splinter in major with inv+
	2NT	21-23 balanced
	3m	natural, 64
	3M	splinter, 55+ minors, FG
	2♠	0-4, 4 clubs, 0-1 diamond
2♥	17-21 5+hearts, not 4 spades	
	2♠	5-7 balanced
	2NT	5-7 5+spades
2♠	17-21 3-4 hearts, 5+minor	
	2NT	5-7, not 4 hearts
	3♣	0-4, not heart support
	3♦	5-7, 4 hearts
	3♠	asking for spade stopper
2NT	game inv+ with onesuited minor	
	3♣	weak
	3♦	FG, asks stoppers/strength
	3MAJ	strength, usually weak in other major
	3MAJ	nat, 5+cards
	3NT	nat

2.2 1♦-any positive response; Responder raises Opener

If opener shows an own suit, responder may jump to 3 above that suit to show 11-13, support, no shortness. A jump to 3NT is a splinter in the suit above openers suit. Opener rebids in steps to show shortness and slam interest (1 step=no shortness or short in highest suit with extras, 2 steps=short in lowest suit, 3 steps=short in middle suit, 4 steps=short in highest suit no extra values).

2.3 1♦-1♠

Responder is balanced/54xx with 5 minor/4441.

1NT	relay, asking clarification, opener is fairly balanced
2♣	5minor, 4+other suit
2♦	relay
	2M natural
	2NT 5 clubs
	Higher 5 diamonds 4 clubs
	Others natural
2♦	balanced, natural continuations
2M/3m	three-suited, short in bid suit, not 11-12 hcp.
2NT	balanced, 8-10, no major
2X	natural
2NT	17-18 4441, no slam interest
	responder may ask shortness with 3♣, opener bids suit above shortness.
3X	sets suit as trump

2.4 1♦-1NT/2♣

These responses show 5+major and denies 5332. Opener rebids naturally. A "raise" to 2MAJ denies 18-19 balanced with support, this is shown with a raise to 3MAJ. After the raise to 2MAJ responder rebids as in note [3.4 General module when 1MAJ is raised to 2MAJ].

A jump to 3NT by opener shows a minimum hand with 4441 (singleton in responder's suit). A jump to 4 in a new suit by opener shows support with a void.

2.5 1♦-2♦/2♥

Responder is FG with a 6+minor. Natural rebids by opener. A "raise" to 3m ask for shortness at 3-level. If opener follows 3m with 4m this is Ace-asking.

A jump to 3NT by opener shows a minimum hand with 4441 (singleton in responder's suit). A jump to 4 in a new suit by opener shows support with a void.

2.6 1♦-2♠

Responder is FG with 55+ in minor. Opener raises a minor with support and interest for suit contract. Opener may bid 2NT to ask for information -> 3m=6+ cards, 3M=splinter with 11+, 3NT=8-10 55.

2.7 1♦-2NT

Responder is FG with 4441/5440 (5card minor). Opener may enquire with 3♣ -> opener rebids suit above shortness (the same principle is used after 1NT-2NT and 1♦-1♠; 2NT).

2.8 1♦-3X

Responder shows a solid 6+suit in the suit above the bid. Opener may enquire length by bidding responders suit (-> 1 step=6 cards, 2 steps=7 ...) After the step responses a relay asks for cuebid.

2.9 Opponents bid

Responder may make natural suit bids, T/O-D or natural NT-bids. These are all 7+hcp and FG with one exception, if responder bids and rebids a suit this is only game invitational. A cuebid of opponents suit at lowest level shows a threesuited FG with shortness in the opponents suit. A jump in any suit shows 3-5 hcp with a good suit.

After conventional overcalls of 1♥/1♠ we use SyS-On module.

1♦-(1♥*): Pass=0-7
D=7+bal
1♠=same as if no overcall.
Others=see 1♦-responses!

1♦-(1♠*): Pass=0-7
D=replace 1♠ response!
Others=see 1♦-responses!

2.10 Pass-1♦

Responder may make unBAL FG with 6-7 hcp and 6+suit or 55 in two suits. Opener's acceptance of responder's suit at lowest level is passable.

1♦-1N; 2♥

1♦-2♣; 2♠

1♦-2♦; 3♣

1♦-2♥; 3♦

1♦-2♠; 3m

All these bids are passable, but with 55 responder shows second suit.

3 1♥/1♠

3.1 1M-2NT

Game invitational or better raise. Opener rebids and continuations:

3♣	minimum.		
	3♦	relay	
		3♥	5332 or 4441
		3♠	4major, 5+clubs
		3NT	4major, 5+diamonds
			same continuations as direct 3♠/3NT
	3newMaj	shortness	
	3NT	suggestion to play	
	4min	shortness	
3♦	extra values 4441 or 5332		
	3♥	relay	
		3♠	short other major
		3N	5332
		4m	shortness
3♥	5+major, not 5332		
	3♠	shortness?	
		3NT	denies
		4m	shortness
		4M	short other major
3♠/ 3NT	4major, 5+clubs		
	4major, 5+diamonds		
	1 step	neutral, ask cuebid in the minor	
	2 steps	honor in the minor	
	higher	shortness in the minor	
4m	void		
4♥	void (after 1♥-2NT; 4♥=void in spades)		

If opponents overcall after 2NT, opener may bid 3MAJ with minimum and shortness in the opponents last bid suit.

3.2 1M-(Overcall)

2NT is a game forcing raise (then invitational cuebid is available) following the pattern above. Cuebid is game invitational raise. Jump raise to 3M is preemptive but wide range.

If opponents overcall through 3♣:

D T/O ask longest suit, may be FG with own suit.
New suit NF, natural.

If opponents overcall with 3♦/3M:

D Optional
New Suit FG

If opponents make higher overcall:

D penalty oriented

3.3 1♥-1♠; 2NT

Opener has a maximum with

- a) 4-card support
- b) 0-1 cards in spades and 6+hearts

Responder may make FG 3♣ rebid with these continuations; 3♥/3N=handtype b), 3♦/3♠/4m=handtype a) with splinter in bid minor (3♦=singleton, 4♦=void, 3♣=singleton or void).

3.4 1♥-2♦ and 1♠-2♥

12+hcp with three-card support in the major. Opener rebids and continuations:

2M no interest in game. -> Responder makes natural bid, 2♠=F1 with 4 spades.
2M+1 game interest, some short suit. -> Responder relays to find short suit.
1♥-2♦; 2♠-2N; 3♣=short clubs, 3♦=short diamonds, 3♥=short spades.
1♠-2♥; 2NT-3♣; 3♦=short diamonds, 3♥=short hearts, 3♠=short clubs.
2NT after 1♥-2♦: game invitational with values in spades
3m extra values, 4-card major, 5+minor. (-> 3otherMAJ=relay asking 6card suit and shortness)
3M invitational
4m void

3.5 General module when 1M is raised to 2M

The structure with 2M+1 as start of short suit try and other bids as long suit try (as described in previous note) is used in many situations when a major bid is raised to 2M. This is relevant after:

1M-2M
1M-2M-1
1♦-1NT; 2♥
1♦-2♣; 2♠
1♣-1♦; 1M-2M
1♣-1♦; 1M-2M-1
1♣-1M; 2M
1♣-1M; 2M-1

3.6 1M-transfer to new suit; Opener has support

Opener can jump raise with distributional values.

2M+1 is maximum high cards with 3+support. Responder can relay with 3 in new minor to ask shortness and distribution.

Opener may make a direct jump in a new suit to show 4+support, maximum and shortness.

3.7 1M-transfer to new suit; Opponents double

Pass is neutral, RD=3support max, accept of transfer shows 2-3 cards.

3.8 1♥-1♠; 1NT

Opener shows 8-11 hcp, denies 3 spades. Distribution is 1444, x5xx or 4 card hearts with a bad 5 card minor. 1NT is the normal rebids with 1543 and even sometimes 1552 and bad long suits.

Responder makes transfer responses:

2♣	4+diamonds
2♦	3 hearts
2♥	6+spades, invitational+
2♠	4+clubs
	3♣ maximum and 3+clubs
2NT	natural
3m	invitational, 5+minor, usually 5 spades
3♥	FG 3 hearts
3♠	FG 6+spades

3.9 1♥-1♠; (1NT/2min)

D	three-card support, maximum
Cuebid in m	36 majors, short minor

4 1NT

4.1 Same bidding in different situations

Our 1NT-module is used in the following sequences:

- 1NT
- PASS-1NT
- 1♣-1NT
- 1♣-1♦; 1NT
- 1♣-(1X)-1NT
- 1♣-(1X)-D; 1NT
- 1♣-(1X)-Pass; 1NT
- 1♦-1♥; 1NT
- 1♦-(1X)-Pass; 1NT
- (1X)-1NT ...

4.2 1NT-4m

If responder jumps to 4m using the 1NT-module, it is a transfer to corresponding major. Also if opponents overcall or D.

4.3 1NT-(D)

2♣/2♦	primarily natural, may be twosuit escape. 2♣->2♦=♦+♠, 2♣->RD=red suits, 2♦->RD=♥+♠
2♥/2♠	natural, NF
2NT	FG, usually 2-suited
3X	preemptive
4m	transfer

4.4 1NT-(2X)

D	T/O. If responder rebids 3♣ it is FG asking for suits and non-stoppers.
2NT/3♣/3♦	Transfer to next unbid suit. Minimum is a mild game invitation.
3newMAJ	INV, 6+suit (FG if jump to 3MAJ)
cue3MAJ	three-suited, short in opponents MAJ.

4.5 1NT-(3X)

3Higher	invitational
4♣	asks suits up-the-line
4♦	puppet to 4♥
4M/5m	natural, slam invitational, NF
4NT	two-suited in lowest unbid suits

4.6 1NT-2♦/2♥-(D)

Pass	no support ->RD=puppet to 2M
RD	support, no desire to play
2M	support, desire to play

4.7 1NT-2♣-(D=♠)

Pass	no stopper -> 2♦=NF Stayman, RD=new ask, opener bids otherMAJ (2♥=♠, 2♠=♥)
RD	to play
2♦/2M	stopper and response to Stayman

4.8 1NT-2♠

5+clubs any strength or FG with 54/45+ in minors. Opener bids 2NT if accepting a game invitation in clubs, 3♣ otherwise.

Responder rebids:

3♦ FG, both minors -> Opener shows strength in major with 3M.
3M short major, FG, 6+clubs
3NT short diamonds, FG, 6+clubs

4.9 1NT-3♣

TRF to diamonds weak or FG, responders 3M=short suit, 3NT=short clubs NF

5 2♣/2♦

5.1 2m responses and continuations

2m-2m+1	relay, ask distribution
1 step	minors Responder may set trump inv (raise) or FG (corresponding major) and ask shortness.
2 steps	onesuited, some shortness (the steps does not include 2NT). Responder may FG and ask shortness with new suit bid. 2♣-2♦; 2♠-2NT=ask shortness -> 3♣=short ♠, 3♦/3♥=shortness 2♦-2♥; 3♣-3♥=ask short hearts -> 3♠=short ♠, 3NT=short ♣, higher=short ♥ 2♦-2♥; 3♣-3♠=ask short spades-> 3NT=short ♣/♥, higher=short ♠
2NT	onesuited, no shortness, natural
3 new	SPL MAX

2♣-2♥/2♠

2♦-2♠/2NT Natural bids (2♦-2NT=hearts). Opener makes natural rebids (new major=3 cards).
If reponder rebids major it is FG.
2♦-2NT; 3♠=splinter raise in hearts, short spades.

2♦-3♣ Natural, F(3♦). New suit bids are natural/stoppers.

2m-3Higher Natural, invitational, 6+cards.

5.2 2m-(Overcall/D)

2NT is a game invitational+raise (if available). Cuebid ask stopper.

If opponents Double:

RD	F(3m)
New suit	NF

If opponents overcall through 3♣:

D	T/O ask 3 cards other major or 4 in other minor, may be FG with own suit.
New suit	NF, natural.

If opponents overcall with 3♦/3M:

D	Optional
New Suit	FG

Iff opponents make higher overcall:

D	penalty oriented
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6 2♥/2♠/2NT

6.1 The 3NT response

3NT	Responder has own good suit, FG or better.	
	4♣	good hand (one ace if 6-11, 2 aces if 12-16)
	4♦	ok hand
	4♥	bad

6.2 Opponents overcall

D is penalty. A bid in "the opponents pair" is FG. Opener rebids naturally or NT.

6.3 2MAJ-2NT

3m	natural, minimum
	4m slam invitational in openers minor
	4 other m slam invitational in openers major
3M	natural, maximum
	4m slam invitational in openers minor
	4 others slam invitational in openers major
3NT	66-distribution

If responders bids new suits at three-level it is natural and forcing.

6.4 2NT-3♣

3♦	majors, minimum
	3M NF
	4m slam invitational corresponding major
3♥	minors, minimum
	4m slam invitational
3♠	minors, maximum
	4m slam invitational
3NT	majors, maximum
	4m slam invitational corresponding major.

7 Higher openings

7.1 After our 3-level preempts

3X-4 ♣/♦ after 3♣, is ace-asking. Responses: 0, 1, 1+Q, 2, 2+Q.

3min-4MAJ is cuebid.

8 Other Conventions

8.1 Defense against multi-2♦

D	13-16 BAL or any 17+
2NT	T/O with both minors
3M	4 card major and a 6+minor, good opening bid
4m	nat, 5+minor and a 5+major, NF

Pass then Double is T/O with 12-16.

(2♦)-D-(2M)-D; (2/3M)-D=extras, new suit=17+

8.2 Transfers after our 1♦/1M-overcalls are doubled

After our 1♦/1M-overcall and the opponents double, responder makes transfer bids starting with 1NT

8.3 Defense against transfer preempts at 3+-level

D	T/O
Pass->D	15+BAL
D->D	Strong (~15+) T/O

8.4 Defense against 2X/3m with no specific long suit shown

D	12-16 T/O with major interest <u>or</u> any 17+
2NT	15-18 balanced
jump 4m	55+ in bid minor and a major. Not forcing.
(3m) 4m	55+ in bid minor and a major. Not forcing.

If 2X shows a 4-card suit, then a cuebid in that suit is natural.

If 3X shows any solid suit, then 3NT is T/O and (3m)-4m=55+ majors.

8.5 Defense against 55-showing 2X/2NT

2NT	natural with 15-18
(2X)-D	T/O of bid suit -> lebensohl
Jump 4m	5+ in bid minor and a major, not forcing.

Against 2NT=minors: D=14+"balanced" 3♣=T/O with 45 or 55 majors, 3♦=T/O with 54+majors

Against 2NT=majors or minors: D/3m same as previous, 4♣=55+ minors, 4♦=55+ majors

8.6 Against conventional supportshowing responses (ie. Bergen style 1M raises)

D	T/O if opps strength <21 hcp, lead directing if 21+hcp
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8.7 After our double of 1NT

(1NT)-D-(Bid)-D=T/O since doubler has not shown anything yet.
 1X-(1NT)-D-(Bid)-D=Penalty since doubler has already shown strength.

8.8 Lebensohl and Scramble 2NT

Normally Lebensohl is used after all T/O-doubles at 2-level. The exception is when both hands are limited, then 2NT is scramble for suits.