



- 1♣ 16+ p, 5+ suit
18+ p, balanced
5 or less losers, unbalanced
- 1♦ 11-15 p, no 5-card major or solid 6+ ♣
- 1♥♠ 11-15 p, 5+ suit
- 1NT 15-17 p, balanced or 5332 with 5-card minor
- 2♣ 11-15 p, 6+ ♣ (min 5 p in the suit) or 5+ ♣ (min 5 p in suit) and 4 major
- 2♦♥♠ 6-10 p, 6+ suit
- 2NT 7-11 p, 5+5+ minors
- 3♣♦♥♠ 7+ suit, preemptive, 500 rule
- 3NT gambling

Opening 1♣

- 1♦ less than 8 p
1♥♠ 5+ suit, not forcing
1NT 18-21 p, balanced or 5332 with 5-card minor
2♣♦ 5+ suit, not forcing
2♥♠, 3♣♦ – game forcing, 4 or less losers, 5+ suit
2NT 22-24 p, balanced
3♥♠ – one-suited hand with 4-5 losers, not forcing
3NT 25-27 p
- 1♥♠, 2♣♦ 8+ p, 5+ suit, with 2-suiter longer first, with equal lengths higher first
- 1NT 8-11 p or 15+, balanced
- 2♥♠ 4-7 p, 6+ suit, min 3 p in suit, but not AK (then should respond 1♥♠)
- 2NT 12-14 p, balanced
- 3♣♦ 4-7 p, 6+ suit, min 3 p in suit, but not AK
- With 4441 with distributed strength bid NT; with concentrated strength bid that suit

In case of intervention after 1♣. Pass 0-5; double up to 2♠ shows 5-7p. Other natural, 8+p.

In case of intervention 2NT and up – pass 0-7; double positive 8+ (usually no stopper). Other natural 8+p

Opening 1♦

1♥♠ 7+ p, 4+ suit, forcing 1 round

1♠ – 11-14 p balanced with 4 card suit or 4-card ♠ & 5-card ♦ or 5 (weak) clubs

1NT – 11-14 p, balanced, over 1♠ may contain 4-card ♥

2♣ – relay

2♦ – min, no 3 card support

2♥/♠ – min, 3 card support

2♠/♥ – max, 3 card support

2NT – max, no 3 card support

1NT 7-10(11) p, balanced

2♣♦ 11+ p, 4+ suit, forcing at least 2NT or 3♣♦

2♥♠, 3♣♦ 11+ p, 5+ suit, GF

2NT (11)12-13 p, balanced

3NT for play

Opening 1♥

1♠ 7+ p, 4+ suit, forcing 1 round

1NT 7-10(11) p, no 3+ support, no 4+ spade

2♣♦ 11+ p, 4+ suit, forcing at least 2NT or 3♣♦

2♥ 7-10(11) p, 3+ suit

2♠, 3♣♦ 11+ p, 5+ suit, GF

2NT 9+p 3+ support, at least game try in hearts (or stronger); forcing at least 3♥

3♥ preemptive, 3+ suit

3♠, 4♣♦ splinter

4♥ for play

4NT RCKB

Opening 1♠

1NT 7-10(11) p, no 3+ support

2♣♦ 11+ p, 4+ suit, forcing at least 2NT or 3♣♦

2♥ 11+ p, 5+ suit

- 2♠ 7-10(11) p, 3+ suit
- 3♣♦♥ 11+ p, 5+ suit, GF
- 2NT 9+p 3+ support, at least game try in spades (or stronger); forcing at least 3♠
- 3♠ preemptive, 3+ suit
- 4♣♦♥ splinter
- 4♠ for play
- 4NT RCKB

Opening 1NT

- 2♣ Stayman
 - 2♦ no 4-card major
 - 2♥ 4-card ♥, no 4-card ♠
 - 2♠ 4-card ♠, no 4-card ♥
 - 2NT 4-card ♥♠
- 2♦♥ Jacoby transfer to 2♥♠
 - After 2♥♠ automatic response the new suit is forcing
- 2♠ transfer to clubs or limit raise in NT; 2NT=min; 3♣=max
- 2NT transfer to diamonds; 3♣=max; 3♦=min
- 3♣♦♥♠ 6+ suit with 2 high cards from AKQ

Opening 2♣

- 2♦ 11+ p, relay
 - 2♥♠ – 4 card suit
 - 2NT – max, 2 side stoppers
 - 3♣ – min
 - 3♥♠ – 4 card suit, 6+♣ max
- 2♥♠ 7-10 p, 5+ suit not forcing
- 2NT 11-12p, limit
- 3♣ 6-10p 3+ support
- 3♦♥♠ 11+ p, 5+ suit, GF
- 3NT for play
- 4♣ RKCB

Opening 2♦♥♠

2NT – relay

- 3♣ – min points min quality
- 3♦ – min points max quality
- 3♥ – max points min quality
- 3♠ – max points max quality

Defensive and competitive bidding:

Double: for takeout 11+p or 16+ .

Negative double up to 2♠

Overbid 8-15p, 5+ suit

Over 1NT: double natural, strong; 2♣ Landy in majors; other natural.

Leads:

Against NT – 4th

Against suit – 3/5

Higher from honour sequence. K from AK

Higher from xx

Signals:

Attitude: high-low encouraging

Count: high-low even length

Lavinthal

Smith in NT