

1C- (16)17+hcp, 18+HCP bal

- 1D - 0-7 HCP
- 1H/S - 8+, 5+ cards
- 1NT - 8-11 or 15+ HCP
- 2C/D - 8+, 5 cards
- 2H/S - 3-7hcp, 6cards (min quality K109xxx, ES9xxx)
- 2NT - 12-14 hcp
- 3C,D,H,S – 8+ hcp, shortness
- 3NT - any **AKE** 7+ suit, no side stopper

1C-1D-1H/S - one round forcing, 4+cards

1C-1D-1H/S-1NT - no support 4 cards, 0-4 hcp, rest bidding natural 4-7 hcp
(after answer 1NT only jump forcing)

1C-1D-2H/S,3C/D - GF - natural answers - supporting suit with Hx or xxx

1C-1D-1NT - 18-20HCP

1C-1D-1NT -2D/H - transfers

1C-1D-2NT - 21-23HCP

1C-1D-2NT -3D/H - transfers

1C-1D-2C/D - nat. not forcing

1C-1S-3H = Splinter, min hand (16-18 HCP)

1C-1M-2M-2NT = autorelay with 10+ HCP, asks partner to bid 3C, after that shows shortness
(3D=diamond, 3H= heart, 3S=club shortness)

1C-2C/D – 3S = Splinter, min hand (16-18 HCP)

1C-1NT–2C = natural 5+ suit or asking 4-card suit, max 21 HCP

2NT = 21+ HCP, does not exclude 4-card major

3NT = 18-20 HCP, no 4-card major

1C-3ANY-4D = game stopper (other bids strong, ST at least)

1C–3NT–4C = bid your suit

4D = bid your shortness

Competitive bidding:

If opponent bids in 1st level – DBL=5-7 HCP

If opponent bids in 2nd level or higher – DBL = 8+ HCP

If opponent DBL, then RDBL = 5-7 HCP

Over opponet non-natural defensive bids we just ignore that and bid naturally (example: 1C – opp1H(5+4 black or red suits) – 2H = 8+HCP and 5+ hearts)

Over opponent natural bidding direct raise in opponent suit is 8+ HCP and no stopper in opponent suit (example: 1C - opp1S - 2S = 8+HCP, no stopper in S)

Over opponent 2nd level bidding we use weak Lebensohl (2-7HCP) (example1: 1C – opp2D – 2NT = 2-7 HCP and 6-card club; example2: 1C – opp2S – 2NT = 2-7 HCP and any other 6-card suit)

1D - 11-16 HCP, no 5card M (9+ HCP from third seat)

- 1H/S - round forcing (in NV starting from 3 hcp)
- 1NT - 6-11 HCP (no 4 cards majors)
- 2C/D - 10+HCP, 4+ cards
- 2H/S - one suit slam try, (5)6+
- 3C/D - one suit slam try, 6+
- 3H/S - 7+ suit, 5-9 HCP

1D-1M-1NT - only 2C(gadget) or revers 2S or jump in new suit is forcing

1D-1M-2m - 5-4-3-1 with 5card minor or 6+minor

1D-1S-2H - 4hearts + 5+minor, max hand

1D-1M-2NT - 5-5 minors, max hand

1D-1S-1T,2C/D-2H = 0-9HCP, 4+hearts and 5+spades

1D-1H-1T,2C/D-2S = GF, 4+hearts and 5+spades

1D-1M-1T-3C/D = GF, 5+suit and 4 card M

1D-1M-1T-3M = INV 9-11 HCP, 6+ suit

1D-1S-1T-2C = Gadget (see special notes)

1D-1S-1T-2C-2D-2H = 10-11HCP, 4 hearts + 5 spades

1D-1M-1T-2C-2D-3M = 9-10 HCP, AKE_{xxx} in M

1D-2C/D-2H/S - shows max hand and **no** stopper in suit, no 4 cards support

- 2NT - min, no 4 cards support

- 3NT - max, stopper in both M, no 4 cards support

1D-2H/S-2NT = no support, max hand

1D-2H/S-3m = suit AQJ_{xxx} or better, max hand, no support to partner's suit; now direct 4NT from respondent is RKCB with own suit(M), if he bids waiting bid first and later 4NT - then RKCB with partner's suit (m).

1D-2H/S-4m = suit AJ10_{xx} or better, support at least Jx in partner's suit

1D-2H-2S

1D-2S-3H = shortness in any suit and support to partner's suit _{xxx} or better; now +1 asks shortness (answers natural - 3/4C=club, 3/4D=diamond, 3/4H=heart shortness)

1D-2H/S-3H/S - max, support Jx or better

1D-2H/S-4H/S - min, support Jx or better

1D-2H/S-3NT - min, no support

1D- 3C/D-3NT - min, other bids are natural and showing good hand, with Hx support at least

Competitive bidding:

1D-oppDBL-PASS = 3+diamonds, weak hand

1H/S = 4+suit, if weak hand, then less than 3 card in diamonds

2C = 5+ suit NF

1D-oppDBL-PASS-oppPASS-RDBL = no interest to play in D, 4+4 other suits (4432 or 4441)

-1H/S = 4M+5+clubs

-2C = 5+clubs

NB! We use weak Lebensohl

1D-opp2D/H/S - 2NT = Lebensohl (4-10HCP, normally with any lower 6+suit)

1H/S - 10-16 HCP, 5+ cards (8+HCP from third seat)

1NT - 6-10 HCP

2C/D - 4+ suit, 11+HCP

2NT - at least game try, with 4+ support if INV, 3+ support if slam try

(1H-)2S - one suiter, slam try

(1S-)3H - one suiter, slam try

3C/D - one suiter, slam try

3S,4C/D/H - splinter, 3-4 controls

1M - anyST - if opener bids new suit, it is que with Hx or better support;

- 3NT - minimum or no support

- 3M (opener's suit) - 6+ good quality suit, max hand

- 4M (opener's suit) - 7 card suit, min hand

1M-3NT = 13-15 HCP, Hx or xxx support to partner's suit

1M-1NT-2NT = max, 6 card M and 4+card minor

1H(S)-2H(S)-3C/D/H - natural, max hand

1H-2C-2D-2H = 10-12HCP, 2 cards in suit

1S-2C/D-2D/H-2S = 10-12HCP, 2 cards in suit

1H-2C-2D-3D = 10-12HCP, 4+ support

1H(S)-2C-2D-3H(S) = slam try if opener has max hand

1H(S)-2C-2D-4D = slam try if opener has max hand

1H/S-2NT- 3C/D/H = shortness, 10-16HCP (possible distribution 6331, 5431, 5440)

3S/4C/D/H = 4+card suit and max hand (possible distributions 5422 or 5+5 or better suits)

PASS-1M-3X = 9-11HCP, 5+suit and support to partner's major

PASS-1M-2NT = 9-11HCP, support and shortness

1H-2H-2NT - asks control values in minor (with control bids 3m, without control 3H)

SCHURIG AUTORELAY:

1H-2H-2S = asks to bid 2T, after which opener shows shortness

1S-2S-2NT = asks to bid 3C, after which opener shows shortness

Competitive bidding:

1H/S - when opp bids, then inv is always with opp suit 3rd level!

1H-opp1S-2H-opp2S-DBL = invitation

3H = to play

1M - opp3C(D/H)-4C(D/H) = 3-4 cotrols, 4+ support to partner's suit

1 NT- 15-17 HCP, can be 5M, 6m,

2C – asking for 4card M, if 5-4 majors then weak or GF

2D/H – transfers, if 5-4 majors, then INV

2S – transfer to club, or invitation

2NT – transfer to diamond

3C/D/H/S – 6+ suit at least AJ10xxx, no control outside

1NT-2C-2D-2H – weak with 5hearts and 4spades

1NT-2C-2D-2S – weak with 5spades and 4 hearts

1NT-2C-2D-3H(S) – SMOLEN (bids 4 card major, GF)

1NT-2C-2D/H/S-3C/D – 4+ suit, ST

1NT-2C-2NT – 6 card minor

1NT-2S-2T – min hand

1NT-2S-3C – max hand

1NT-2S-2NT/3C – 3H/S = 5+ clubs and shortness (asks to choose between 3NT/5C contract)

1NT-2NT-3D – 3H/S = 5+diamonds and shortness (asks to choose between 3NT/5D contract)

Competitive bidding:

1NT – opp2D/H/S – 2NT = weak Lebensohl (2-7HCP)

1NT – opp2C/D –

DBL – 8+ HCP

2D/H/S – NAT, non forcing

3C – 5+ suit, GF

3D – transfer to hearts, GF

3H – transfer to spades, GF

3S – 5+ diamonds, GF

1NT – opp2H –

DBL – 8+ HCP, T/O

2S – NAT, non forcing

3C,D – 5+ suit, GF

3H – transfer to spades, GF

3S – 6+ spade at least AJ10xxx, no control outside

1NT – opp2S –

DBL – 8+ HCP, T/O

3C,D – 5+ suit, GF

3H – 6+ hearts at least AJ10xxx, no control outside

3S – transfer to hearts, GF

1NT – oppDBL - RDBL = 6+HCP

-PASS = 0-6 HCP

-2C/D/H/S = 0-6HCP, 5+suit

1NT – oppDBL – PASS – oppPASS - RDBL = 4432 or 5422

NB! First DBL is T/O, all following DBL are for penalty

When opp enters with non natural 2C or 2D over our 1NT, then first PASS with following DBL, means penalty.

1NT-opp2C-PASS-opp2H-PASS-oppPASS-DBL = penalty

2C – 5-4(4-4)majors (5)6-10 HCP

- 2C-2D – relay (a) bid our better major
- (b) 15-17 HCP balanced
- (c) GF with 6+ minor

2H/S – for play

2NT - GF relay

2C – 2NT -

- 3C – 5(4)-4, min

- 3D – asking for better major (answers 3H = spade, 3S = heart, 3NT = 4-4)

- 3H,S – for passing

- 3D – 5-5, min

- 3H – asking for shortness

- 3H – 4-5(hearts&spades), max

- 3S – 5-4(hearts&spades), max

- 3NT – 4-4, max

- 4C/D – 5-5, max, shortness

3C/D - contract

3H/S – for play

Competitive bidding:

2C – opp bid suit

- DBL is penalty
- 3H/S – to play
- 3C/D – nat, NF

2C – opp DBL

- PASS – for play (5+ clubs)
- RDBL – bid better major or 16+ HCP
- 2D – nat, NF
- 2H/S – to play

2D – 5+ in any M, 0-7 HCP

2D – 2H/S, 3H/S – pass or correct

2D - 2T – strong relay, normally 18+HCP

- 3C – max, 5 card major
3D – bid your suit (3H=spades, 3S=hearts)
- 3D – H, min
- 3H – S, min
- 3S – max, 6 card major
4C – bid your major (4D=hearts, 4H=spades)
- 3NT – max, 5M-5m
4C – bid your major (4D=hearts, 4H=spades)
5C – pass or correct

2D – 3C/D – 6+ good suit, NF except opener has max and support

2D – 4C – GF, asks to opener bid major -1 (4D=hearts, 4H=spades)

2D - 4D – bid your major (4H=hearts, 4S=spades)

Competitive bidding:

2D – opp DBL

- PASS is for play (5+ diamonds)
- RDBL - asks opener to bid his major
- 2H – natural NF
- 2S – at least 5card club and 4card diamond
- 3D – ask bid M

2D – opp bid suit

- DBL is penalty
- 3C/D – nat 6+ good suit, NF except opener has max and support

2H,S – 6-10 HCP, (5)6+ suit

2H - 2S – NF, natural

2M -2NT – strong relay

- 3C – 5card, min
- 3D – 5card, max
- 3H - 6card, min
- 3S – 6card, max
- 4C/D – 6card, max, void

3C/D – 6+ nat, NF(except opener has max and support)

4C,D,H, 3S - splinter

2NT – 6-12 HCP, 5-5 in minors

3H – GF with H or in minor

3S – GF with S

4C/D – nat, inv

4H – RKCB with C

4S – RKCB with D

3C/D/H/S – 0-9hcp, no outside control, normally no AKxxxx or better suit

Lebensohl

Used when opponents are in 2nd level:

1) After opponents enter over our 1C, 1D or 1NT opening with 2D, 2H or 2S

1C/D/NT - opp2D - 2NT = 2-7HCP*, 6+ clubs

1C/D/NT - opp2H - 2NT = 2-7HCP*, 6+ clubs or diamonds

1C/D/NT - opp2S - 2NT = 2-7HCP*, any other 6+ card suit

* When we open 1D then strength limit is 4-10 HCP

2) After opponents open natural 2D, 2H and 2S (or they bid [1M] - pass- [2M]) and not passed partner doubles (we double with 13+HCP)

Opponents are in 2♦, partner doubles

2H = 0-8 HCP, 3+ hearts

2S = 0-8 HCP, 3+ spades (hearts are shorter than spades)

2NT = 0-9 HCP less than 3 cards in hearts/spades

3C/H/S = F1, 10+HCP and 5+suit

3D = GF, asking for stopper

4C/D/S – ST (15+HCP), one-suiter

Opponents are in 2♥, partner doubles

2S = 0-8 HCP, 3+ spades

2NT = 0-9 HCP without 3+ spades

3C/D/S = F1, 10+HCP and 5+suit

3H = GF, asking for stopper

4C/D/S – ST (15+HCP), one-suiter

Opponents are in 2♠, partner doubles

2NT = 0-9 HCP

3C/D/H = F1, 10+HCP and 5+suit

3S = GF, asking for stopper

4C/D/H – ST (15+HCP), one-suiter

Blackwood

4NT	5♣		0 / 3 A
		5♦	? Q of trumps
		5♥	No Q
		5♠	Q no extra Keycard (pakutud kõevalmasti K või Q)
		5NT, 6♣, ♦, ♥	Q and extra keycard
	5♦		1 / 4 A
		5♥	? Q of trumps
		5♠	no Q
		5NT	Q no extra key-card
		6♣, ♦, ♥	Q and extra keycard
	5♥		2 A no Queen
	5♠		2 A with Q
	5NT		3 A + void
	6♣, ♦, ♥		2A + void (can be also keycard – depending on previous auction)

Defence against opponents 1NT (both from 2nd and 4th hand)

Defence against NT (only opening bid)

DBL	penalty (normally +1 HCP from opening 1NT)
2♣	4+4+ majors or 6+ club
2♦	5+ major or 6+ diamonds
2♥	5 and 4+ card minor
2♠	5 and 4+ card minor
2NT	both minors
3x	preempt

Michaels

In favourable vulnerability = 8-10 HCP or GF

Equal vulnerability = 11-12 HCP or GF

Unfavourable vulnerability = 13-14 HCP or GF

Doubles and redoubles

1 Penalty doubles

1.1 After opponents have bid natural NT

1.2 Three suits are already named naturally during the bidding

✓ Exception: when only one player from our pair has been competing, then DBL is not automatically for penalty and still promises more distributional than penalty values.

1.3 During bidding one double has already been passed for penalty, but there is no FP unless we have established strength

1.4 All bids over 4S level

1.5 partner has shown weak one-suiter or known two-suiter. (ie after 2C, 2D, 2H, 2S, 2NT openings)

1.6 partner has naturally redoubled for showing strength

2 Invitational double

In competitive bidding where both pairs have bid and supported their suit, double is invitational: 1S-2H-2S-3H- now double is stronger than 3S and is invitation to game

3 Propositional double

After partner t/o, dbl on new suit is propositional, on support t/o

[1S]-DBL-[2S]-DBL = t/o

[1S]-DBL-[2D]-DBL = propositional

[1D]-DBL-[1H]-DBL = propositional

Schurig autorelay

1HS-2HS- now 2S, 2NT is auto relay promising max hand with shortness and asks responder to bid 2NT/3C, after that opener shows naturally his shortness 3C,D is club/diamond shortness, 3H –is heart or spades (if opening was 1H) and 3S is clubs (only after 1S opening); now responder can decide about bidding the game.

Drury

Drury is used after our 3rd and 4th hand 1M opening and after our natural 1M intervention to unnatural opening.

If we interfere over opponent natural opening then we bid opponent suit for inquiry – weakest answer is repeating own suit.

After drury 2D is weak, 2M is normal opening and other bids are natural and showing extra values.

Competitive bidding

1 2nd level not forcing, 1st and 3rd forcing.

2 Opponents 1C and 1D openings promising only 3 cards in suit are not treated as natural.

Examples: PASS-[1C^{11-20HCP, 2+}]-2C = 12+HCP and 5+clubs

PASS-[1D^{11-20HCP, 3+}]-2D = 12+HCP and 5+diamonds

PASS-[1D^{11-20HCP, 4+}]-2D = 10+HCP and 5+5 M&clubs

3 After opponent's 2D Multi opening:

DBL = T/O towards spades

2H/S, 3C/D = 13+ HCP, 5+ suit

2NT = 16-18 HCP, bal

PASS = 0-12 HCP or 13-15 HCP with 4+spades

4 When we bid 1M in competition, then 2NT means INV with shortness:

PASS – [1C/D] – 1M – [PASS] – 2NT = INV and shortness

Gadget

Gadget relay is used in situations:

1D-1M-1NT-2C;

1D-1H-1S-2C

1H-1S-1NT-2C

After Gadget the opener shows min-max and 3 card support to responder major. After:

1D-1H-1NT – 2C

1D-1H-1S– 2C - 2D is min hand (11-(bad)13) with no 3-card support to hearts

2H is min hand with 3-card support

2S is max ((good)13-14) with 3-card support

2NT is max with no 3-card support

3C/D is max hand, 5+ suit, support

1D-1S-1NT – 2C

1H-1S-1NT – 2C - 2D is min hand with no 3-card support to spades

2H is max hand with 3-card support

2S is min with 3-card support

2NT is max with no 3-card support

3C/D is max hand, 5+ suit, support

After the opener has showed max, the game is forced and new suit from responder is natural (at least 4 card), re-bidding supported major is showing 5-card suit. After discovering any 8 card fit any new suit named is cue bid.

NB! When the opener has showed min, the bidding is forced till 2NT. So if responder re-bids his major, then it can't be passed and opener still must bid whether 2NT, 3C/D (for showing 5-card suit) or (if he has showed 3-card support) show control in other suit. After that opener can sign off by (a) passing, (b) bidding 3 major (supported suit) or (c) naming the game. If he bids anything else then it is ST.

Examples:

1D-1H/S-1NT-2C-2D -2H/S = F1

2NT = S/O, 10-11HCP

3C/D = 9-11, 6-4 minor and hearts

1D-1H/S-1NT-2C-2D -2H/S – 2NT = 4441 or 4432

3C/D = 5332 or 5422

1D-1H/S-1NT-2C-2D -2H/S-2NT – 3C/D = 5-4 M&m, ST

1D-1H/S-1NT-2C-2D -2H/S-2NT–3C/D – 3NT = S/O

3D/H/S = cue, 4 card support

Defensive signals

Italian (rare)

Lavinthal (rare)

Smith (from both partners, both against NT and suit contracts, hi-lo is encouraging)

Opening leads:

Always 1st/3rd/5th (also from inner sequence – from K109x we lead 9)

To the A – suit preference/encouraging-discouraging (lo = encouraging)

To the K – count (hi-lo=even; lo-hi=odd)

During the play also we lead 3rd/5th except cases where it is important to show existence/nonexistence of high honor