

DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 2.18 
OVERCALLS (Style; Responses; 1/2 Level; Reopening)		OPENING LEADS STYLE			
Style: 1 level aggressive; 2 level rule 2/3		Lead	In Partner's Suit		
Responses : 1/1 F1 ; jump raise = PRE ; cue = F1; 1NT = 8-10; 2NT = 14-15	Suit	4th	same		Category: Natural - GREEN
2/1 NF ; jump shift = intermediate; JUMP-CUE = 4-card supp distr. values	NT	4th	same		Country: BRAZIL
Reopening: jump shift = intermediate; 2NT = 19-20; cue = 2-suiter	Subseq	4th	same		Event: ALL EVENTS
1NT OVERCALL (2ND/4TH Live; Responses; Reopening)	Other: Vs NT, A asks CT/UB;K asks ATT			Players: THOMA, M - BRENNER, D - BRUM, P - FIGUEIREDO, M	
2ND/4TH Live =15-18 HCP bal ;				SYSTEM SUMMARY	
Responses: stayman,transfers; others like 1NT opening	LEADS			GENERAL APPROACH AND STYLE	
REOPENING: 11-16 HCP bal;	Lead	Vs. Suit	Vs. NT		NATURAL with 5-card majors; inverted minors (FG); weak two bids; strong 2♣
Responses: stayman (2♠/♥/♠ = min, 2NT = max w/ or w/o maj), transfers	Ace	AKx(+)	AKx(+);		2/1 after overcall = F1; Two-way Checkback stayman: 2♣ = INV; 2♠=FG
	King	AK ;KQx(+)	KQ(J/10)x(+); AKJ10(+)		4th suit is FG except: reverses sequences (4th suit at level 2) and
JUMP OVERCALLS (Style; Responses; Unusual NT)	Queen	QJx(+)	QJx(+);KQ109x		1♠ - 1♠ - 2♣ - 2♥; 1♠ - 1♥ - 1♠ - 2♣;
1-Suit: WEAK or INTERMEDIATE (vul x non-vu) New suit=F1; 2NT=asks	Jack	J10x(+); KJ10x(+)	same		ART 1♠ - 1♥ - 1♠ - 2♠ (GF); ART 1♥/♠ - 2♣
2-Suit: Tactical	10	109x(+); H109x(+)	same		1NT Openings: 15-17 HCP BAL (may be bad 18)
	9	9x ; 98x(+); H98x(+)	same		2 OVER 1 Responses:FG unless responder rebids suit ; 2♣ over 1♠ = FG
Reopen: 2NT=BAL(19-20 HCP);JUMP=INTERMEDIATE	Hi-x	Sx ;xSx ;HxS ;HxxS ;xSxx	same		SPECIAL BIDS THAT MAY REQUIRE DEFENCE
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)	Lo-x	xxS	same		INVERTED 1♠/1NT RESPONSES TO 1♥ (1NT shows 5+♠); 2♣ rebid may be 2 cards
(1M)-2M=OM+♣; Response: 2NT asks	SIGNALS IN ORDER OF PRIORITY			1M - 3M = 6-9 HCP with 4 trumps ; 1M - 2NT = INV or better with 4-card support;	
(1m)-2m = majors Response: 2NT asks ;		Partners Lead	Declarer's Lead	Discarding	1♣ - 2♠ = inv w/ ♠; ART 1M - 2♣ (natural; bal; limit w/ ♠)
(1m) - 3m = Natural pre; (1M)-3M= minors, strong hand	Suit:1st	Hi/lo=E	Hi/lo=O	Hi/lo=O	1♠ - 2♠ = INV w/ ♣; 1♣ - 2♠ = INV w/ supp ; 1♠ - 3♣ = INV w/ supp
Reopening: (1M) 2M = Michaels; (1m) 2m = majors	2nd	Hi=ENCRG	S/P	Hi=ENCRG	TRANSFER AFTER 1M - (DBL), 1M (2OM), 1NT (2X) 2NT or above, 2M (DBL);
VS. NT (vs. Strong / Weak; Reopening; PH)	3rd	S/P	Hi=ENCRG	S/P	WEAK JUMP RAISES IN COMPETITION;
AGAINST WEAK NT: DBL = 14HCP+; 2♣ = ♥ + another; 2♠ = ♠ + another; 2NT = min	NT: 1st	Hi/lo=E	Hi/lo=O	Hi/lo=O	(1M) - 2NT = minors; (1M) - 2M = OM + m
others = nat	2nd	S/P	Hi=ENCRG	Hi=ENCRG	(1m) - 2NT = 2-suiter lowest suits; (1m) - 2m = majors
AGAINST STRONG NT (possible 16HCP): the same	3rd	Hi=ENCRG	S/P	S/P	3NT opening bid = Solid major 1st and 2nd, to play 3rd and 4th;
	Signals (including Trumps): Trumps:Hi-lo shows interest in ruff or ATT for a			1m-(1x)-2M (jump) = 4M + 5m 10 HCP; 1m-(1M)-3om = 5om + 4OM FG;	
	particular suit			(2M) - 3M = OM + ♣; 4♣ = ♣+♠; 4♠ = OM+♠;	
	SMITH ECHO in some situations			(3m) - 4♣ = Om + major; (3m) - 4♠ = majors	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)	DOUBLES			(2♠ weak) 4♣/♠ = ♣+♥/♠;	
Cue=2-suiter; DBL=take-out; Jumps = tactical; NT=nat bal	TAKEOUT DOUBLES (Style; Responses; Reopening)			SPECIAL FORCING PASS SEQUENCES	
AGAINST 3m: 4♣ = ♣ + maj, 4♠ = majors; AGAINST 3NT gambling: 4♣=♠+♥;	May be light (10 HCP) with classic shape			NORMALLY SHOWS SHORTNESS IN OPPONENTS SUIT	
4♠ = majors; 4♥ = ♥+♣; 4♠ = ♠+♣; DBL = one major or ♠+♠ (see 7)	CUE-BID is F1 and promises rebid;RESP DBL after M=4 OM;			(2/3X) DBL (5X) or (2/3X) 3Y (5X) PASS = FORCES TO DBL;	
VS. ARTIFICIAL STRONG OPENINGS	2NT for T/O;AFTER (RDL) JUMP IS PRE; Reopening:may be slightly unshaped			If opp vul against not PASS = NF	
Against 1♠: DBL=♣+M;1NT=2-suiter w/o ♣;2NT=minors	SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
Jumps=weak	NEG DBL THRU 4♥ ;1♠-(1♠)-DBL=4+ cards in both Ms;			2♣ DRURY ; 1M - 2♠ by passed hand = bal; specialized cue bids;	
Against 2♣: DBL=♣+M;2NT=2-suiter w/o ♣;3NT=minors	1m-(1♥)-DBL=exactly 4♠ ; 1m-(1♠)-DBL suggests 4+♥;			SPLINTER BIDS IN FG SITUATIONS=DISTRIBUTIONAL VALUES	
Jumps=weak	RESP DBL thru: 4♥; (4♠)-DBL=OPT DBL; (4♠)-4NT=T/O;			LEBENSÖHL:AFTER (2X)-DBL.; 2NT t/o in many situations; 2♣ - (2/3X) - DBL = neg	
OVER OPPONENTS' TAKE OUT DOUBLE	SUPP DBL when RHO interferes; MAX DBL when there is no			1m - (1NT): 2♣ majors; good/bad in some situations; WOLF sign-off	
After 1m-(DBL): TRANSFERS ;2NT=inv with supp; RDBL= suit above	room to invite;2NT for T/O in many situations;			Psychics: RARE	
After 1M-(DBL): transfers above 1♠;2NT=inv with supp	2M-(DBL)-2NT = Forces to 3♣;2M-(DBL)-3X = Transfer L/D;				
RDBL=10HCP+; JUMP SHIFTS = fit showing; JUMP RAISES = WEAK;	L/D DBL against high-level contracts;				
2M (DBL) = transfers	(1/2NT)- pass- (3NT)-DBL suggests a ♠ lead.				

Bridge Conventions DMMP

D. Brenner - M. Thoma – M. Figueiredo – P. Brum

(last update 30/jul/2007)

CHANGES SINCE THE LAST VERSION, 03/04/2007

1♦ - 2♣ - ? (page 6)

3♣ = 4⁺♣ with 5♦, or three-suiter, max

3♥/♠ = min splinter

This follows the general principle, i.and.:

- splinters in FG sequences show min;
- splinters in non-FG sequences show max.

After 1♦ - 2♣ - 2NT - 3♣ - 3♦ = three-suiter, singleton ♣ (page 7):

Respondee asks for strength with 3♥:

3♠ = 12 -14 HCP;

3NT = 15 -17 HCP;

4♣ = 18 – 20 HCP.

After 1♣/♦ - (1♥) – DOUBLE = system-on (page 8)

1♣/♦ - (1♠) – DOUBLE – (2♠) - ? (page 10)

2NT = 4♥ with 15+ HCP (may be 18-20HCP)

4♦/♣ = 6♣/♦ + 4♥, weakish hand, shows the singleton

4♥ = 6♣/♦ + 4♥, weakish hand, singleton ♠

After 1♥/♠ - (1NT): transfers (page 12)

After 1NT - 2♣ - 2♦ (page 14)

4♥ = RKCB for ♣;

4♠ = RKCB for ♦.

2♣ - 2♥ - 2NT = regular FG (page 20)

CONSTRUCTIVE BIDDING

• 1♣/♦ OPENINGS

- Natural responses;

1 over 1;
Simple support = FG;
Jump support = 6-9 HCP with 5 cards;
2NT = INV regular;
3NT = 16-17 HCP 4333 with 4-card support;
2♣/1♦ = FG;
Jumps to the three level (except 1♦-3♣): 7-card suit, INV

- Artificial responses (all jumps in a new suit):

2♥ = 5♥ + 5♠ 7-9 HCP;
2♠ = 5/6 cards in the other minor suit with INV hand (10-11 HCP);
2♦/1♣ = INV with ♣ (with 5 trumps);
3♣/1♦ = INV with ♦ (with 5 trumps);

- Opener's second bid:

Rebidding the opening suit may show 16 HCP (responder has two relays: the lower = INV; the higher = FG; one must strive to support with Hx(x) even with a weak hand;
Jump rebid = F1;
2NT over the responses of 1♦/♥/♠ denies 4-card support (cf. Special Sequences);
Special sequence when the bidding is 1♣ - 1♦ - 1NT (2♣/♦ = weak; 3♣/♦ = INV; 3♥/♠ = FG with ♣/♦);
Rebidding the suit at the 4-level: 64 with support and a minor-suit singleton, weakish hand
Support at the game level, 4♥/♠: 64 with support and a major-suit singleton, weakish hand;
2♠ after 1♣ - 1♦ = ARTIFICIAL (5♣+4♠ or 5♣+4♦);

IMPORTANT NOTE: when the opener rebids 1♠ or 1NT (only after a response of 1♥ or 1♠): 2♣ forces 2♦, 2♦ = any FG;

- Passed-hand responses: jump in a new suit = fit-showing

- Further development:

.. after rebidding:

1♣ - 1♦ - 2♣: 2♥ = relay INV; 2♠ = relay FG;
1♣ - 1♥ - 2♣: 2♦ = relay INV; 2♠ = relay FG;
1♣ - 1♠ - 2♣: 2♦ = relay INV; 2NT = relay FG;
1♦ - 1♥ - 2♦: 2♠ = relay INV; 2NT = relay FG;
1♦ - 1♠ - 2♦: 2NT = relay INV or more;

NOTE:

- rebidding responder's suit is NEVER a relay.
- bidding ♠ then ♥ also is NEVER a relay; it is NATURAL

.. sequence 1♦ - 1♠

2♣ - ?

2♦ = weak

2♥ = forces 2♠ (GAWRYS) to: pass (sign-off ♠) ; others = FG

others = INV

.. sequence 1♣ - 1♦

2♠ (5♣ + 4♠ or 5♣ + 4♦ FG)

2NT asks

?

3♦ = with 4♦

others = with 4♠

.. sequences with FG hands:

after 1♣ - 1♥:

with distributional hands (6♣ + 4-card support), 15-17 HCP:

4♣ = singleton de ♦;

4♥ = singleton de ♠;

with 18 –20 HCP hands:

3♦ = three-suiter with 4-card support (3♥ asks: 3♠ = singleton ♦; 3NT = singleton ♠;

4♣ = void ♦; 4♦ = void ♠);

3♠ = 4-card support, regular hand (4333, 4432 or 5422) or 5♣4♥ with singleton ♦ or ♠ (3NT asks: 4♣ = singleton ♦; 4♦ = singleton ♠; 4♥ = regular);

4♦ = void ♦, with 6430;

after 1♣ - 1♠:

with distributional hands (6♣+ 4-card support), 15-17 HCP:

4♣ = singleton ♦;

4♠ = singleton ♥;

Hands with 18 –20 HCP:

3♦ = three-suiter with 4-card support (3♥ asks: 3♠ = singleton ♦; 3NT = singleton ♥);

4♣ = void ♦; 4♦ = void ♥);

3♥ = 4-card support, regular hand (4333, 4432 or 5422) or 5♣4♠ and singleton (3♠ asks: 3NT = singleton ♦; 4♣ = singleton ♥; 4♠ = regular);

4♦/♥ = void ♦/♥, with 6430;

after 1♦ - 1♥:

with distributional hands (6♦+ 4-card support), 15-17 HCP:

4♦ = singleton ♣;

4♥ = singleton ♠;

with 18 –20 HCP: (we cannot distinguish between three-suiters or 54, or show a ♠ void)

3♠ = 4-card support, may be (4432 or 5422) or with singleton de ♣ or ♠ (3NT asks:

4♣ = singleton ♣; 4♦ = singleton de ♠; 4♥ = regular);

4♣ = void de ♣;

after 1♦ - 1♠:

with distributional hands (6♦+ 4-card support), 15-17 HCP:

4♦ = singleton ♣;

4♠ = singleton ♥;

with 18 –20 HCP: (we cannot distinguish between three-suiters and 54)

3♥ = 4-card support, may be (4432 or 5422) or with singleton ♣ or ♥ (3♠ asks: 3NT = singleton ♣; 4♣ = singleton ♥; 4♦ = 4252; 4♥ = regular);

4♣/♥ = void ♣/♥;

after opener jumps to 2NT (cf. SPECIAL SEQUENCES):

..reverses:

with hands in the 5-8 HCP range: bid the 4th suit if at the 2-level (when the 4th suit is at the 3-level, rebidding responder's suit = 5-8 HCP)

4th suit at the 3-level: FG, without a good bid

others = natural FG

Examples:

1♣ 1♠

2♦ ?

2♥ = 5-8 HCP

others = natural FG

1♣	1♠
2♥	?
	2♠ = 5-8 HCP
	3♣ = artificial FG
	others = natural FG

.. sequence 1♦ - 2♣

?

2♦ = any hand with 5⁺♦, may have a side major suit

2♥/♠ = regular with 4♥/♠, 12-14 HCP, or 65 with the major suit bid

2NT = three-suiter with singleton ♣ or strong regular

3♣ = 4⁺♣ with 5♦, or maximum three-suiter

3♦ = natural, good hand, good suit

3♥/♠ = 4⁺♣ with singleton ♥/♠ and min (12 - 14 HCP)

3NT = 4333 with 12-14 HCP

1♦ - 2♣

2NT - 3♣ (asks)

?

3♦ = three-suiter with singleton de ♣

3♥ = strong regular with 4♥

3♠ = strong regular with 4♠

3NT = strong regular with 4333

1♦ - 2♣

2NT - 3♣

3♦ - 3♥ (asks for three-suiter's strength)

?

3♠ = 12 -14 HCP;

3NT = 15 -17 HCP;

4♣ = 18 – 20 HCP.

.. sequence 1♣/♦ - 2♥

2NT - ?

3♣ = singleton de ♣

3♦ = singleton de ♦

3♥/♠ = 6-5

- **1♣/♦ OPENINGS with interference**

- GENERAL PRINCIPLES when our opening is interfered with:

.. Over DOUBLE (TRANSFERS):

- ..REDOUBLE = 4⁺ cards in the next-ranking suit;
- ..1♦ = 4⁺♥ (opener: 1♥ = 3♥; 1♠ = 4♠ without 3♥; 1NT = without 3♥ and 4♠; 2♥ = 4♥; others = natural);
- ..1♥ = 4⁺♠ (opener: 1♠ = 3♠; 1NT = without 3♠; 2♠ = 4♠; others = natural);
- ..1♠ = 1NT;
- ..1NT (over 1♣ OPENING) = 4-card support INV or better 10+ HCP F1;
- ..1NT (over 1♦ OPENING) = 5⁺♣ F1;
- ..2♣ (over 1♣ OPENING) = weak support 6-9 HCP;
- ..2♣ (over 1♦ OPENING) = 4-card support INV or better 10+ HCP F1;
- ..2♦ = (over 1♦ OPENING) = support weak 6-9 HCP;
- ..jump in a new suit (2♦/1♣, 2♥ or 2♠) = fit-showing 9-11 HCP NF;
- ..2NT = 5-card support INV or better F1;
- ..double jump in a new suit (3♦/1♣, 3♥ or 3♠) = INV with a 7-card suit;
- ..3NT = to play;
- ..PASS followed by DOUBLE = penalty
- ..PASS followed by ST = INV with stopper 10+ HCP;
- ..PASS followed by cue-bid = INV without stopper 10+ HCP;
- ..PASS followed by suit = weak hand, 4-6 HCP, long suit, competitive;

.. After an OVERCALL of 1♦:

- .. 1♥/♠ = natural F1;
- .. simple support (2♣) = natural 6-9 HCP;
- .. jump support (3♣) = 5-card support 6-9 HCP;
- .. jump in a major suit at the 2-level = 4 cards in the major + 5-card support 9-11 HCP;
- .. 2NT = natural, INV;
- .. 3♥/♠ = INV with a 7-card suit;
- .. 3NT = to play;
- .. simple cue-bid (2♦): INV or better, with support;
- .. jump cue-bid (3♦): 5-card support, singleton ♦ FG;
- .. DOUBLE = negative, guarantees both majors;

.. After an OVERCALL of 1 in a major:

- .. 1♠ (after overcall of 1♥) = 5⁺♠ (opener with 4 cards and distribution may jump support);
- .. 2NT = INV;
- .. 3NT = to play;
- .. simple support = natural 6-9 HCP;
- .. jump support = 5-card support 6-9 HCP;
- .. new suit at the 2-level = natural F1 (may pass if opener rebids, gives simple support, or bids NT in the minimum level; EXCEPTION: over ♥ support from the opener, the auction is forced to game);
- .. simple cue-bid: INV or better, with support;
- .. jump cue-bid: 4 cards in the other major, 5-card support for the minor suit of the opener, singleton in the opponent's suit, FG

Examples:

1♣ (1♥) 3♥ = 4♠+5♣ FG (with singleton ♥);

1♣ (1♠) 3♠ = 4♥+5♣ FG (with singleton ♠);

1♦ (1♥) 3♥ = 4♠+5♦ FG (with singleton ♥);

1♦ (1♠) 3♠ = 4♥+5♦ FG (with singleton ♠);

.. jump in a new suit at the 2-level: 6/9 HCP, with 4 cards in the bid suit and 5-card support;

.. jump in a new minor suit at the 3-level: 5 cards in the suit, 4 cards in the other major, FG;

Examples:

1♣ (1♥) 3♦ = 5♦+4♠ FG with singleton ♥ (without singleton: double = 4♠ and later, if the bidding is contested, double with 2/3 cards in ♥, or bid ♠ with 41♥44);

1♣ (1♠) 3♦ = 5♦+4♥ FG;

1♦ (1♥) 3♠ = 5♣+4♠ FG with singleton ♥ (without singleton: double = 4♠ and later, if the bidding is contested, double with 2/3 cards in ♥, or bid ♠ with 41♥44);

1♦ (1♠) 3♠ = 5♣+4♥ FG;

.. jump in a new major suit at the 3-level = 5 cards in the suit and 5-card support, 9-11 HCP NF;

Examples:

1♣ (1♥) 3♠ = 5♣+5♠ ;

1♣ (1♠) 3♥ = 5♣+5♥;

1♦ (1♥) 3♠ = 5♦+5♠;

1♦ (1♠) 3♥ = 5♦+5♥;

.. DOUBLE = negative, guarantees the other major (over 1♥ = exactly 4♠; over 1♠ = 4⁺♥).

NOTE: after 1♣ - (1♥) - DOUBLE = system-on;

.. After an OVERCALL of 1 NT:

- 2♣ = asks for major;
- DOUBLE = penalty;
- 2NT = FG with a two-suiter;
- Jump in a new suit = FG
- Others = natural;

.. After a Weak Jump Overcall at the 2-level

- DOUBLE = negative;
- 2NT = INV;
- 3NT = to play;

.. After PREEMPTS in a major at the 3-level

- DOUBLE = normally asks for stopper;
- Support at the 4-level = FG;

.. Sequence 1♣/♦ (1♠) Double (2♠)

?

DOUBLE = 15+ HCP;

2NT = 15+ HCP with 4♥;

3♣/♦ = competitive;

3♥ = competitive with 4♥;

3♠ = 18-20 HCP with 4♥ and singleton ♠;

4♣/♦ = 6♣/♦ + 4♥, weakish hand, minor-suit singleton

4♥ = 6♣/♦ + 4♥, weakish hand, singleton ♠

- GENERAL PRINCIPLES when the opponent bids in 4th position:

.. Over DOUBLE:

REDOUBLE = 3-card support;
others = natural ("system on");

.. Over an OVERCALL of 1 in a suit:

DOUBLE = 3-card support;
1NT = 15-17 HCP;
cue-bid = FG without 3-card support;
jump cue-bid = splinter with 4-card support;

.. Over an OVERCALL of 1 NT:

DOUBLE = penalty;
2NT = FG with a two-suiter;

.. Over an OVERCALL at the 2-level

DOUBLE = 3-card support if the preference to the opener's suit remains at the 2-level;
Example: 1♦ (pass) 1♥/♠ (2♣)
DOUBLE = 15+ HCP, if the preference to the opener's suit goes to the 3-level;
cue-bid = FG, without 4-card support (one-suiter);
2NT = 15-17 HCP;
3NT = to play;

.. Over PREEMPTS at the 3-level

DOUBLE = cards, asks for stopper;

• 1♥/♠ OPENINGS

- Natural responses:

2/1 FG unless the responder rebids his suit (2♦/♥ = guarantee 5 cards);
 Simple support = natural (2NT any INV; new suit = FG, slam INV);
 Jump support = 6-9 HCP with 4-card support;
 2♠/1♥ = INV with 6+ ♠;
 4♥/1♠ = natural;
 Jumps to the 3-level: 7-card suit INV;

- Artificial Responses:

1♠/♥ = relay;
 1NT/1♥ = 5+ ♠;
 2♣ = artificial (cf. Special Sequences);
 2NT = 4-card support, INV or better (cf. Special Sequences);
 splinters (3NT = singleton in the other major) (cf. Special Sequences);

- Opener's 2nd bid:

2NT over 1♠ or 1NT = FG many distributions (may be INV to game in ♠, in the sequence 1♥ - 1NT) ;
 Jump in a new suit = 55 FG;
 2♠/1♠ = reverse 15-17 HCP NF;
 3NT over 1NT = 4-card support of ♠, distributional hand;
 3♠/(1♥-1♠) = 65 FG;
 4♠/(1♥-1NT) = 4522 18-20 HCP;
 splinters;
 1♥/♠ - 2♦ - 3♦ = 4 cards, any strength;
 1♥/♠ - 2♣ (cf. Special Sequences);
 3NT/(1♠-1NT) = solid suit;
 auto-splinters;

- By a passed hand:

2♣ = Drury with 3/4 cards in support (2♦ asks: simple support = 3 cards; jump support or 2NT = 4 cards)
 2♦ = regular 10-11 HCP, two cards in the opener's suit (jump rebid = asks responder to bid 3NT);
 2NT = 5♣+4 in the opening suit 9-11 HCP;
 3♣ = one-suiter INV;
 Other jumps in a new suit = fit-showing with 4-card support;

- Development of the auction:

Over responses of 2♣ or 2NT cf. SPECIAL SEQUENCES:

Sequence 1♥ - 2♦ - 3♦ - ?

3♥ = Hx support
 3♠ = stopper or cue-bid;
 3NT = to play;
 4♣ = ♥ support, 3/4 cards, good hand, with or without ♣ control;

4♦ = RKCB for ♦;
4♥ = minimum, support

- **1♥/♠ OPENINGS after interference**

- GENERAL PRINCIPLES when the opponents interfere:

.. Over DOUBLE:

REDOUBLE = 10HCP+;
1 in a suit = natural;
2NT = INV with 4/5 cards of support;
Jump in a new suit = fit-showing;
3NT = to play;
Pass followed by DOUBLE = penalty (ATENÇÃO);

.. Over an OVERCALL:

DOUBLE negative up to 4♥ (if the opponent supports the overcall: DOUBLE = FG);
cue-bid over a minor-suit overcall: INV to game or better, with support;
cue-bid over a 1♠ overcall: INV to game or better, with support;
cue-bid over overcall in a major at the 2-level: 5⁺♣ without stopper or support;

Examples:

1♠ (2♥) 3♥ = 5⁺♣ without support de ♠ and without pega de ♥
1♥ (2♠) 3♠ = 5⁺♣ without support de ♥ and without pega de ♠

Jump cue-bid: splinter FG;

Jump in a new suit = fit-showing;

1NT = natural, 6/9 HCP

2NT in a jump (over 1♠ overcall) = regular INV;

2NT after a minor-suit overcall at the 2-level = 4-card support, INV or better;

Examples:

1♥/♠ (2♣/♦) 2NT = 4-card support, INV or better.

2NT after a major-suit overcall at the 2-level = transfer to ♣ with stopper or support;

Examples:

1♥ (2♠) 2NT = transfer to ♣ with ♥ support or ♠ stopper

1♠ (2♥) 2NT = transfer to ♣ with ♠ support or ♥ stopper;

3NT = a hand that could bid 4♥/♠ with 2 defensive tricks;

4♥/♠ = natural with 0/1 defensive trick;

.. Over an OVERCALL de 1 NT:

DOUBLE = penalty;

2NT = FG with two-suiter or one-suiter;

Transfers, the transfer to the opening suit showing good support (8-10 HCP);

Simple support = natural, weak hand (5-7 HCP);

Jump support = preemptive;

Jumps in a new suit = fit-showing;

others = natural;

.. Over 1♠ (2♥) or 1♥ (2♠)

2NT = transfer to ♣ (requires a stopper or support);

3♣ = transfer to ♦;

transfer to the opponent's suit = support INV or better;

cue-bid = ♣, without support or stopper;

4♣/♦ = ♣/♦ suit, splinter with singleton in the opponent's suit;

.. Over 2NT = ♣+♦

DOUBLE = penalty;

PASS followed by DOUBLE = penalty;

3♣ = support INV or better;

3♦ = INV in the other major;

support = natural;

other major = natural FG;

3NT = to play;

.. Over PREEMPTS at the 3-level

DOUBLE over 3♣/♦ = negative;

DOUBLE over 3♥/♠ = asks for stopper;

4♣ = good support, without control in the opponent's suit;

4♦ = good support, with control in the opponent's suit;

others = natural;

• 1NT OPENING

- Responses:

- .. 2♣ stayman (2♦ = no major; 2♥ with 4♥; 2♠ with 4♠; 2NT = min with both majors; 3♣ = max with both majors);
- .. 2♦/♥ = transfer to ♥/♠ (opener: 2NT = min with 4-card support, jump support = max with 4-card support);
- .. 2♠ = transfer to ♣, with a sign-off, INV one-suiter, or 5♣+5♦/♥/♠ with only game interest (opener: 2NT = like; 3♣ = doesn't like);
- .. 2NT = transfer to ♦, with a sign-off, INV one-suiter, or 5♦ + 5♥/♠ with only game interest (opener: 3♣ = like; 3♦ = doesn't like);
- .. 3♣ = 5♣+4♦ FG;
- .. 3♦ = 5♦+4♣ FG;
- .. 3♥/♠ one-suiter of ♣/♦ FG;
- .. 3NT = to play
- .. 4♣ = transfer to ♦;
- .. 4♦ = transfer to ♥;
- .. 4♥ = transfer to ♠;
- .. 4♠ = transfer to ♣ (opener: 4NT with 0 to 2 KC; answers RKCB with 3+);
- .. 4NT = transfer to ♣, weak hand;
- .. 5♣ = transfer to ♦, weak hand;

- Development of the auction:

..After a stayman reply:

over 2♦:

- 2♥ = INV with 5♥ + 4♠;
- 2♠ = INV with 5♠ unbalanced hand;
- 2NT = INV with mão regular;
- 3♣ = asks for minors (3♦ = 4♦; 3♥/♠ = tripleton + 4♣4♦; 3NT = 4♣);
- 3♦ = natural FG;
- 3♥/♠ = SMOLEN;
- 4♣/♦ = 5♥+5♠ singleton with slam interest (without interest, bid 2♥ and then 3♥);
- 4♥ = RKCB for ♣;
- 4♠ = RKCB for ♦;
- 4NT = INV with 4333;
- 5NT = bid slam in a minor if you have 5 cards, otherwise 6NT;

over 2♥:

- 2♠ = INV with 5 cards, unbalanced hand;
- 2NT = INV with balanced hand;
- 3♣ = asks for minors (3♦ = 4⁺♦; 3♥ = 4⁺♣; 3NT = 4♥333)
- 3♦ = natural FG;
- 3♥ = INV;
- 3♠ = INV to slam with 4♥ (3NT = min; cue-bid = max);
- 3NT = to play;
- 4♣/♦ = splinters;

4♥ to play;
4NT INV with 4333;

over 2♠:

2NT = INV with balanced hand;
3♣ = asks for minors (3♦ = 4⁺♦; 3♥ = 4⁺♣; 3NT = 4♠333);
3♦ = natural FG;
3♥ = INV to slam with 4♠ (3NT = min; cue-bid = max);
3♠ = INV;
3NT = to play;
4♣/♦ = 4♣/♦/♥ = splinters;
4♠ = to play;
4NT INV with 4333;

over 2NT:

3♣ = asks for the tripleton (3♦ = tripleton ♦; 3♥ = tripleton ♣);
3♦/♥ = transfer to ♥/♠ with 4 cards, with slam interest;
4♦/♥ = transfer to ♥/♠ with 4 cards, without interest in slam (or willing to ask for key-cards later);
4NT INV with 4333;

over 3♣:

3♦/♥ = transfer to ♥/♠ with 4 cards, with slam interesse;
3♠ = asks for the tripleton (3NT = 3♦; 4♣ = 3♣ → 4♥ = BLACKWOOD; 4NT = to play)
4♦/♥ = transfer to ♥/♠ with 4 cards, without interest in slam (or willing to ask for key-cards later);
4NT INV with 4333;

.. INV hands with 5♥ and 4/5 in another suit

1NT	2♦
2♥	2♠ ART
2NT	?
	3♣ = 5♥ + 4/5♣
	3♦ = 5♥ + 4/5♦
	3♥ = 5♥ + 5♠

.. Development after Transfer to a major followed by a minor suit at the 3-level

Opener bids:

- Support to the first suit = 3-card support without 4 cards in the second suit;
- New suit at the 3-level = 4-card support for the second suit without 3-card support for the major;
- 3NT = without any support;
- Game in the first suit = min with support to both suits;
- Support to the second suit at the 4-level = max with support to both suits;

Examples:

1NT 2♦ 2♥ 3♣ ? 3♥ = 3 cards in ♥, no 4 cards in ♣; 3♦/♠ = 4 cards in ♣ without 3♥; 3NT = without 3♥ and without 4♣; 4♣ = max with 4♣ and 3♥; 4♥ = min with 4♣ and 3♥;	1NT 2♦ 2♥ 3♦ ? 3♥ = 3 cards in ♥ without 4 cards in ♦; 3♠ = 4 cards in ♦ without 3♥; 3NT = without 3♥ and without 4♦; 4♦ = max with 4♦ and 3♥; 4♥ = min with 4♦ and 3♥;
1NT 2♥ 2♠ 3♣ ? 3♠ = 3 cards in ♠ without 4 cards in ♣; 3♦/♥ = 4 cards ♣ without 3♠; 3NT = without 3♠ and without 4♣; 4♣ = max with 4♣ and 3♠; 4♥ = min with 4♣ and 3♠;	1NT 2♥ 2♠ 3♦ ? 3♥ = 4 cards in ♦ without 3♠; 3♠ = 3 cards in ♠ without 4♦; 3NT = without 3♠ and without 4♦; 4♦ = max with 4♦ and 3♠; 4♠ = min with 4♦ and 3♠;

- **1NT OPENING after interference**

- **GENERAL PRINCIPLES:**

- .. **Over DOUBLE (cards):**

- pass = nothing special;

- REDOUBLE = SOS;

- 2 in a suit = to play (sign-off);

- .. **Over DOUBLE ARTIFICIAL (some one-suiter or two-suiter):**

- REDOUBLE = forces to 2♣ for a sign-off;

- others = system-on;

- .. **Over Natural OVERCALL in 2♣ or 2♦**

- DOUBLE = negative;

- 2♦/♥/♠ = natural NF

- 2NT /3♣ (transfer to the opponent's suit) = 54 majors FG

- Suit at the 3-level = transfer, INV or better;

- 3NT = to play (with stopper);

- 4♣/♦/♥/♠ = transfer to 4♦/♥/♠/♣;

- 4NT/5♣ = transfer to ♣/♦;

- .. **Over Natural OVERCALL in 2♥**

- DOUBLE = negative;

- 2♠ = natural NF;

- 3♥ (cue-bid) = 4 cards in the other major with stopper;

- 2NT/3♣ = transfer, INV or better

- 3♦ = transfer to ♠, INV or better

- 3♠ = 4144 FG

- 3NT = to play (with stopper);

- 4♣/♦/♥/♠ = transfer to 4♦/♥/♠/♣;

- 4NT/5♣ = transfer to ♣/♦;

- .. **Over OVERCALL Natural de 2♠**

- DOUBLE = informativo;

- 3♠ (cue-bid) = 4 cards in the other major with stopper;

- 2NT/3♣/3♦ = transfer, INV or better

- 3♥ = 1444 FG

- 3NT = to play (with stopper);

- 4♣/♦/♥/♠ = transfer to 4♦/♥/♠/♣;

- 4NT/5♣ = transfer to ♣/♦;

.. Over ASPTRO-like OVERCALL

DOUBLE = 8+ HCP aiming for a penalty;
2 in a suit = natural NF;
Cue-bid at the 2-level (2♥ s/ 2♣ or 2♠ s/ 2♦) = 4 cards in the other major, INV or better;
Cue-bid at the 3-level (3♥ s/ 2♣ or 3♠ s/ 2♦) = 4 cards in the other major, stopper, FG;
2NT/3♣/3♦ = transfer to a suit not shown by the opponent, INV or better;
3♥ (over 2♦=♠) = 1444 FG;
3♠ (over 2♣=♥) = 4144 FG;
3NT = to play (with stopper in the opponent's suit);
4♣/♦/♥/♠ = transfer to 4♦/♥/♠/♣;
4NT/5♣ = transfer to ♣/♦;

..Over 2♣ OVERCALL = any one-suiter

DOUBLE = 8+ HCP;
2♦/♥/♠ = natural NF;
2NT/3♣/3♦/3♥ = transfer INV or better;
3NT = to play;
4♣/♦/♥/♠ = transfer to 4♦/♥/♠/♣;
4NT/5♣ = transfer to ♣/♦;

..Over 2♣ OVERCALL = both majors

DOUBLE = aiming at a penalty;
2♦ = natural NF;
2♥/♠ = stopper, INV or better;
2NT/3♣ = transfer INV or better;
3♦ = at least 44 in the minors, FG;
3♥ = 54 in the minors with a singleton ♥ FG;
3♠ = 54 in the minors with a singleton ♠ FG;
3NT = to play;
4♣/♦/♥/♠ = transfer to 4♦/♥/♠/♣;
4NT/5♣ = transfer to ♣/♦;

..Over 2♦ or 2♥ OVERCALL = transfer to ♥ or ♠

DOUBLE = aiming at a penalty;
Cue-bid = guarantees 4 cards in the other major, INV or better;
Jump cue-bid = 4 cards in the other major with a stopper, FG;
2♠ (over 2♦) = natural NF;
2NT/3♣/3♦ = transfer INV or better;
3 in the other major = 4441 with a singleton in the opponent's suit, FG;
3NT = to play;
4♣/♦/♥/♠ = transfer to 4♦/♥/♠/♣;
4NT/5♣ = transfer to ♣/♦;

..Over 2♦ multi (♥ or ♠)OVERCALL

DOUBLE = 8+ HCP;

2♥/♠ = natural NF;

2NT/3♣/3♦/3♥ = transfer INV or better;

3NT = to play;

4♣/♦/♥/♠ = transfer to 4♦/♥/♠/♣;

4NT/5♣ = transfer to ♣/♦;

..Over 2NT OVERCALL = minors

DOUBLE = 8+ HCP aiming at a penalty

3♣ = stayman

3♦/♥ = transfer INV or better

3NT = to play

4♣/♦/♥/♠ = transfer to 4♦/♥/♠/♣;

..DOUBLED STAYMAN

1NT (pass) 2♣ (double)

?

Pass = without stopper in ♣

REDOUBLE = 2 stoppers in ♣

Replies to STAYMAN = 1 stopper in ♣

1NT (pass) 2♣ (double)

pass (pass) ?

REDOUBLE = asks for STAYMAN reply

2♦ = to play

2♥ = 5♥+4♠ INV

2♠ = 5♠ INV

2NT = stopper in ♣ INV

3♣ = FG without 4-card majors

3♦/♥/♠ = natural with 5+ cards FG

3NT = to play

1NT (pass) 2♣ (double)

rdb (pass) ?

2♦ = repeats the STAYMAN inquiry

2♥ = natural 5♥ INV

2♠ = natural 5♠ INV

2NT = INV without major

3♣ = FG without major

3♦ = natural FG

3NT = to play

• 2♣ OPENING

- Responses:

- ..2♦ = 6+HCP or one Ace;
- ..2♥ = 0-5 HCP (denies an Ace);
- ..2♠ = natural with a good suit, not necessarily 2 honors;
- ..2NT = with 5+♥ and good suit, not necessarily 2 honors;
- ..3♣/♦ = 6-card suit with 3 major honors (AKQ);
- ..3♥/♠ = 7-card suit losing only one trick (KQJxxxx, AQJxxxx);

Development of the auction:

..After the 2♦ response:

- 2♥ = natural or balanced (usually responder proceeds with 2♠);
- 2NT = ♣;
- 3♣ = ♦;
- 3♦ = 5♦+4♣;
- 3♥ = 6♣+4♦;
- 3♠ = 6♦+4♣;
- 3NT = regular 25-26 HCP;
- 4♣/♦/♥/♠ = three-suiter with singleton ♦/♣/♠/♥(same rank);

..After the 2♥ response:

- 2NT = regular FG;
- others = natural, except:
 - 3♠ = 4♠+5♥;
 - 4♣/♦/♥/♠ = three-suiter with singleton ♦/♣/♠/♥(mesmo ranking);

.. Over other responses the auction proceeds naturally;

2♣ OPENING with interference:

.. 2♣ (double) ? :

- pass = better hand (like the 2♦ bid);
- REDOUBLE = like the 2♥ bid;
- others = natural

.. 2♣ (2/3 in a suit) ? :

- pass = better hand (like the 2♦ bid);
- DOUBLE = like the 2♥ bid;
- cue-bid = natural, length in the suit;
- others = natural

.. 2♣ (2NT = some two-suiter) ? :

- pass = better hand (like the 2♦ bid);
- DOUBLE = like the 2♥ bid;
- others = natural;

• 2NT OPENING

- Responses:

- .. 3♣ stayman (3♦ = without major; 3♥ with 4♥; 3♠ with 4♠; 3NT = with both majors;);
- .. 3♦/♥ = transfer to ♥/♠ (opener: 3♥/♠ = doubleton; 3NT = 3-card support – follows retransfer or INV to slam; 4♥/♠ = 4-card support);
- .. 3♠ = guarantees at least 4♣+4♦ with slam interest (opener bids 3NT without 4 cards in any minor; supports with 4 cards);
- .. 4♣ = transfer to ♦;
- .. 4♦ = transfer to ♥;
- .. 4♥ = transfer to ♠;
- .. 4♠ = transfer to ♣ (opener bids: 4NT with 0 to 2 KC; replies to RKCB with 3+);
- .. 4NT = transfer to ♣, weak hand;
- .. 5♣ = transfer to ♦, weak hand;

Development of the auction:

..After the stayman reply:

over 3♦:

- 3♥/♠ = SMOLEN;
- 3NT = to play;
- 4♣ = asks for minors (4♦ = 4♦; 4♥/♠ = tripleton; 4NT = 4♣);
- 4♦ = natural FG;
- 4♥/♠ = RKCB with trump ♣/♦;
- 4NT = INV;

over 3♥:

- 3♠ = INV to slam with 4♥;
- 3NT = to play;
- 4♣ = asks for minors;
- 4♦ = natural FG;
- 4♥ = to play;
- 4NT = INV without support;

over 3♠:

- 3NT = to play;
- 4♣ = asks for minors;
- 4♦ = natural FG;
- 4♥ = INV to slam with 4♠;
- 4♠ = to play;
- 4NT INV;

over 3NT:

- 4♣ = asks for the tripleton (4♦ = 3♦; 4♥ = 3♣ → 4NT = to play);
- 4♦/♥ = transfer;
- 4NT = INV;

..After TRANSFERS in 3♦ or 3♥:

2NT 3♦ 3♥ ? 3♠ = 5♠+5♥ SI 3NT = to play 4♣/♦ = natural SI 4♥ = one-suiter SI (without slam interest, bid 4♦ directly)	2NT 3♥ 3♠ ? 3NT = to play 4♣/♦ = natural SI 4♥ = 5♠+5♥ GAME only 4♠ = one-suiter SI; (without interest, bid 4♥ directly)
2NT 3♦ 3NT ? 4♣ = natural SI 4♦ = retransfer 4♠ = naipe de ♦ SI 4NT = INV with 5332	2NT 3♥ 3NT ? 4♣ = natural SI 4♦ = natural SI 4♥ = retransfer 4NT = INV with 5332

- **Weak 2 OPENINGS**

- **Responses:**

- .. 2NT = asks for side suit (3♣ = max; saltos = 65; 4♥ after a 2♥ opening = 6♥+5♠);
- .. new suit = F1;
- .. supports = natural;

Weak 2 OPENINGS with interference :

- .. 2♦ (double) or 2♦(2/3 in a suit)

Natural follow-ups;

- .. 2♥/♠ (double) ? :

REDOUBLE = equivalent to the 2NT bid;

others = transfers to indicate a lead;

transfer to the opener's suit = INV;

direct support = bars partner unless he has a 65;

3NT = natural, to play

- .. 2♥/♠ (2/3 in a suit) ? :

2NT = asks for side suit;

support = natural NF;

new suit = natural F1;

3NT = natural, to play

- **3/4 ♣/♦/♥/♠ Openings**

- **Responses:**

- .. At the 3-level:
 - .. new suit = natural F1
 - .. 3♦ over 3♣ = asks for suit quality (3♥ = bad; 3♠ = AQ or AK)
- .. At the 4-level:
 - .. 4♥/3♠ = natural, to play;
 - .. 4♠/4♥ = natural, to play;
 - .. others: SHARPLES = denies a control in the suit above the suit just bid (bid of the uncontrolled suit = void; slam = singleton);
- .. No nível de 5:
 - .. SHARPLES

- **3NT Opening (solid minor)**

- **Responses:**

- .. 4♣ = pass / correct;
- .. 4♦ = asks singleton (4♥ = minor singleton; 4♠ = singleton ♥; 4NT = singleton ♠; 5♣/♦ = without singleton);
- .. 4NT = asks for the 8th card;

INTERFERENCES

- **Over 1♣/♦ OPENINGS**

2♣/♦ (cue-bid) = 5♥+5♠;
2NT = two-suiter 55 with the lowest suits;
3♣/♦ (jump cue-bid) = natural;
Jump overcall = weak;
others = natural;

- **Over 1♥/♠ OPENINGS**

2♥/♠ (cue-bid) = 5 other major + 5 in a minor;
2NT = 5♣+5♦
3♣/♦ = preemptive;
3♥/♠ (jump cue-bid) = asks for stopper;
4♥/♠ (double jump cue-bid) = Very strong minor-suit two-suiter);
Jump overcall = weak;

- **Over 1NT OPENING**

2♣/♦ = ASPTRO (cf. Special Sequences);
2♥/♠ = natural;
2NT = 5♣+5♦
3 in a suit = natural;
DOUBLE = cards (not necessarily penalty);

- **Over 2♦ weak OPENING**

DOUBLE = informative;
2♥/♠ = natural;
2NT = regular 15-18 HCP;
3NT = to play;
3♥/♠ = natural (7-card suit, preemptive);
3♦ = major two-suiter;
4♣ = two-suiter ♣+♥;
4♦ = two-suiter ♣+♠ (very strong hand);

- **Over Weak 2♥/♠ OPENINGS**

DOUBLE = informative (cf. LEBENSOHL in Special Sequences);
Reopening DOUBLE = informative (without LEBENSOHL);
2♠ (over 2♥) = natural (new suit = F1);
2NT = regular 15-18 HCP (system-on as over 2NT opening; transfer to the opponent's suit = ♣+♦ SI);
3♥/♠ (cue-bid) = other major + ♣;
3♠ (over 2♥ OPENING) = 7-card suit, weak hand;

4♣ = ♣+♦;
4♦ = ♦ + other major;
4♥/♠ (jump cue-bid) = ♣+♦ very strong;
4NT = BLACKWOOD;

- **Over 2♦ MULTI OPENINGS**

DOUBLE = informative (may have a doubleton in a major);
PASS followed by DOUBLE = informative;
2♥/♠ or 3♣/♦ = natural (new suit = F1);
2NT = regular 15-18 HCP (system-on as over 2NT OPENING);
3♥/♠ = 7 card suit, weak hand;
3NT = to play;
4♣/♦ = long suit, weak hand;

- **Over 3NT GAMBLING OPENING**

DOUBLE = cards (if the opponent bids 4♣/♦, DOUBLE = informative);
4♣ = major two-suiter;
4♦ = ♦ + major;
4♥/♠ = natural;
4NT = BLACKWOOD;
5♣/♦ = to play;

SISTEMA DMMP

SPECIAL SEQUENCES

- 1♥/♠ - 2♣
- 1♣ - 2♣ and 1♦ - 2♦
- CHECK-BACK
- 1♣/♦ - 1X - 2NT
- 1♥/♠ - 2NT
- ASPTRO
- LEBENSOHL
- SPLINTERS

(updated in 06/ago/2007)

1♥/♠ - 2♣

The 2♣ response shows one of these hands:

- a) 5⁺♣ 12+ points, may have 4-card support for the major
- b) Regular 12+ points without 4-card support
- c) INV 6⁺♣

1M - 2♣

- 2♦ = 11-14 HCP (may have the other major if 544 and void in ♦)
- 2♥ = 4+ cards in the other major, min or max (may be 544 and void in ♣)
- 2♠ = 4+♦ 15+ HCP (may have the other major with 544 and ♣)
- 2NT = one-suiter 15+ (3♣ = relay)
- 3♣ = 5R 4♣ 15+
- 3♦ = 5R 5♣ 15+
- 3♥ = 6R 4♣ 15+
- 3♠ = 5R44 ♦ void 15+
- 3NT = 5332 18-20

Notes:

- a) when opener shows a max the auction is forced to game;
- b) with 5Rico+4♦+4♣ 15+ HCP bid 2♠ showing 4♦;
- c) with 5Rico+4♦+4♣ 12-14 HCP bid 2♦ showing the strength;

.. Development after opener's rebid of 2♦

Responder describes his hand or relays in order to ask for further clarification:

- 2♥ = relay FG, guarantees 3-card support in the opener's major (opener bids the other major at the 3-level to show 544 and a ♦ void)
- 2♠ = 5⁺♣ FG (opener rebids the other major at the 3-level to show 544 and a ♦ void)
- 2NT = regular FG, denies 3-card support to the opener's major (opener bids the other major at the 3-level to show 544 and a ♦ void)
- 3♣ = one-suiter, 6 cards, NF
- jump support = 5♣ + 4 in the opener's suit, slam interest
- new suit at the 3-level = 6♣ + 5 in the suit
- 3NT or game in the opener's major = to play
- 4♣ = independent suit, requires cue-bid

1♥	2♣
2♦	?
2♥ = relay FG	
2♠ = 5 ⁺ ♣ FG	
2NT = regular FG	
3♣ = natural NF	
3♦ = 6♣+5♦	
3♥ = 5♣+4♥	
3♠ = 6♣+5♠	
3NT or 4♥ = to play	
4♣ = independent suit	

1♠	2♣
2♦	?
2♥ = relay FG	
2♠ = 5 ⁺ ♣ FG	
2NT = regular FG	
3♣ = natural NF	
3♦ = 6♣+5♦	
3♥ = 6♣+5♥	
3♠ = 5♣+4♠	
3NT or 4♠ = to play	
4♣ = independent suit	

Development when responder relays with 2♥ over 2♦

Opener, who has shown a min, bids:

1♥	2♣
2♦	2♥
?	
2♠ = 4 ⁺ ♦	
2NT = one-suiter (3♣ = relay)	
3♣ = 5♥+4♣	
3♦ = 5♥+5♣	
3♥ = 6♥+4♣	
3♠ = 544 ♦ void	

1♠	2♣
2♦	2♥
?	
2♠ = 4 ⁺ ♦	
2NT = one-suiter (3♣ = relay)	
3♣ = 5♠+4♣	
3♦ = 5♠+5♣	
3♥ = 6♠+4♣	
3♠ = 544 ♦ void	

Development when responder bids 2♣ (5⁺♣ FG) over 2♦

Opener, who has shown a min, bids naturally:

1♥	2♣
2♦	2♣
?	
2NT = 5♥ without 3♣	
3♣ = ♣ support	
3♦ = 4 ⁺ ♦	
3♥ = 6 ⁺ ♥ without 3♣	
3♠ = 544 ♦ void	

1♠	2♣
2♦	2♣
?	
2NT = 5♠ without 3♣	
3♣ = ♣ support	
3♦ = 4 ⁺ ♦	
3♥ = 544 ♦ void	
3♠ = 6 ⁺ ♠ without 3♣	

Development when responder bids 2NT (regular FG) over 2♦

Opener, who has shown a min, bids naturally:

1♥	2♣
2♦	2NT
?	
3♣ = 4♣	
3♦ = 4♦	
3♥ = 6 ⁺ ♥ without 4♣ or 4♦	
3♠ = 544 ♦ void	
3NT = one-suiter	

1♠	2♣
2♦	2NT
?	
3♣ = 4♣	
3♦ = 4♦	
3♥ = 544 ♦ void	
3♠ = 6 ⁺ ♠ without 4♣ or 4♦	
3NT = one-suiter	

.. Development after opener bids 2♠ showing 15+ HCP with 4♦

- 2NT = regular FG (if opener bids the other major at the 3-level 3 = 544 ♣ void)
- 3♣ = ♣ one-suiter NF
- 3♦ = ♦ support SI
- support 3♥/♠ = 3/4 card support, slam interest
- other major at the 3-level = ♣ one-suiter FG
- support to the major at the game level = to play, with 3-card support
- 4♣ = sets ♣ as trumps, requires cue-bid

Development when responder bids 2NT

Opener bids:

1♥	2♣
2♠	2NT
?	
3♣ = ♣ support	
3♦ = 5♥+5♦	
3♥ = 6♥+4♦	
3♠ = 544 ♣ void	
3NT = 5422 or 3541	

1♠	2♣
2♠	2NT
?	
3♣ = ♣ support	
3♦ = 5♠+5♦	
3♥ = 544 ♣ void	
3♠ = 6♠+4♦	
3NT = 5422 or 5341	

.. Development after opener shows the other major (2♥)

- 2♠ = ♠ support FG
- 2NT = ♣ FG, without support to ♥/♠ (may have 4♣4♦)
- 3♣ = ♣ one-suiter NF
- 3♦ = 6⁺ ♣ one-suiter FG
- simple support = natural with slam interest
- game support = natural, min (12-14 HCP)
- 4♣ = independent suit

Development when responder bids 2♠ (apoio de ♠ FG) over 2♥

Opener bids:

1♥	2♣	1♠	2♣
2♥	2♠	2♥	2♠
?		?	
2NT = min with 5431, 64 or 65		2NT = min with 5431, 55 or 64	
3♣ = max with 5431		3♣ = max with 5431	
3♦ = 544 ♣ void (3♥ asks for strength)		3♦ = 544 ♣ void (3♥ asks for strength)	
3♥ = 15+ 6♥+4♠		3♥ = 15+ 5♠+5♥	
3♠ = 15+ 6♥+5♠		3♠ = 15+ 6♠+4♥	
3NT = 4522 15-17 HCP		3NT = 5422 15-17 HCP	
4♠ = min 5422		4♠ = min 5422	
4NT = Ace-asking		4NT = Ace-asking	

After opener shows a min with 2NT:

1♥	2♣	1♠	2♣
2♥	2♠	2♥	2♠
2NT	3♣ relay	2NT	3♣ relay
?		?	
3♦ = 453♦1♣		3♦ = 543♦1♣	
3♥ = 6♥+4♠		3♥ = 5♠+5♥	
3♠ = 6♥+5♠		3♠ = 6♠+4♥	
3NT = 451♦3♣		3NT = 541♦3♣	

.. Development after opener bids 2NT showing a one-suiter, 15+ HCP

- 3♣ = relay
- 3♦ = 6⁺♣ one-suiter FG
- support in 3♥/♠ = support of 3/4 cards, with slam interest
- 3 in the other major = 65
- 3NT = to play (probably INV with ♣)
- support at the game level = to play, with 3 cards in support, min
- 4♣ = establishes ♣, requires cue-bid

Development when responder bids 3♣

Opener bids:

1♥	2♣
2NT	3♣
?	
	3♦ = 5332 or 6322
	3♥ = singleton ♣
	3♠ = singleton ♦
	3NT = singleton ♠

1♠	2♣
2NT	3♣
?	
	3♦ = 5332 or 6322
	3♥ = singleton ♣
	3♠ = singleton ♦
	3NT = singleton ♠

1♣-2♣ or 1♦-2♦

Rules for opener's 2nd bid:

with min 12-14 HCP:

- a) bid 2NT with stoppers or whenever he has only 3 cards in the suit;
- b) bid 3NT with 4333 and 4 cards in the suit;
- c) rebid the suit with 5⁺ cards or with 4 cards and a stopper problem;
- d) jump in a new suit at the 3-level showing a singleton;
- e) jump in a new suit at the 4-level showing a void;

with max 15+ HCP:

- a) bid the next suit with 5+ cards in the suit;
- b) bid a new suit with a two-suiter or a three-suiter;

with regular 18-20 HCP:

- a) bid 2NT;

to ask for Aces (RKCB):

- a) jump rebid the suit;

Notes:

- a) the next-ranking suit may show a one-suiter or a two-suiter, but it guarantees at least 5 cards in the opening suit and a max;
- b) in the sequence 1♦ - 2♦, opener's rebid of 3♣ may be a min or a max. If responder wants to know the strength, he bids 3♦ and opener bids 3♥ with min (12-14 HCP) and 3♠ with max (15+ HCP);
- c) with three-suiter hands, opener must show the third suit if possible under 3NT or with all strong hands in any case;
- d) two-suiters 65 or 5♣5♠, even with 12-14 HCP, must be bid naturally, and therefore treated as a max;

sequence 1♣ - 2♣

?

2♦ = max with ♣ one-suiter or two-suiter 5♣+4♦;

2♥ = max with 4⁺♣+4⁺♥ (may be a three-suiter with a singleton ♦);

2♠ = max with 5⁺♣+4⁺♠;

2NT = min regular;

3♣ = min with 4⁺♣;

3♦/♥/♠ = min with singleton ♦/♥/♠;

3NT = min with 4♣333;

4♣ = RKCB;

4♦/♥/♠ = min with void ♦/♥/♠;

sequence 1♦ - 2♦

?

2♥ = max with ♦ one-suiter or two-suiter 5♦+4♥;

2♠ = max with 4⁺♦+4⁺♠ (may be three-suited with singleton ♣ or ♥);

2NT = min regular;

3♣ = min or max with 5⁺♦+4⁺♣;

3♦ = min with 4⁺♦;

3♥/♠ = min with singleton ♥/♠;

3NT = min with 4♦333;

4♦ = RKCB;

4♣/♥/♠ = min with void ♣/♥/♠;

Rules for responder's 2nd bid:

- a) pass over 3NT by the opener if advisable;
- b) bid 2/3NT with regular hands;
- c) get further information by bidding the next-ranking suit when opener's hand is undefined;
- d) to show stoppers or to cue-bid;
- e) to bypass the 3NT with slam interest;
- f) jumps in a new suit = splinter with 12/13 HCP and 5 card support;

CHECK-BACK:

1♣/♦ - 1♥ - 1♠ - ?

1♣/♦ - 1♠ - 1NT - ?

1♣/♦ - 1♥ - 1NT - ?

- .. Pass = weak hand;
- .. 2♣ = forces 2♦ to pass with ♦ sign-off or to invite to a game;
- .. 2♦ = FG;
- .. jump support to opener's first suit = INV with 4major + 5support;
- .. jump in the other minor = INV with 4major + 5 in the other minor;
- .. simple support to opener's second suit (1♣/♦ - 1♥ - 1♠) = 6-9 HCP and 4 card support;
- .. jump support to opener's second suit (1♣/♦ - 1♥ - 1♠) = FG with 5♥+4♠;
- .. 4♣/♦ (1♣/♦ - 1♥ - 1♠) = splinter with 4♠ and a limited hand, 12-13 HCP;
- .. 4♣/♦ (1♣/♦ - 1♥ - 1NT or 1♣/♦ - 1♠ - 1NT) = auto-splinter (independent suit) and a very good hand;
- .. 2♠ over 1NT (after having bid 1♥) = 6♥5♠ FG without slam interest;
- .. 2NT = forces 3♣ to pass (♣ sign-off) or to show a 55 FG;
- .. jump rebid = AKQxxx and nothing else, aiming at 3NT;
- .. 3♥ after having bid 1♠ = 5♠5♥ FG without slam interest;
- .. others = natural NF;

Notes:

a) THREE-SUITERS: after the 1♠ response, opener with a three-suiter and a singleton ♠ must: bid 1NT with 12-14 HCP (over a possible 2♦ FG bid by partner, he will bid 3♥, showing this exact distribution), or bid 2♥ = with 15+ HCP;

Example:

1♣ - 1♠

1NT - 2♦

3♥ = 1444

b) 54 IN THE MINORS: after the response of 1♥ or 1♠ opener with 54 in the minors 22 may rebid 1NT. In this case, over a 2♦ FG bid by partner, he will bid the 4-card minor, showing exactly 5422).

Examples:

1♣ - 1♥

1NT - 2♦

3♦ = 2245

1♦ - 1♥

1NT - 2♦

3♣ = 2254

1♣ - 1♠

1NT - 2♦

3♦ = 2245

1♦ - 1♠

1NT - 2♦

3♣ = 2254

Exceptionally, with 54 in the minors and a singleton ♥ (3145 or 3154), opener, in his 2nd bid, over a 1♥ response, may bid 1NT. In this case, over an eventual 2♦ FG bid by

partner, he will bid 2♠, showing precisely 3145, if the opening was 1♣, or 3154, if it was 1♦.

Examples:

1♣ - 1♥	1♦ - 1♥
1NT - 2♦	1NT - 2♦
2♠ = 3145	2♠ = 3154

c) 3-CARD SUPPORT: Opener, in his 2nd bid, must avoid supporting partner with 3 cards, almost always preferring to bid 1NT (even with 5332 and a small doubleton). Only in 5431 hands without a good 2nd bid is it acceptable to support with three cards. Consequently, if responder has only 4 cards in his major suit, he must be cautious in selecting a game. He must bid 2NT, over which opener will bid a new (4-card) suit to show 3-card support, any other rebid showing 4 cards in the major. IMPORTANT: after support, new suit by responder = SI guaranteeing 5 cards in the supported major.

Examples:

1♣ - 1♥ - 2♥ - 2NT

Opener:

- .. 3♣ = 5♣ and 4♥ min;
- .. 3♦ = 3 card support (1♠3♥4♦5♣);
- .. 3♥ = min with 4♥;
- .. 3♠ = max with three-suiter and singleton ♦;
- .. 3NT = max 4♥333;
- .. 4♣ = 5♣ and 4♥ max;
- .. 4♥ = max with 4♣ e 4♥;
- .. 4♦ = splinter, max.

1♦ - 1♠ - 2♠ - 2NT

Opener:

- .. 3♣ = 3 card support (3154);
- .. 3♦ = 5♦ 4♠ min;
- .. 3♥ = 4 card support (3451);
- .. 3♠ = min;
- .. 3NT = max 4♠333;
- .. 4♣ = splinter, max
- .. 4♦ = 5♦ 4♠ max;
- .. 4♠ = max with 4♦ 4♠;

Development after 2♣ -> forces 2♦

Over 2♦, responder:

- .. Passes, with ♦ sign-off;
- .. Rebids the major suit with 5 cards;
- .. Jump rebids the major with 6 cards;
- .. Bids 2♥ having bid 1♠ with 5♠+ 4♥;
- .. Bids 2♠ having bid 1♥ with 6♥5♠;
- .. Bids 3♥ having bid 1♠ with 5♠5♥;
- .. Supports the minor with 5 in the major and 4+ in the minor;
- .. Bids the other minor with 55 in his suits;
- .. Bids 2NT with a regular hand;

Development after 2♦ = FG

After 2♦, opener's order of priorities is:

- .. Discloses a singleton (cf. Note "a");
- .. Discloses 54 in the minors (cf. Note "b");
- .. Shows 4 cards in ♥;
- .. Supports responder with 3 cards;
- .. Rebids his suit;
- .. Bids 2NT;

Development after 2NT which forces 3♣

After 3♣, responder:

- .. Passes with ♣ sign-off;
- .. Bids 3♦ with 5major-5♦;
- .. Rebids the major with 5major-5♣;
- .. Bids the other major with 5♠5♥ or 6♥5♠ and slam interest;

1♣/♦ - 1X - 2NT:

If the reply was 1♦, the auction proceeds naturally, that is:

- 3♣ = natural with 4⁺♣;
- 3♦ = 5♦ with slam interest
- 3♥/♠ = 4♥/♠ 12+ HCP;
- 3NT = to play;
- 4♣ = 5♦+5♣;

If the reply was 1♥: 3♣ ART (either ♦ or a ♥ one-suiter); others = transfer; 3NT and beyond = natural:

- 3♣ = forces 3♦ by opener;
- 3♦ transfer = 5⁺♥, may have 4♣ or 4♠ (opener: 3♥ = with 3♥; 3♠ = with 4♠ and without 3♥; 3NT = without 3♥ and without 4♠);
- 3♥ transfer = 4♠+4♥ (over 3NT by opener: 4♣ = 4414; 4♦ = 4441);
- 3♠ transfer = 4⁺♣. DENIES 5♥;
- 3NT = to play
- 4♣/♦ = 5♥+5♣/♦
- 4♥ = to play

If the reply was 1♠: 3♣ ART (either ♦ or a ♠ one-suiter); others = transfer; 3NT and beyond: natural:

- 3♣ = forces 3♦ by opener
- 3♦ = 5⁺♠+4⁺♥;
- 3♥ = 5⁺♠, may have 4♣ (opener: 3♠ = with 3♠; 3NT = without 3♠);
- 3♠ = 4⁺♣. DENIES 5♠;
- 3NT = to play
- 4♣/♦ = 5♠+5♣/♦
- 4♥ = 5♠+5♥ without slam interest;
- 4♠ = to play

Development after 3♣ forcing 3♦ by opener:

If the first response was 1♥:

- Pass: sign-off in ♦;
- 3♥ = sign-off;
- 3♠ = ART 5♥+4♦;
- 3NT = 4♥+4♦ 12/13 HCP;
- 4♦ = 4♥+5♦;
- 4♥ = one-suiter, 6⁺♥, INV to slam;

If the first response was 1♠:

- Pass: sign-off in ♦;
- 3♥ = ART 5♠+4♦;
- 3♠ = sign-off;
- 3NT = 4♠ + 4♦ 12/13 HCP;
- 4♦ = 4♠+5♦;
- 4♠ = one-suiter, 6⁺♠, INV to slam;

1♥/1♠ - 2NT = FG or INV with 4-card support

2nd bid by opener:

- .. 3♣ = ART FG with a one-suiter;
- .. Rebid the major = 5332 min, NF;
- .. 3 in a new suit, except 3♣ = natural FG
- .. 3NT = 4+♣ 14+ points, FG;
- .. 4♣/4♦ = 5♥(+)-5♣/♦(+) 12-13, with concentration in the long suits;
- .. 4♥ after 1♠ opening = 5♠(+)- 5♥(+) 12-13 with concentration in the long suits;
- .. Game = min;

2nd bid by responder:

with INV hand:

- .. Pass over opener's rebid of his suit;
- .. Bid game over other rebids by opener;

with minimum game hands (12-13 HCP):

- .. Bid game over opener's rebid of his suit;
- .. Bid the trump suit in the lowest possible level over 3♣ or 3♦;
- .. Bid 3NT with 4-card support for opener's second suit;

With 14+ HCP:

- .. Bid game over opener's rebid of his suit;
- .. Bid 3♦ over 3♣, asking;
- .. Support opener's second suit, with 4 cards;
- .. Cue-bid without 4-card support for opener's second suit;

Development after 3♣ (one-suiter max)

Responder, with 14+ HCP, bids 3♦, and opener:

- .. rebids his suit without any singleton;
- .. bids 3NT with 5332;
- .. bids a new suit = singleton;

ASPTRO – interference over 1NT by the opponents

Meanings:

2♣ = 4⁺♥ and another suit.

2♦ = 4⁺♠ and another suit.

Shows at least 5-4 or 4441 with a major singleton.

Comments:

a) With two-suiters ♥♣, ♠♣ or ♠♦, and a long minor, one must be careful since the bidding will reach the 3-level. The hand must be strong or the suit must be 6-cards long;

b) With two-suiters ♥♠ one must bid them in canapé fashion, that is: with 5♥+4♠ bid 2♦; with 5♠+4♥ bid 2♣; with 5♠+5♥ bid 2♣;

Development:

Responder:

.. After a pass by third hand:

.. next-ranking suit (at least 2 cards in this suit) = asks for the long suit (overcaller: Pass = the long suit is the suit just bid; rebids the major = 5 in the major; 2NT = three-suiter with both minors; New suit = longest suit)

.. 2♥/♠ (support) = to play, at least 3-card support usually;

.. 2NT = INV to game with 3-card support;

.. 3♥/♠ (jump support) = INV to game with 4 trumps;

.. 3♣ over 2♣ or 3♦ over 2♦ = FG (overcaller shows the long suit or bids 3NT with a three-suiter);

.. New suit = natural NF;

.. 4♥/♠ (support) = to play;

.. over Double by third hand:

.. Pass = with at least 3 cards in the suit just doubled (♣ or ♦) and without 4 cards in overcaller's major (♥ or ♠);

.. next-ranking suit (at least 2 cards in the bid suit) = asks for the long suit, without 3 cards in the suit just doubled (♣ or ♦) or 4 cards in overcaller's major (♥ or ♠);

.. Redouble = INV to game with 3 trumps;

.. 2♥/♠ (support) = with 4 trumps and a weak hand;

.. 3♥/♠ (jump support) = INV to game with 4 trumps;

.. 3♣ over 2♣ or 3♦ over 2♦ = FG (overcaller shows the long suit or bids 3NT with a three-suiter);

.. New suit = natural NF;

.. 4♥/♠ (support) = to play;

.. over a suit bid by third hand

.. Double = asks for the longer suit;

.. 2NT = INV with 3 trumps;
.. 2♥/♠ (support) = to play;
.. 3♥/♠ (support) = INV with 4 trumps;
.. cue-bid = FG;

2NT LEBENSOHL

Meaning: 2NT, as a response to an informative Double by partner of a weak 2♥/♠ opening, asks partner to bid 3♣ so that responder can:

- a) show a weak hand, passing in 3♣ (with ♣) or bidding a suit at the 3-level;
- b) invite to game in 3♠, with 4 cards in ♠, when the opening was 2♥;
- c) show 4 cards in the other major and a stopper, by bidding 3NT over 3♣;
- d) force to game, with one or both minors, through a cue-bid over 3♣;
- e) to invite a slam with a long suit, by bidding 4 in the long suit over 3♣;

Comments:

- a) jumps to 3♠, 4♣/♦ are INV;
- b) the direct cue-bid (without going through 2NT) shows 4 cards in the other major but denies a stopper;
- c) opener with a very strong hand, 18+ HCP, should not bid 3♣ over 2NT;
- d) over an informative double by 4th hand (reopening position) there is no LEBENSOHL. The 2NT bid is thus natural.

Examples:

(2♥) Double (P) ?

2♠ = natural, weak hand;
2NT = forces 3♣
3♣/♦ = natural INV
3♥ = 4♠ without stopper
in ♥;
3♠ = INV with 5 cards;
3NT = to play;
4♣/♦ = natural INV;
4♠ = to play;

(2♠) Double (P) ?

2NT = forces 3♣
3♣/♦/♥ = natural INV
3♠ = 4♥ without stopper in
♠;
3NT = to play;
4♣/♦ = natural INV;
4♥ = to play;

(2♥) Double (P) 2NT

(P) 3♣ (P) ?

Pass = long in ♣;
3♦ = sign-off;
3♥ = 1/2 minors FG;
3♠ = INV with 4 cards;
3NT = 4♠ with stopper
4♣/♦/♠ = natural SI;

(2♠) Double (P) 2NT

(P) 3♣ (P) ?

Pass = long in ♣;
3♦/♥ = sign-off;
3♠ = 1/2 minors FG;
3NT = 4♥ with a stopper;
4♣/♦/♥ = natural SI;

SPLINTERS

After the 1♣/♦ openings: the only SPLINTER is in the suit of an opponent's overcall; without interference, there is no SPLINTER;

After the 1♥/♠ openings: SPLINTERS may be shown via 3NT (singleton in the other major), 4♣/♦ and short hands in the 8-10 HCP range, usually with 5 trumps; raises to the game level are usually weaker hands;

In FG sequences (1♣-2♣, 1♦-2♦, 1♦-2♣ and others): SPLINTER shows a min;

In non-FG sequences (1♥/♠ - 2♣/♦ and others): SPLINTER shows a max;

After partner's overcall: the bids of 4♣/♦ show a good 5-card suit and support, fit-showing.

SPECIAL SEQUENCES II

(updated in May 25th 2007)

- **1♣/♦ Openings**

- Jump Responses

- 2♦/1♣ = INV with support;

- 3♣/1♦ = INV with support

- 2♥ = 5♥+5♠ 6-9 HCP (2NT asks for singleton)

- 2♠ = INV in the other minor

- 1♣ - 1♦ - 2♠ (♦ or ♠)

- 2NT or 3♣ asks: 3♦ = ♦; others = ♠

- Two relays (except 1♦ - 1♠ - 2♦) after opener's rebid

- Responder's rebid of his suit is never a relay

- GAWRYS

- 1♦ - 1♠ - 2♣ - ?

- 2♦ = weak

- 2♥ forces to 2♠ (♠sign-off or FG)

- Others = natural INV

- 1minor – 1major

- 4 minor = 64, singleton in the other minor

- 4 major = 64, singleton in the other major

- 1♣ - 1♥

- 3♦ = 4-card support in a three-suiter (4441 or 5440)

- 3♠ = 4-card support, regular or with 5 in the opening suit and a singleton.

- 4♦ = 4-card support and a void with 6 cards in the opening suit

- 1♣ - 1♠

- 3♦ = 4-card support in a three-suiter (4441 or 5440)

- 3♥ = 4-card support, regular or with 5 in the opening suit and a singleton

- 4♦/♥ = 4-card support and a void with 6 cards in the opening suit

- 1♦ - 1♥

- 3♠ = 4-card support (regular or with a singleton)

- 4♣ = 4-card support and a void with 6 cards in the opening suit

- 1♦ - 1♠

- 3♥ = 4-card support (regular or with a singleton)

- 4♣/♥ = 4-card support and a void with 6 cards in the opening suit

- After opener jumps to 2NT
 After a response of 1♦
 Natural follow-ups
 After a response of 1♥/♠
 TRANSFERS (3♣ forces opener to bid 3♦; other bids allow opener to react)
 WATCH OUT: 1♣/♦ - 1♥ - 2NT - 3♥ = 4♥+4♠
- 1♦ - 2♣ - 2NT = three-suiter with singleton ♣ or strong regular hand
 3♣ asks: 3♦ = three-suiter (3♥ asks: 3♠ = 12-14; 3NT = 15-17; 4♣ = 18-20)
 3♥/♠/ST = natural with strong regular hand
- 1♦ - 2♣ - 3NT = 4♦ 333 12-14 HCP
- Over DOUBLE → TRANSFERS
 PASS followed by DOUBLE = penalty (except if the opponents have raised the suit);
 PASS followed by cue-bid = INV without stopper
 PASS followed by ST = 10-11 with stopper
- After a 1NT OVERCALL
 2♣ asks for a major
- After Preempts at the 3 level
 Support at the 4-level = FG
- 1♣/♦ (1♠) Db (2♠)
 DOUBLE = 15+ HCP
 2NT = 4♥ 15+ HCP
 3♣/♦/♥ = competitive
 3♠ = 18-20HCP with 4♥ and singleton ♠
 4♣/♦ (rebid) = 6♣/♦+4♥ singleton minor,
 4♥ = 6♣/♦+4♥ singleton ♠

1♥/♠ Openings

- Sequence 1♥/♠ - 2♣ (cf. SPECIAL SEQUENCES)
- 1♥ - 1NT – 2NT may be INV (15-17 HCP) with 4♠ or FG
- 1♥ - 2♦ - 3♦ - ?
 - 3♥ = Hx
 - 3♠ = stopper or very strong hand
 - 3NT = to play
 - 4♣ = ♥ support, SI (with or without ♣ control)
 - 4♦ = RKCB
 - 4♥ = ♥ support, min
- After DOUBLE → TRANSFERS
- After an OVERCALL of 1♠
 - 2NT = INV or better with 4-card support (system-on)
 - 3NT = 4♥ hand with 2 defensive tricks
- After an OVERCALL of 2♣/♦
 - 2NT = INV or better with 4-card support (system-on)
 - 3NT = 4♥/♠ hand with 2 defensive tricks
- After an OVERCALL of 2 in a major: 1♠ - (2♥) or 1♥ - (2♠)
 - 2NT = ♣ suit with a stopper or support
 - 3♣ = ♦
 - transfer to the opponent's suit = support INV or better
 - cue-bid = ♣ suit without stopper or support
 - 3NT = 4♥/♠ hand with 2 defensive tricks
- After an OVERCALL of 1NT
 - Transfers (suit below the opening suit = good support, 8-10 HCP)
 - Simple support = 5-7 HCP
 - others = natural
 - jumps in a suit = fit-showing (4-card support)
- After an OVERCALL of 2NT (♣+♦)
 - DOUBLE = penalty;
 - PASS followed by DOUBLE = penalty
 - 3♣ = INV support or better
 - 3♦ = INV in the other major
 - support = natural
 - 3 in the other major = FG

- After Preempts at the 3-level

4♣ = good hand for 4♥/♠ without control in the opponent's suit

4♦ = good hand for 4♥/♠ with a control in the opponent's suit

- **1NT Opening**

- Responses at the 4-level → TRANSFERS

- 1NT - 4♠ RKCB for ♣

- 1NT - 2♦ - 2♥ - 2♠ (two-suiter INV ♥ and any other suit)

2NT asks:

3♣ = ♥+♣;

3♦ = ♥+♦;

3♥ = ♥+♠

- 1NT - 2♣ - 2♦

4♣/♦ = 5♠+5♥ singleton ♣/♦ SI;

4♥ = RKCB for ♣;

4♠ = RKCB for ♦

- 1NT - 2♣ - 2♦ - 3♣

3♦ = 4♦;

3♥/♠ = tripleton;

3NT = 4♣

- 1NT - 2♣ - 2♥ - 3♣

3♦ = 4♦;

3♥ = 4♣;

3NT = 4333

- 1NT - 2♣ - 2♠ - 3♣

3♦ = 4♦;

3♥ = 4♣;

3NT = 4333

- 1NT - 2♣ - 2NT - 3♣ (asks tripleton)

3♦ = 3♦

3♥ = 3♣

- 1NT - 2♣ - 3♣ - 3♠ (asks tripleton)

3NT = 3♦

4♣ = 3♣

After these bids:

4ST = INV;

4♥ = RKCB (3-card suit)

- With 5♠+5♥

If only interested in a GAME: bid 2♥ then 3♥

If SI: STAYMAN and then jump in the singleton

- Other two-suiters 55
 - If interested in GAME: begin with a transfer to the minor
 - If SI: begin with the transfer to the major
 - With 6♠+4♥ or 6♥+4♠
 - If GAME only: STAYMAN, SMOLEN (over 2♦) and retransfer (if the opener bids 3NT)
 - If SI: STAYMAN, SMOLEN (over 2♦) and 4♣ (if opener bids 3NT)
 - After DOUBLE (strong, one-suiter or two-suiter)
 - REDOUBLE = forces 2♣ (sign-off ♣/♦ or SOS)
 - Others = system-on
 - After an OVERCALL
 - TRANSFERS from 2NT up
 - Cue-bid = other major with a stopper
 - Other major at the 3-level = 4441
- After 2♣ LANDY (♥+♠)
- 3♥/♠ = 54 in the minors and singleton
 - 3♦ = at least 44 in the minors without singleton FG

2NT Opening

Responses at the 4-level → TRANSFERS

- 2NT - 4♠ RKCB for ♣

- With 5♠+5♥

If GAME only: bid 3♥ and then 4♥

If SI: bid 3♦ and, over 3♥, bid 3♠

- With 6♥ or 6♠

If GAME only: transfer in 4♦/♥

If SI: transfer in 3♦/♥

- After TRANSFERS in 3♦ or 3♥:

2NT 3♦ 3♥ ? 3♠ = 5♠+5♥ SI 3NT = to play 4♣/♦ = natural SI 4♥ = one-suiter SI (without SI bid 4♦ directly)	2NT 3♥ 3♠ ? 3NT = to play 4♣/♦ = natural SI 4♥ = 5♠+5♥ GAME 4♠ = one-suiter SI; (without SI bid 4♥ directly)
2NT 3♦ 3NT ? 4♣ = natural SI 4♦ = retransfer 4♠ = naipe de ♦ SI 4ST = INV with 5332	2NT 3♥ 3NT ? 4♣ = natural SI 4♦ = natural SI 4♥ = retransfer 4ST = INV with 5332

INTERFERING WITH TWO-SUITERS

- After 1♣/♦

Cue-bid = 5♠+5♥

2NT = the lowest suits

- After 1♥/♠

Cue-bid = 5 in the major + 5 in a minor

2NT = 5♣+5♦

- After 1NT

2♣ = ♥ and another

2♦ = ♠ and another

2NT = ♣+♦

- After Strong 1♣ or 2♣

Double = ♣ + major

ST at the level = two-suiter without ♣

ST in a jump = ♣+♦

- After weak 2♦

3♦ = ♥+♠

4♣ = ♣+♥

4♦ = ♣+♠

- After 2♦ MULTI

4♣ = ♣+♦

- After weak 2♥

3♥ = ♠+♣

4♣ = ♣+♦

4♦ = ♦+♠

- After weak 2♠

3♠ = ♥+♣

4♣ = ♣+♦

4♦ = ♦+♥

- Sobre 3♣/♦ barragem

4♣ = ♦+major

4♦ = ♥+♠

- Sobre 3NT GAMBLING

4♣ = ♥+♠

4♦ = ♦+ major