

Bridgeclub Nürnberg Gesellschaft Museum
Die Bridgeabteilung der Gesellschaft Museum e.V.
<https://gesellschaft-museum.de/bridge/>



Bietsystem

Museum Treff

System description**1♣**

- 1♣
- any strong N with 15-20 hcps, even with D longer than C, i.e. 2-5 C and 2-4 D are possible
 - normal opening hand with long C
 - gameforcing in C
 - 24-26 hcps N (5 card major possible)
 - 4414 (any strength)
 - 1444, 4144 with 18+ hcps

1♣--1♦

- 1♣--1♦
- 0-5 hcps, (nearly) any distribution
 - 10-12 hcps flat, less than 4 C, normally no 4 card major

1♣--1♦--1♥

may be a strong N (15+ hcps), shows at least 4 C

--1♠	4 S
--1N	4/5 hcps
--2♣	3+ C
--2♦	5+ D
--2♥	4+ H
--2N	10-12 hcps
--3♣	4+ C
--2♠,3♦	transfer splinter in D, S with 4+ H

1♣--1♦--1♠

may be a strong N (15+ hcps), shows at least 4 C

1♣--1♦--1N

N with 15-20 hcps (N hands (15-17 hcps) with 4 C and 4 H/S should bid 1♥/1♠)

--2♣	stayman
--*--3♣,3♦	· · · weak, to play
--2♦,2♥	transfer
--2♠	transfer, invitational in C
--2N	· maximum
--3♣	transfer, invitational in D

1♣--1♦--2♣

6+ C or 5 C + 4 D

--2♦,2♥,2♠	long and weak
--2N	10-12 hcps
--3♣	4 (3) card support
--3♦,3♥,3♠	H, S, D transfer splinter

1♣--1♦--2♦

gameforcing in C, answers natural (no second negative)

1♣--1♦--2mj

56, invitational

1♣--1♦--2N

24-26 hcps N (5 card major possible), partner uses mod. puppet stayman and transfers

1♣--1♦--3♣

6+ C, good suit, non-forcing

1♣--1♥

1♣--1♥

6+ hcps, at least 4 H

1♣--1♥--1♠

1 round forcing

1♣--1♥--1N

N with 15-17 hcps

--2♣	relay with either: <ul style="list-style-type: none"> ▫ 5 H invitational ▫ 44 in the majors weak ▫ 44 in the majors invitational ▫ 4 H + 5(6) card minor, weak ▫ 5 H gameforcing <ul style="list-style-type: none"> · not 4 S, not 3 H · · invitational with 5 H · · 44 in the majors, weak · · 44 in the majors, invitational · · gameforcing with 5 H · 3 H, not 4 S · 4 S, 3 H possible · · invitational with 5 H · · gameforcing with 5 H
--2♦	<ul style="list-style-type: none"> · · · 5(6) card suit weak
--2♥	
--2♠	
--2N	
--3N	
--2♥	
--2♠	
--2N	
--3N	
--2♣--*-3♣/3♦	
--2♦	gameforcing relay, further bidding is natural
--2♥	· 3 H, 4 S possible
--2N	· · waiting
--2♠	· 4 S, not 3 H
--2N	· · waiting
--2N	· 3244
--3♣	· 3235
--3♦	· 2245
--2♥	to play
--3♣,3♦	55, invitational
--3♥	6 card suit, slam interest

1♣--1♥--2♠

5+ C

--2♦	one round forcing
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1♣--1♥--2♦

▫ any gameforcing hand

▫ 18-20 N with 3 H and possibly 4 S

--2♥	6-8 hcps, any distribution <ul style="list-style-type: none"> · 4 S and 4+ C (can be 4144) · waiting bid with 3 H, 24-26 N or 18-20 N with 4 S and 3 H · 3♣ = 4/4 in OF · gameforcing in C · 5+ C, 4 D · 4 H and 4+ C (can be 1444 or 4414) · 18-20 N, 3 H, no 4 card S suit · keycard · 18-20 N with 4 H
--2♠	
--2N	
--3♣	
--3♦	
--3♥	
--3N	
--4♣	
--4♥	

--2♠ --2N --3♣ --3♥ --3♣ --3♦ --3♥ --3♠ --3N --4♠	9+ hcps, 4+4+ in the majors · any hand with 3 H or 24-26 N · · 3 C, 5 H possible · · 5 H, not 3 C · 6+ C · 5+ C, 4 D · 4+ C and 4 H (may be 1444 or 4414) · 4 S with 20+ or 4144 · 18-20 N with 3 H, no 4 card S suit · 4 S with 18/19 pts
--2N --3♣,3♦,3♥,3♠	□ 4 H + 4 D, balanced with 9+ hcps □ 5 H balanced with 9+ hcps □ 5 H + 4 D with 9+ hcps □ 3433 with 12+ hcps · natural
--3♣ --3N --4♥	5 H + 4 C, 9+ hcps · no H support, minimum hand · 18-20 N with 3 H
--3♦ --3♥ --3♠,4♣ --3N	4+ H and 5 D, 9-11 hcps · 3 H · natural · misfit
--3♥ --3♠,4♣,4♦ --3N	6 H, 9+ hcps · natural · misfit
--3N	3433, 9-11 hcps

1♣--1♥--2♥

may have only 3 card support (partner uses modified Romex now)

1♣--1♥--2♠,3♦

mini transfer splinter in D, S

1♣--1♥--2N

N with 18-20 hcps, doubleton H

--3♣ --3♦ --3♥ --3♠ --3N	asks · 4 D + 4 S · 5+ C · 4 S + 4 C · 44 in the minors
--3♦ --4♣ --4♦	45 or 55, slam interest or very distributional · cuebid · keycard
--3♥ --3N	6+ H, slam interest · minimum
--3♠	56

1♣--1♥--4♣

15+ pts, 45 or 46 with a good C suit

1♣--1♥--4♥

5 loser, less than 15 hcps, distributional hand (strong hands are shown with splinter or 2♦)

1♣--1♠

1♣--1♠

6+ hcps, at least 4 S

1♣--1♠--1N

N with 15-17 hcps

--2♣ --2♦ --2♥ --2♠ --2N --3N --2♥ --3N --2♠	relay with either: <ul style="list-style-type: none"> ▫ 5 S invitational ▫ 5 S + 4 H weak ▫ 5 S + 4 H invitational ▫ 4 S + 5(6) card minor, weak ▫ 5 S gameforcing <ul style="list-style-type: none"> · not 3 S, not 4 H · · weak with 5 S + 4 H with · · invitational with 5 S · · invitational with 5 S and 4 H · · gameforcing with 5 S · 4 H, 3 S possible · · gameforcing with 5 S · 3 S, not 4 H
--2♦ --2♥ --2♠ --2N --3♣ --3♦ --3♥	gameforcing relay, further bidding is natural <ul style="list-style-type: none"> · 4 H · 3 S, not 4 H · 2344 · 2335 · 2245 · 2425
--2♥	5 S + 5 H weak
--2♠	to play
--3♥	invitational with 5 S and 5 H
--3♠	slam interest

1♣--1♠--2♣

5+ C

--2♦,2♥	one round forcing
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1♣--1♠--2♦

any gameforcing hand

--2♥ --2♠ --2N --3♣ --3♦ --3♥ --3N --4♣ --4♠	6-8 hcps, any distribution <ul style="list-style-type: none"> · 4 S and 4+ C (can be 4144) · waiting bid with 3 S, 24-26 N or 18-20 N with 3 S and 4 H · gameforcing in C <ul style="list-style-type: none"> · 5+ C, 4 D · 4 H and 4+ C (can be 1444 or 4414) · 18-20 N, 3 S, no 4 card H suit · keycard · 18-20 with 4 S
--2♠	9+ hcps, 6 S
--2N --3♣,3♦,3♥,3♠	<ul style="list-style-type: none"> ▫ 4 S + 4 D, balanced with 9+ hcps ▫ 5 S balanced with 9+ hcps ▫ 5 S + 4 D with 9+ hcps ▫ 4333 with 12+ hcps · natural
--3♣ --3N --4♠	5 S + 4 C, 9+ hcps <ul style="list-style-type: none"> · no S support, minimum hand · 18-20 N with 3 S

--3♦ --3♠ --3♥,4♣ --3N	4+ S and 5 D, 9-11 hcps · 3 S · natural · misfit
--3♥	5 S + 4 H, 9+ hcps
--3N	4333 with 9-11 hcps

1♣--1♠--2♥ 5 C + 4 H, one round forcing

--2♠,2N,3♣ --3♦ --3♥ --3♠	weak forcing forcing 6 card suit, forcing
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1♣--1♠--2♠ *may have only 3 card support (partner uses modified Romex now)*

1♣--1♠--2N *N with 18-20 hcps, doubleton S*

--3♣ --3♦ --3♥ --3♠ --3N	asks · 4 D + 4 H · 4 H + 4 C · 5+ C · 44 in the minors
--3♦ --4♣ --4♦	45 or 55, slam interest or very distributional · cuebid · keycard
--3♥	natural, 55 in the majors
--3♠ --3N	6+ S, slam interest · minimum
--4♥	65 weak

1♣--1♠--3♦,3♥ *mini transfer splinter in H, D*

1♣--1N

1♣--1N 6-9 hcps, long minor is possible

1♣--1N--2♦ *gameforcing relay*

--2♥ --2N --3mn	at least 45 in the minors, C longer · waiting bid (24-26 N) · asking for cuebid
--2♠ --2N --3mn	at least 54 in the minors · waiting bid (24-26 N) · asking for cuebid
--2N	44 in the minors
--3♥,3♠	S,H transfer splinter with 6 D
--3mn	5+ card suit
--3N	3343 or 3334

1♣--1N--2♥,2♠,3♦

65, non-forcing

1♣--1N--3♣

invitational

1♣--2♣

1♣--2♣

9+ hcps, at least 4 C, 4 card major possible, long D possible

1♣--2♣--2♦

strong N with 15+ hcps, at most 3 C

--2♥	relay with 9-11 hcps, further bidding is natural
--2♠	· 4 S
--2N	· waiting, may have 4 card major
--3♦	· 4 D
--3♥	· 4 H
--3N	· to play
--2♠	4 S, 12+ hcps
--2N	12+ hcps, no 4 card major
--3♣	5+ C, 12+ hcps, not 4 S
--3♦	4+ D, 12+ hcps, not 5 C, not 4 S
--3♥	4 H, 12+ hcps, balanced
--3♠,4♦,4♥	6 C, transfer splinter in D, H and S

1♣--2♣--2♥

gameforcing with 4+ C

--2♠	9-11 hcps, further bidding is natural
--2N	12+ hcps, balanced, may have 4 card major, scattered values
--3♣	12+ hcps, 5+ C
--3♦	12+ hcps, 4+ D, not 5 C
--3♥	12+ hcps, 4 H, balanced
--3♠	12+ hcps, 4 S, balanced

1♣--2♣--2♠

5 C + 4 S or 4414, minimum

--2N	4 H, non-forcing, (Schröder 2N)
--3♣	minimum
--3♦	general forcing or D values
--3♥	forcing with 4 H
--3♠	invitational
--3N	to play

1♣--2♣--2N

5 C + 4 H, minimum (Schröder 2N)

--3♣	minimum
--3♦	general forcing or D values
--3♠	· half stopper
--4♠	· splinter, 1435
--3♥	invitational
--3♠	forcing with values
--3N	to play

1♣-2♣-3♣

minimum with 6 C or 5 C + 4 D

1♣-2♣-3♦,3♥,3♠

*H,S,D transfer splinter, gameforcing, 6+ C or 5 C and 4 D,
no 4 card major*

1♣-2♣-3N

15-17 N, with 4 C, no 4 card major, stopper in all suits, bad C suit

1♣-2♦

1♣-2♦

gameforcing in D, 4 card major possible

1♣-2♦-2♥

any good hand with 15/16+ pts

--2♠	12-14 hcps, further bidding is natural
--2N	semi-balanced with 15+ pts, further bidding is natural
--3♣	unbalanced, 3 C, 4 card major possible, 15+ pts, next bids natural
--3♦	unbalanced, 6+ D, 4 card major possible, 15+ pts, next bids natural
--3♥	5 D + 4 H, less than 3 C, 15+ pts
--3♠	5 D + 4 S, less than 3 C, 15+ pts
--3N	3352 , 15-17 pts

1♣-2♦-2♠

5 C + 4 S or 4414, weak

--2N	4 H (Schrödel 2N)
--3♣	3 C
--3♦	6+ D, less than 3 C
--3♥	fourth suit forcing

1♣-2♦-2N

5 C + 4 H, weak (Schrödel 2N)

--3♣	3 C
--3♦	6+ D

1♣-2♦-3♣

6 C, weak, less than 3 D, no 4 card major

--3♦	6+ D
--3♥,3♠	stopper

1♣-2♦-3♦

3 D + 6 C or 5 C + 4 D weak

--4♦	keycard
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1♣-2♦-3♥,3♠

S,H transfer splinter for D

1♣-2♦-3N

15-17 hcps, xxx or worse in D, no 4 card major

1♣--2mj

1♣--2♥

5 S + 4 H, 6-9 pts

--2♠	to play
--3♥,3♠	invitational
--2N	invitational (to 3N)

1♣--2♠

6 D, invitational

--2N	invitational (to 3N)
--3♣,3♦	weak, to play

1♣--♣ preempts

1♣--2N

preemptive, 0-5 hcps, normally no 4 card major, at least 5 C, vulnerable with at least 1 honor

1♣--3♣

preemptive, 6-8(9) hcps, normally no 4 card major, at least 5 C

1♣--3 level and above

1♣--3♦,3♥,3♠

long suit, weak, 7 card suit, less than 6 hcps

1♣--3N

12-14 hcps, 3343, 3334

--4♣	keycard
--4N	quantitative

1♣--4♥,4♠

to play

1♦

- 1♦
 - unbalanced hand with at least 5 D (up to semiforcing)
 - 4441, 1444 or 4144, up to 17 hcps (or a bit more with a singleton honor)
 - strong N, (5332 or 6322) with 15-20 hcps

1♦--1♥

1♦--1♥ at least 4 H, 6+ pts

1♦--1♥--1N *5332 or 6322 distribution, 15-17 hcps*

--2♣	asks about 3 H
--2♦	· 3253, 2263, 3262
--p	· weak with D support
--2♥	· invitational with 5 H
--2N	· gameforcing relay, further bidding is natural
--3♣	· 4(5) H and 5 C, weak
--3♦	· invitational
--3♥	· invitational, 6 card suit
--3N	· to play
--4♦	· keycard
--4♥	· to play
--2♥	· 3 H
--2N	· gameforcing relay, further bidding is natural
--3♦	· invitational
--3♥	· invitational
--3N	· to play
--4♦	· keycard
--4♥	· to play

1♦--1♥--1N

--2♦	to play
--2♥	to play
--2♠	invitational, 6 H + 5 S
--2N	invitational
--3♣	invitational, 5 H + 5 C
--3♦	weak, 4 card support
--3♥	forcing, 6 card suit

1♦--1♥--2♣ *one round forcing*

--3♣	6-9 pts, 4 card support
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1♦--1♥--2♥ *may have only 3 card support (partner uses modified Romex now)*

1♦--1♥--2♠, 3♣ *mini transfer splinter in C, S*

1♦--1♥,1♠--2N

18-20 N with 5 or 6 D

--3♣	asks
--3♦	· 3 H,S + 5 D
--3♥	· 2 H,S + 6 D
--3♠	· 2362 or 3262 respectively
--3N	· 3253 or 2353 respectively
--4♥,4♠	· 18-20 hcps, 4 H or S respectively, D suit not very good

1♦--1♥,1♠--4♦

45 or 46 with a good D suit and strong

1♦--1♥,1♠--4♥,4♠

4 H or S respectively, distributional hand with less than 15 hcps

1♦--1♠

1♦--1♠

at least 4 S, 6+ pts

1♦--1♠--2♣

one round forcing

--2♦--2♥	1444, no additional strength
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1♦--1♠--2♥

one round forcing

--2♠,2N,3♦	weak
--3♥,3♣	forcing

1♦--1♠--1N

5332, 6322 or 2452 distribution, 15-17 hcps

--2♣	asks about 3 S
--2♦	· 2353, 2263, 2362
--2♥	· 2452
--2♠	· 3 S

1♦--1♠--2♠

may have only 3 card support (partner uses modified Romex now)

1♦--1N

1♦--1N

6-8(9) hcps

--2♣	non-forcing
--2♥	any gameforcing
--2♠	non-forcing, 56
--3♣	55, invitational

1♦--2♣

1♦--2♣

4+ C, 9+ hcps

1♦--2♣--2N

15+ N with 3 C or 6 D or 18+ with 3352

--3♣	asks
--3♦	· 3 C + 5 D, step suit asks about min/mid/max
--3♥	· 2 C + 6 D, step suit asks about min/mid/max
--3♠	· 2263
--3N	· 3352 with 18+ hcps

1♦--2♣--3N

15-17 N with 3352

1♦--2♦

1♦--2♦

9+ hcps, at least 4 D

1♦--2♦--2♥

gameforcing

--2♠	relay with 9-11 hcps, further bidding is natural
--2N	12+ hcps, balanced, may have 4 card major
--3♣	12+ hcps, 4+ C
--3♦	12+ hcps, 5+ D
--3♥	12+ hcps, 4 H
--3♠	12+ hcps, 4 S

1♦--2♦--2♠

5 D + 4 S or 4441, minimum

--2N	4 H, non-forcing (Schröder 2N)
--3♣	general forcing or C values
--3♦	minimum
--3♥	forcing with 4 H
--3♠	invitational
--3N	to play

1♦--2♦--2N

5 D + 4 H, minimum (Schröder 2N)

--3♣	general forcing or C values
--3♦	minimum
--3♥	invitational
--3♠	forcing with values
--3N	to play

1♦--2♦--3♣

H transfer splinter

1♦--2♦--3♦

minimum with 6+ D or 5 D + 4 C

1♦--2♦--3♥, 3♠

S,C transfer splinter

1♦--2♦--3N

15-17 N, stopper in all suits, bad D suit

1♦--2mj

1♦--2♥

5 S + 4 H, 6-9 pts

--2♠	to play
--3♥,3♠	invitational
--2N	invitational (to 3N)

1♦--♦ preempt

1♦--2N

preemptive, 0-5 hcps, normally no 4 card major, at least 4 D

1♦--3♦

preemptive, 6-8(9) hcps, normally no 4 card major, at least 4 D

1♦--3 level and above

1♦--3♣,3♥,3♠

long suit, weak

1♦--3N

13-15 hcps, 3325, 3334

1♥

1♥

5 card suit

1♥--1♠

1♥--1♠

4 S, 6+ pts

1♥--1♠--1N

5332 or 6322 N with 15-17 hcps

--2♣	relay with either:
	▫ 5 S invitational
	▫ 2 (3 little H) + 5 S, weak
	▫ long minor (46 or 55), weak
	▫ 5 S gameforcing
--2♦	· 2533
--2♥	· weak with 2 (3) H and 5 S
--2♠	· invitational with 5 S
--2N	· gameforcing relay, further bidding is natural
--2♥	· 6 H, not 3 S, i.e. 2632 or 2623
--2N	· gameforcing relay, further bidding is natural
--2♠	· 3 S, possibly 6 H, i.e. 3523, 3532 or 3622
--2N	· gameforcing relay, further bidding is natural
--2♦	to play, longer D

1♥--1♠--2♣, 2♦

one round forcing

1♥--1♠--2N

18-20 N with 5 or 6 H

--3♣	asks
--3♦	· 3 S + 5 H
--3♥	· 2 S + 6 H
--3♠	· 3622
--3N	· 2533

1♥--1♠--3♣, 3♦

D, C mini transfer splinter

1♥--1N

1♥--1N

6-9- hcps, non-forcing

1♥--1N--2♠

any gameforcing

--3♠	55 in the minors
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1♥--1N--3♣, 3♦

55 invitational

1♥--1N--3♠

56 invitational

1♥--2♣,2♦

1♥--2♣,2♦

at least a 4 card suit, 9+ hcps

1♥--2♣--2♦

one round forcing

1♥--2♣,2♦--2♥

non-forcing

1♥--2♣,2♦--2♠

gameforcing

1♥--2♣--3♣

non-forcing, 4 card support

1♥--2♦--3♦

non-forcing, 4 card support

1♥--2♣--2N

♠15-20 N with 3 C or 6 H or 2524

▫ 18+ hcps with **3532**

--3♣	asks
--3♦	· 3 C + 5 H, step suit asks about min/mid/max
--3♥	· 2 C + 6 H, step suit asks about min/mid/max
--3♠	· 2623
--3N	· 3532 with 18-20 hcps

1♥--2♦--2N

♠15-20 N with 3 D or 6 H or 2542

▫ 18+ hcps with **3523**

--3♣	asks
--3♦	· 3 D + 5 H, step suit asks about min/mid/max
--3♥	· 2 D + 6 H, step suit asks about min/mid/max
--3♠	· 2632
--3N	· 3523 with 18-20 hcps

1♥--2♣--3♦,3♠

S, D transfer splinter

1♥--2♦--3♠,4♣

C, S transfer splinter

1♥--2♣,2♦--3N

15-17 hcps, doubleton C or D respectively

1♥--2♥

1♥--2♥

5-9 pts, (normally) exactly 3 card support

1♥--2♥--2♠,2N,3♣,3♦

mod. Romex

1♥--2♥--3♥

barrage

1♥--mini transfer splinter

1♥--2♠

any mini transfer splinter, 8 loser or slam interest (mini transfer splinter followed by keycard is exclusion keycard)

--2N	asks
--3♣,3♦	· D,S mini transfer splinter (weak or strong)
--3♥	· C mini transfer splinter (weak)
--3N	· C transfer splinter (<=6 loser)
--3♠,4♣,4♦	· exclusion keycard in S,C,D

1♥--balanced raise

1♥--3♣

balanced raise, 4432 or 4522, 7-11 pts (Zeitler raise)

--3♦	asks about strength
--3♥	· 7-9 pts
--else	· 10/11 pts
--3♥	to play

1♥--2N

1♥--2N

- gameforcing with H support
- invitational balanced hand with 3 H, if passed hand

1♥--2N--3♣

minimum

--3♦	asks about single and 5 card suits
--3♥	· S single
--3♠	· C single
--3N	· D single
--4♣,4♦	· 55 with a decent side suit (headed by QJ, KT or better)
--4♥	· minimum
--3♥	invitational hand, if passed hand else asking for cuebid
--3♠,4♣,4♦	natural, good suit, slam interest
--3N	3 H, up to 17 pts

1♥--2N--3♦

strong N, 6322 or 5422 with 15+ hcps

--3♥	asks
--3♠	· 4522
--3N	· strong N (5332) -> 4♣ = BW
--4♣,4♦	· 2524 or 2542 respectively
--4♥	· 6 H
--3♠,4♣,4♦	natural, good suit, slam interest
--3N	3 H, 14/15 pts

1♥--2N--3♥

S single, 15+ pts

1♥--2N--3♠

C single, 15+ pts

1♥--2N--3N

D single, 15+ pts

1♥--2N--4♣,4♦ <=5 loser, decent 5 card minor

1♥--2N--4♥ 2722 weak

1♥--preemptive raises

1♥--3♥ 0-6 pts, 4 card support

1♥--4♥ 5 card support

1♥--strong raises with 4 card support

1♥--3N 4 card support, no single, 12-14 hcps, opener uses mixed cuebids now

--4♣	keycard
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1♥--3♠,4♣,4♦ C,D,S transfer splinter, 7 loser

1♠

1♠

5 card suit

1♠--1N

1♠--1N

6-9- hcps, non-forcing

1♠--1N--2♣

any forcing or natural

--2♦ --2♥ --2♠ --2N --3♣ --3♥ --3♦ --3♠	5 card suit · 54, 16/17 pts · S + C (even 55), weak · forcing · 54, 16/17 pts · 55, forcing · invitational · gameforcing
--2♥	5 card suit
--2♠ --3♠	doubleton · invitational
--2N --3♣	singleton or void in S · weak
--3♣ --3♦,3♥	5 card suit · non-forcing

1♠--1N--3♣,3♦,3♥

55 invitational

1♠--2♣,2♦

1♠--2♣,2♦

at least a 4 card suit, 9+ hcps

1♠--2♣--2♦,2♥

one round forcing

1♠--2♦--2♥

one round forcing

1♠--2♣,2♦--2♠

non-forcing

1♠--2♣--3♣

non-forcing, 4 card support

1♠--2♦--3♦

non-forcing, 4 card support

1♠--2♣--2N

♣15-20 N with 3 C or 6 S or 5224
♠18-20 N with 2 C

--3♣ --3♦ --3♥ --3♠ --3N	asks · 3 C + 5 S, step suit asks about min/mid/max · 2 C + 6 S, step suit asks about min/mid/max · 3 C + 6 S · 5332 with 18-20 hcps
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1♠--2♦--2N

♣15-20 N with 3 D or 6 S or 5242

♠18-20 N with 2 D

--3♣ --3♦ --3♥ --3♠ --3N	asks · 3 D + 5 S, step suit asks about min/mid/max · 2 D + 6 S, step suit asks about min/mid/max · 3 D + 6 S · 5323 with 18-20 hcps
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1♠--2♣,2♦--3N

15-17 hcps, doubleton C or D respectively

1♠--2♥

1♠--2♥

5 card suit, 9+ hcps

1♠--2♥--3♥

non-forcing

1♠--2♥--2N

♣15-20 N with 3 H or 6 S or 5422

♠18-20 N with 2 H

--3♣ --3♦ --3♥ --3♠ --3N	asks · 3 H + 5 S, step suit asks about min/mid/max · 2 H + 6 S, step suit asks about min/mid/max · 3 H + 6 S · 5233 with 18-20 hcps
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1♠--2♥--3N

15-17 hcps, doubleton H

1♠--2♠

1♠--2♠

5-9 pts, (normally) exactly 3 card support

1♠--2♠--2N,3♣,3♦,3♥

mod. Romex

1♠--2♠--3♠

barrage

1♠--mini transfer splinter

1♠--3♣

(red) mini transfer splinter in D or H, 8 loser or slam interest

(mini transfer splinter followed by keycard is exclusion keycard)

--3♦ --3♥ --3♠ --3N --4♦,4♥	asks · D mini transfer splinter (weak or strong) · H mini transfer splinter (weak) · H transfer splinter (<=6 loser) · exclusion keycard in D, H
---	--

1♠--3♥

C mini transfer splinter, 8 loser or slam interest

(mini transfer splinter followed by keycard is exclusion keycard)

1♠--balanced raise

1♠--3♦ balanced raise, 4432 or 5422, 7-11 pts (Zeitler raise)

--3♥ --3♠ --else	asks about strength · 7-9 pts · 10/11 pts
--3♠	to play

1♠--2N

1♠--2N
 ▫ gameforcing with S support
 ▫ invitational balanced hand with 3 S, if passed hand

1♠--2N--3♣ *minimum*

--3♦ --3♥,3♠,3N --4♣,4♦,4♥ --4♠	asks about single and 5 card suits · C,D,H single · 55 with a decent side suit (headed by QJ, KT or better) · minimum
--3♥,4♣,4♦	natural, good suit, slam interest
--3♠	invitational hand, if passed hand else asking for cuebid
--3N	3 S, up to 17 pts

1♠--2N--3♦ *strong N, 6322 or 5422 with 15+ hcps*

--3♥ --4♣,4♦,4♥ --3♠ --3N --4♠	asks · 5224, 5242 or 5422 respectively · 6322 · strong N (5332) · 7222, strong
--4♣,4♦,4♥	natural, good suit, slam interest
--3N	3 S, 14/15 pts

1♠--2N--3♥ *C single, 15+ pts*

1♠--2N--3♠ *D single, 15+ pts*

1♠--2N--3N *H single, 15+ pts*

1♠--2N--4♣,4♦,4♥ *<=5 loser, decent 5 card suit*

1♠--2N--4♠ *7222, weak*

1♠--preemptive raises

1♠--3♠ *0-6 pts, 4 card support*

1♠--4♠ *5 card support*

1♠--strong raises

1♠--3N

4 card support, no single, 12-14 hcps, opener uses mixed cuebids now

--4♣	keycard
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1♠--4♣,4♦,4♥

D,H,C transfer splinter, 7 loser

Major suit openings

Raises with 3 card support

0-4 pts	p
5-9 pts	2mj
10-14 pts	new suit
15+ pts	Jacoby 2N

Raises with 4 card support

0-6 pts	3 mj
8-11 pts, unbalanced, 8 loser	mini transfer splinter
7+9 pts, balanced	Zeitler raise
10/11 pts, balanced	Zeitler raise
12-14 hcps, balanced	3N
12-14 pts, unbalanced, 7 loser	transfer splinter
14+ pts	Jacoby 2N
unbalanced, <= 6 loser	mini transfer splinter

Raises with 5 card support

0-6 pts + single	4 mj
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Passed hand Jacoby

p-p-1mj--2N--3♣	minimum
p-p-1mj--2N--4mj	any hand with enough values for game and without slam interest

card major + 4 card minor

mj,mj,mn	shows a real minimum
mj,mn,mj	shows a decent opening hand

Weak N

1N 11+-14 hcps, 4333, 4432, 5332 and 2245

1N--2♣

1N--2♣ modified stayman:

- weak with 2 suits
- weak with a long minor
- invitational with at least one 4 card major
- invitational with a 5 card major
- gameforcing without D values and one 4 card major
- gameforcing with 55 in the majors

1N--2♣--2♦

no 4 card major

--2♥ --2♠	▫ H + S (44, 45 or 54) weak ▫ H + a minor (45) weak · doubleton H
--2♠ --2N --3♣	4 S + 5 card minor, weak · maximum, 2 S · minimum, 2 S
--2N	invitational (normally with at least one 4 card major)
--3♣,3♦	weak (normally a 6 card suit)
--3♥,3♠	invitational with a 5 card suit
--4♥	55 in the majors

1N--2♣--2♥

4 H, 4 S possible

--2♠ --2N --3♣	4 S + 5 card minor, weak · maximum, 2 S · minimum, 2 S
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1N--2mj

1N--2♥,2♠ to play (opener uses Romex now)

1N--invitational bids

1N--2N *invitational*

1N--3mn *invitational, good 6 card suit*

1N--3mj *invitational, 6 card suit*

1N--raise to 4mj

1N--4♣,4♦ *Southfrican Texas, i.e. transfer to H or S respectively*

1N--4♥,4♠ to play

1N--4N

1N--4N quantitative

1N--2♦

1N--2♦

- gameforcing relay (Bär relay)
- p-p-1N-p-2♦ is to play

1N--2♦--2♥

4S (possibly 4H) or 5S

--2♠ --2N --3♣ --3♦ --3♥ --3♠ ,3N --3♥,3♠,3N --3♣,3♦,3♥,3♠ --3N	distribution relay <ul style="list-style-type: none"> · 4 H or 5 S · asks · asks 44 in the majors · asks · 4423, 4432 · 5233, 5323, 5332 · 4234, 4243, 4324, 4342 · 4333
--2N --3♥ --3♠ --3N	asks about majors <ul style="list-style-type: none"> · 4 H · 5 S · any other distribution
--3♣,3♦,3♥	5 card suit
--3♠	asking for cuebid
--3N	to play
--4♣,4♦,4♥	D, H, C transfer splinter with 4 S
--4♠	to play

1N--2♦--2♠

4H, not 4S

--2N --3♣,3♦,3♥,3♠ --3N	distribution relay <ul style="list-style-type: none"> · 2434, 2443, 3424, 3442 · 3433
--3♣,3♦,3♠	5 card suit
--3♥	asking for cuebid
--3N	to play
--4♣,4♦	D,S transfer splinter with 4 H
--4♥	to play

1N--2♦--2N

3334 or 5C

--3♣ --3♦,3♥,3♠,3N	distribution relay <ul style="list-style-type: none"> · 2335, 3235, 3325, 3334
--3♦,3♥,3♠	5 card suit
--3N	to play

1N--2♦--3♣

3343 or 5D

--3♦ --3♥,3♠,3N,4♣	distribution relay <ul style="list-style-type: none"> · 2353, 3253, 3343, 3352
--3♥,3♠,4♣	5 card suit
--3N	to play

1N--2♦--3♦

5H

--3♥ --3♠,3N,4♣	distribution relay · 2533, 3523, 3532
--3♠,4♣,4♦	5 card suit
--3N	to play

1N--2♦--3♥

2344

1N--2♦--3♠

3244

1N--2♦--3N

2245

Rules and guidelines for further bidding after 2♦

Any sequence but the ones started with a relay is natural and shows at least a 5 card suit.

Opener's rebids

- 3N shows a double
- raise shows 3 card support and minimum
- cuebid shows 3 card - even xxx - support and maximum

3N always to play

jump to game in opener's suit to play

jump in other suit transfer splinter

end bid

- normally 4♦ (partner uses this bid after a distribution and/or a min/mid/max relay): requires opener to bid 4♥ and partner places the contract.
- there's no end bid if opener has shown a maximum
- if opener's response was higher than 4♣, step suit is used as end bid

Step responses (3N and end bid are skipped) to distributional relay (DR) and min/mid/max relay (MR):

1st step after DR min/mid/max relay (not 3N, 4♣ is MR after 3♠ and the highest MR)
1st: minimum, 2nd: medium hand, 3rd: maximum

2nd step after DR or step suit after MR keycard in longest suit or lowest 4 card suit (if 4432)

3rd step after DR or 2nd step after MR keycard in second 4 card suit (if 4432) or in lowest 3 card suit (if 4333,5332)

4th step after DR or 3rd step after MR keycard in 3 card suit (if 4432) or second 3 card suit (if 4333,5332)

5th step after DR or 4th step after MR keycard in shortest suit or highest 3 card suit (if 4333)

Variante nach 1N--2♦

RCKBW mod.

Wenn die Verteilung klar ist, sind die nächsten vier Stufen (nicht 3N und 4♦) BW mod.

Beispiel:

1N--2♦ - -3♥

3♠

3N

4♣

4♦

4♥

4♠

BW in ♣

to play

BW in ♦

end bid

BW in ♥

BW in ♠

Antworten:

1. Stufe

Minimum

step-suit = end-bid (außer 3 N)

nächste Stufe (auch 3 N)= BW

2. Stufe

1 key-card besser als Min.

3. -5. Stufe

Standard besser als Min

Reizung der BW-Farbe und 4 N, wenn in UF gefragt wurde, sind Abschluß, sonst Königs oder Damenfrage.

Examples

1N--2♦--2♠--2N--3♦

2443

--3♥	min/mid/max relay
--3♠,4♣,4♥,4♠	keycard in D, H, C, S
--3N	to play
--4♦	end bid

1N--2♦--2♠--2N--3♦--3♥--3N 2443 with a medium hand

--4♣,4♥,4♠,4N	keycard in D, H, C, S
--4♦	end bid

1N--2♦--2♠--2N--3♥--3♠--4♦ 3424 with maximum

--4♥,4♠,4N,5♣	keycard in C, H, S, D
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1N--2♦--3♦--3♥--4♠

3532

--4♦	end bid
--4♥,4♠,4N,5♣	keycard in H, D, S, C

1N--2♦--2N--3♥

relay sequence stopped

--3N--4♣	C fit, asks about cuebid
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1N--2♦--2♠

shows 4 H

--4♥	to play
--4♣,4♦,4♠	transfer splinter in D, S, C

Strong N

1N

- Strong 1N situations are
- 1s-1N-p (14+-19 hcps)
 - 1♣-p-1♦-*-1N-p (15+-20 hcps)

Partner has the following options

-2♣	stayman (see weak N for further bidding) <ul style="list-style-type: none"> ▫ weak with 2 suits ▫ weak with a long minor ▫ invitational with at least one 4 card major ▫ invitational with a 5 card major ▫ gameforcing with one 4 card major
-2♦,2♥	transfer
-2♠ --2N	transfer, invitational or forcing in C <ul style="list-style-type: none"> · maximum
-2N	natural, invitational
-3♣	transfer, invitational or forcing in D
-3♦,3♥	transfer with slam interest, 6 card suit
-3N	to play
-4♦,4♥	transfer

We even play transfers into their suits, e.g.:

1♥-1N-p-2♦	is transfer to H
1♦-1N-p-3♣	is transfer to D

Note: We do not use transfers if the opponents compete. 2 N and higher are Lebensohl. Examples:

1♣-p-1♦-p-1N-x-2♥	shows H
1♦-1N-2♣-2♦	shows D

2N

- Situations for 2N are
- 1♣-*-1♦-*-2N-p (24-26 hcps)
 - 1s-p-p-2N-p (19+-22 hcps)
 - weak two-2N-p (15-19 hcps)
 - 2♦(multi)-p-2mj-2N-p (15-19 hcps)
 - weak two-p-p-2N-p (14-18 hcps)
 - 1s-p-2s-2N-p (16-19 hcps)

Partner has the following options

-3♣	mod. puppet stayman
--3♦	· not 4 H, no 5 card major
--3♥	· · asks about 4 S
--3♠	· · · 4 S
--3N	· · · not 4 S
--3♠	· · 5 S + 4 H
--3N	· · to play
--3♥	· 4 H
--3♠	· · asks about S
--3N	· · to play
--3♠	· 5 S
--3N	· 5 H
--4♦	· · transfer
-3♣--*--4mn	asks about support
--step suit	· 3 card support (then step suit is keycard, 4N to play)
--2nd step	· 4 card support (then step suit is keycard)
--4N	· doubleton
-3♦,3♥	transfer, shows slam interest if followed by 4♥,4♠
-3♠	transfer for C (then step suit is keycard)
-3N	to play
-4♣	transfer for D (then step suit is keycard)
-4♦,4♥	transfer, to play or slam try
-4♠	transfer
-4N	quantitative
-5♣	transfer

3N

Situations for 3 N are

- weak two-3N-p
- preempt at 3 level-3N-p
- weak two-p-p-3N-p
- 2♦(multi)-p-2mj-3N-p
- 1s-3N-p
- 1s-p-p-3N-p
- preempt at 3 level-p-p-3N-p
- 1s-p-2s-3N-p
- 1s-p-3s-3N-p

Partner has the following options

-4♣	normal stayman
-4♦,4♥,4♠,5♣	transfer
-4N	ace asking (04,1,2,3)

Pass out N

Situations are

- 1s-p-p-1N-p (10-15 hcps)
- 1s-1ns-p-p-1N-p (17-20 hcps)

Partner has the following options

-new suits	natural
-cuebid	asks for unbid 4 card major

2♣

2♣ Semiforcing or better in a major

2♣--2♦

2♣--2♦ 0-4 hcps or 9+ hcps

2♣--2♦--2♥ *at least semiforcing in H*

--2♠	▫ second negative (may have 3 card support) ▫ 12+ hcps, balanced or 4144 , no fit
--2N	9+ hcps with S
--3♣,3♦	9+ hcps with a long minor
--3♥	9+ hcps with 3 H , balanced
--3N	9-11 hcps, balanced, no fit or 4144
--3♠,4♣,4♦	9+ hcps, transfer splinter in C,D,S
--4♥	3/4 pts + 4 H

2♣--2♦--2♠ *at least semiforcing in S*

--2N	9+ hcps with C
--3♣	▫ second negative (may have 3 card support) ▫ 12+ hcps, balanced or 1444 , no fit
--3♦,3♥	9+ hcps with 5 card suit
--3♠	9+ hcps with 3 S , balanced
--3N	9-11 hcps, balanced, no fit or 1444
--4♣,4♦,4♥	9+ hcps, transfer splinter in D,H,C
--4♠	3/4 pts + 4 S

2♣--2♦--3♣ *5 S + 5 C (avoids 2nd negative bid 3♣ after 2♣)*

2♣--2♦--3♥,3♠ *solid suit with 9 tricks, partner can pass, bid 4 or cuebid*

2♣--2♦--4♥,4♠ *solid suit with 10 tricks*

2♣--2♠,2N

2♣--2♠ *5 S, 5-8 hcps*

2♣--2N *5 H, 5-8 hcps*

2♣--2♥

2♣--2♥

5-8 hcps, no biddable suit
 (biddable is defined as either a 5 card suit headed by 2 of the top 3 or
 a 6 card suit headed by QT or K or A)

2♣--2♥--2♠

semiforcing or better in S

--2N	no 5 card suit, no fit
--3♠ --4♥	maximum, 3+ card support, semi-balanced · 4 H (no cuebid)
--3♣,3♦,3♥	5 card suit
--4♠	minimum, 3+ card support

2♣--2♥--2N

shows 5+ H, may have a 2nd suit

2♣--2♥--3♠

5+ C and 5+ H

2♣--2♥--3♦

5+ D and 5+ H

2♣--2♥--3♥

semiforcing or better in H, one suited hand

--3N	misfit
--4♥	minimum (2+ card support)
--3♠,4♣,4♦	mixed cuebid (2+ card support)

2♣--3♣,3♦

2♣--3♣,3♦

5-8 hcps, good 5 card suit (KQxxx, QTxxxx or better)

--4♥,4♠	semiforcing with a very good suit
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2♦

- 2♦
- 4+4+ in the majors with 4-10 hcps, no 6 card major
 - gameforcing in **D** (partner uses second negative with 0-4 hcps or 5+ balanced)
 - **4441** (exactly **C** singleton) with 18+ hcps

2♦--2♥

2♦--2♥ to play, if opener has 44 in the majors

2♦--2♥--2N 4441

2♦--2♥--2♠,3♠,3♥ *gameforcing in D + S, D + C or D + H (partner uses second negative)*2♦--2♥--3♦ *gameforcing in D*2♦--2♥--3N *6+ D, 9 tricks, fairly balanced*

2♦--2♠

2♦--2♠ to play, if opener has 44 in the majors

2♦--2♠--2N 4441

2♦--2♠--3♠,3♥,3♠ *gameforcing in D + C, D + H or D + S*2♦--2♠--3♦ *gameforcing in D*2♦--2♠--3N *6+ D, 9 tricks, fairly balanced*

2♦--2N

2♦--2N relay, asks about distribution
 in all sequences after 2N is 4♣,4♦ keycard in H or S respectively

2♦--2N--3♣ *longer H*

--3♦ --3♥ --3N --4♣,4♦	asks about min/max · minimum · maximum, 4522 · maximum, single D or C respectively
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2♦--2N--3♦ *longer S*

--3♥ --3N --4♣,4♦ --3♠ --3N --4♣,4♦	to play if opener has a minimum · maximum, 5422 · maximum, single D or C respectively to play if opener has a minimum · maximum, 5422 · maximum, single D or C respectively
--	--

2♦--2N--3♥ 44, minimum

2♦--2N--3♠ 55, minimum

2♦--2N--3N 44, maximum

2♦--2N--4♣ 4441 with 18+

--4♦,4♥,4♠	keycard in the respective suit
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2♦--2N--4♦ 55, maximum, at least one honor in each major, splinter in C

--4N,5♣	keycard in H or S respectively
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2♦--2N--4♥ 55, maximum, at least one honor in each major, splinter in D

--4N,5♣	keycard in H or S respectively
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2♦--2N--4♠ gameforcing in D

--4N	keycard
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2♦--3♣

2♦--3♣ non-forcing

2♦--3♣--3♦ strong in D

2♦--3♣--3♥,3♠ strong in D + values

2♦--3♣--3N 4441

2♦--3♦

2♦--3♦ non-forcing

2♦--3♦--3♥,3♠ D support, mixed cuebid, maximum (8-10 hcps)

2♦--3♦--3N 4441

2♦--3♥

2♦--3♥ preemptive

2♦--3♥--3N strong in D

--4♦	shows a D fit
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2♦--3♥--3♠,4♣	<i>D + S, D + C</i>
2♦--3♥--4♦	<i>slam interest in D, keycard</i>
2♦--3♥--4♥	4441
2♦--3♥--4N	keycard in H, either <i>D + H</i> or strong 4441
2♦--3♠	
2♦--3♠	preemptive
2♦--3♠--3N	<i>strong in D</i>
2♦--3♠--4♠,4♥	<i>D + C, D + H</i>
2♦--3♠--4♦	<i>slam interest in D, keycard</i>
2♦--3♠--4♠	4441
2♦--3♠--4N	keycard in S, either <i>D + S</i> or strong 4441
2♦--4♥,4♠	
2♦--4♥,4♠	to play
2♦--4♥,4♠--4N	strong in D, misfit
2♦--2♥,2♠--strong hand	
2♦--2♥,2♠--2N	<i>4441 with 18+ hcps</i>

--3♣	relay
--3♦	· 18-20 hcps
--3♥	· · end bid sequence: opener bids step suit and partner places the contract
--3♠,3N,4♣	· · keycard in <i>D,H,S</i>
--3♥	· 21-23 hcps
--3♠	· · end bid sequence: opener bids step suit and partner places the contract
--3N,4♠,4♦	· · keycard in <i>D,H,S</i>
--3♠	· 24+ hcps
--3N	· · end bid sequence: opener bids step suit and partner places the contract
--4♠,4♦,4♥	· · keycard in <i>D,H,S</i>
--3♦,3♥,3♠,3N	to play, opener may go on if he is very strong

2♦--2mj

D gameforcing

2♠ --2N --3♣ --3♦ --4♣,4♥	gameforcing D + S · 5+ hcps, 5+ C · second negative, 0-4 hcps or 5+ hcps fairly balanced · 5+ hcps, 3+ D · H, C transfer splinter with D support
3♣ --3♦	gameforcing D + C · second negative, 0-4 hcps or 5+ hcps fairly balanced
3♦ --3♥	gameforcing D · second negative, 0-4 hcps or 5+ hcps fairly balanced
3♥ --3♠	gameforcing D + H · second negative, 0-4 hcps or 5+ hcps fairly balanced
3N	6+ D, 9 tricks, fairly balanced

2♥

2♥ 0-9 hcp, 5-7 card suit

2♥--2♠

2♥--2♠ asks about singleton

2♥--2♠--2N *no singleton*

--3♣	asks
--3♦	· D values
--3♥	· weak
--3♠,4♣	· S values, C values
--3N	· maximum, bad suit
--4♥	· maximum good suit

2♥--2♠--3♣ *D singleton*2♥--2♠--3♦ *S singleton*2♥--2♠--3♥ *C singleton*2♥--2♠--3♠,4♣,4♦ *void in C, D, S + decent suit*2♥--2♠--3N *AKQxx(x), no singleton*

2♥--Lebensohl

2♥--2N *Lebensohl*2♥--3♣ *one round forcing*2♥--3♦ *non-forcing*

2♥--3♠ non-forcing

2♥--3♥

2♥--3♥ preemptive

2♥--3N

2♥--3N to play

2♥--4♣,4♦

2♥--4♣,4♦ D, S transfer splinter

2♠

2♠ 0-9 hcp, 5-7 card suit

2♠--2N

2♠--2N asks about singleton

2♠--2N--3♣ *no singleton*

--3♦	asks
--3♥	· H values, maximum
--3♠	· minimum
--3N	· maximum, bad suit
--4♣,4♦	· values + good suit
--4♠	· maximum, good suit

2♠--2N--3♦ *H singleton*2♠--2N--3♥ *C singleton*2♠--2N--3♠ *D singleton*2♠--2N--3N *AKQxx(x), no singleton*2♠--2N--4♣,4♦,4♥ *void in D, H, C + decent suit*

2♠--3♣,3♦,3♥

2♠--3♣,3♦,3♥ one round forcing

2♠--3♠

2♠--3♠ preemptive

2♠--3N

2♠--3N to play

2♠--4♣,4♦,4♥

2♠--4♣,4♦,4♥ *D, H, C transfer splinter*

Preempts

Weak twos 5-7 card suits possible

3 and 4 level light preempts, especially at favourable vulnerability

3N

3N preempt in a minor

3N--4♥,4♠ to play

2N--4♦ 2 way keycard (Ledörsch)

--4♥ --4♠	shows D · keycard in D
--else	answers to keycard in C

4♣,4♦

4♣,4♦ South African Texas: AKQxxxx + outside A or AKQxxxxx in H or S respectively

4♣--4♦ *asks about outside ace*

--4♥	no ace
--4N --5♣ --5♦,5♥,5♠	any chicane · asks · · chicane in S, C, D
--4♠,5♣,5♦	ace

4♦--4♥ *asks about outside ace*

--4♠	no ace
--4N --5♣ --5♦,5♥,5♠	any chicane · asks · · chicane in H, C, D
--5♣,5♦,5♥	ace

2♦--2N

2♦--2N

relay, asks about distribution
in all sequences after 2N is 4♣,4♦ keycard in H or S respectively

2♦--2N--3♣

longer H

--3♦	asks about min/max
--3♥	· minimum
--3N	· maximum, 4522
--4♣,4♦	· maximum, single D or C respectively

2♦--2N--3♦

longer S.minimum

--3♥/3♠	to play
--4♣,4♦	keycard

2♦--2N--3♥

longer S maximum

2♦--2N--3♠

55, minimum

2♦--2N--3N

4-4-4-1 18+

2♦--2N--4♣

55, maximum, at least one honor in each major, splinter in ♦

--4♦,4N	keycard in ♥/♠
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2♦--2N--4♦

55, maximum, at least one honor in each major, splinter in C

--4N,5♣	keycard in H or S respectively
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2♦--2N--4♥

strong with ♦

--5♦,4N(=♥),4♠	keycard in the respective suit
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Conventions

Keycard

Keycard is normally 4N, other situations are:

- 4 in a minor, if fit and gameforcing situation is established (e.g. 1♠--2♦--2♠--3♣--3N--4♦)
 - 1♠--2♦--4♦ asks for cue
- splinter suit after a transfer splinter (exception 1♠--3♣--3♦, this bid asks about the singleton)
- 4♣ after 1mj--3N
- special artificial auctions

4N in a cuebid sequence is always keycard and never a waiting bid.

Responses to keycard

1st step	14
2nd step	03
3rd step	25 without Q
4th step	25 with Q
5th step	2 + any useful void, step suit asks about the Q of trumps
6th step	3 + void in lowest side suit (if there's enough bidding room, i.e. if ≤6 in trump), step suit asks about Q of trumps
7th step	3 + void in middle side suit (if there's enough bidding room, i.e. if ≤6 in trump), step suit asks about Q of trumps
8th step	3 + void in highest side suit (if there's enough bidding room, i.e. if ≤6 in trump), step suit asks about Q of trumps

If responder has shown a shortage during the bidding, the first step shows a void in that suit and all the step responses shift by one. If responder shows a void, step suit (if not trump) is keycard.

- Rules for further inquiries
- trump suit (if game and higher) is not used for further inquiries (except 4N-5♦-5♥ in a H contract if 0 or 3 keycards are possible)
 - 4N is always to play in minor suit keycard sequences.

Trump queen ask

The first 2 steps of the keycard responses may be followed by a step suit (not trump suit) queen-ask. Responder may promise the trump Q (no matter if he has it) when he knows that his side will have 10 or more trumps. If asker skips step suit, the next suit (if not trump) asks for kings. See below.

Queen ask responses (only if they wont exceed 6N)

lower bid of trump suit and N	denies the trump Q
higher bid of trump suit and N	shows the Q but no K
1st step	trump Q + K in lowest suit, step suit (if not trump) asks about a further king
2nd step	trump Q + K in middle suit, step suit (not trump) asks about queens
3rd step	trump Q + K in highest suit, step suit (not trump) asks about queens
4th step	trump Q + 2 highest K, step suit (if not trump) asks about queens
5th step	trump Q + 3 K, step suit (if not trump) asks about queens

Exclusion keycard

- Partner's keycard after 1mj--mini transfer splinter or 1mj--normal transfer splinter is exclusion keycard in this suit.
Note: If after 1mj partner has a slam interested hand with a single, he should bid 2N if he wants to employ normal keycard later.
- All jumps above splinter bids are exclusion keycard in this suit.

Grand slam force 5N

in D,H and S	0,1,2,AK,3 of trump AKQ
in C	0 or 1,2,AK,3 of trump AKQ

Interference over 5N dopi/ropi

Cuebids

Only opener's and partner's first cuebid in a cuebid sequence are mixed cuebids (and only up to the 4 level). Further cuebids show exact control. If the mixed cuebid suit is bid again, it promises first round control.

4N in a cuebid sequence is not a waiting bid, it is always keycard.

Examples:

1♥--3N--4♦	is a mixed cuebid
1♥--3N--4♦--4♠	is a mixed cuebid
1♥--3N--4♦--5♣	shows first round control
1♥--3N--4♦--4♠--5♣	shows first round control
1♥--3N--4♦--4♠--5♦	shows first round control in D and denies first round control in C
1N--2♦--2♥--3♥--3♠	is a mixed cuebid

5s slam try

- As an opening bid asks partner to bid 6s with one trump honor and 7s with 2 honors
- Asks about second round control in opponents suit
- Otherwise asks about trump quality

Splinter

Always transfer splinter, even if there are only two suits, e.g. 1♥--4♣ shows a D splinter and 1♣--1♥--3♦ shows a S splinter.

If there's only one suit left, a splinter bid shows shortage in the suit bid, e.g. 1♣--1♥--1♠--3♦ shows D shortage.

If the opponents bid normal splinters

The following 4 different splinter types (examples) define the number of losers:

- 1♥--2♠ 8 loser or <= 6 loser
- 1♥--3♠ 7 loser
- 1♦--1♠--3♣ 6 loser
- 1♦--1♠--4♣ 5 loser

After a splinter bid the splinter suit is keycard, if the suit can be bid below 4N. 3N is to play. If the splinter bid was for a minor suit contract, then 4 in this minor asks about a cuebid.

After a splinter bid, the keycard answers change to: void,14,03,...

If responder shows a void, step suit (if not trump) is now normal keycard.

Examples:

1♥--4♣--4♦	is mod. keycard
1♠--4♥--4N	is mod. keycard
1♣--2♣--3♠--4♣	asks about cuebid
1♣--2♣--3♠--4♦	is mod. keycard

Fourth suit forcing

Fourth suit forcing (from an unpassed hand) is gameforcing in all sequences but the ones listed below:

- 1♦--1mj--2♣
- 1♥--1♠--2mn

In these 4 sequences fourth suit forcing is either gameforcing or shows an invitational hand with 10-12 pts and 4 card support in opener's second suit. With a weak hand opener may not bid above 3 in his second suit. Partner may pass over 3 in opener's second suit or will bid 3 in opener's second suit to show the invitational hand. Opener's 2N response is one round forcing. With a strong hand opener may use fifth suit forcing to show extra values.

Answer priorities are:

- 1st 4441 or 5440, if 4441 is not possible anymore show 5431 with Axx (this bid is only possible if fourth suit was gameforcing)
- 2nd 3 card support in partner's suit
- 3rd stopper in 4th suit (a jump to 3N shows minimum with shortage in partner's suit and may be used in all sequences but the 4 ones listed above)
- 4th rebid of first suit shows no extra length, rebid of second suit shows extra length (jumps show shape and promise a good suit)

Note: 1♣--1♦--1♥--1♠ and 1♣--1♦--1♠--2♥ are not forcing

Examples (gameforcing):

1♦--1♥--1♠--2♣--3♣	4144 or 4054
1♣--1♥--1♠--2♦--3♦	4045
1♠--2♣--2♦--2♥--3♥	5341 with H Axx
1♠--2♣--2♦--2♥--3♣	3 card support
1♥--2♣--2♦--2♠--2N	S stopper
1♥--2♣--2♦--2♠--3N	S stopper, minimum, short in C (xx or worse)
1♦--1♥--1♠--2♣--2♦	no C stopper, does not promise a 6th D
1♠--2♣--2♦--2♥--3♦	no H stopper, shows 55
1♦--1♥--1♠--2♣--3♦	good 6 card suit, extras

Examples (gameforcing or invitational with support for opener's second suit):

1♥--1♠--2♣--2♦--2♥	no D stopper, does not promise a 6th H
1♥--1♠--2♣--2♦--2♠	3 card support, extras
1♥--1♠--2♣--2♦--2N	D stopper
1♥--1♠--2♣--2♦--3♣	55, weak
1♥--1♠--2♣--2♦--3♣--4♣	invitational
1♥--1♠--2♣--2♦--3♣--4N	keycard in C
1♥--1♠--2♣--2♦--3♣--3♦	fifth suit forcing
1♥--1♠--2♣--2♦--3♦	fifth suit forcing, 15+ pts, normally no D stopper
1♥--1♠--2♣--2♦--3N	15+ pts, D stopper
1♦--1♥--2♣--2♠--2N	S stopper, one round forcing
1♦--1♥--2♣--2♠--3♣	any minimum without a S stopper
1♥--1♠--2♦--3♣--3♦	any minimum hand
1♦--1♥--2♣--2♠--3♣--3♥--4♣	natural, at least 55 in the minors, no S stopper, no H support

Third suit forcing

Third suit (from opener and partner) is always at least one round forcing.

Delayed raise of partner's major (via third suit forcing) shows a good opening hand, whereas a direct raise may be a minimum hand with 3 card support, e.g.

1♦--1♠--2♣--2♦--2♠	with Kxx, A, KQxxx, QTxx
1♦--1♠--2♠	with Qxx, x, AQxxx, Kxxx

In third suit gameforcing sequences: 4th suit shows stopper and 3 card support

e.g. 1♠--2♦--2♠--3♣--3♥ = 3 D and H stopper
 --3♦ = 3 D, no H stopper
 --3N = H stopper, <= 2 D

Fifth suit forcing

Fifth suit forcing is employed after (not gameforcing) fourth suit forcing sequences (from opener and partner) to show good hands without a stopper in the 4th suit or slam interested hands.

Examples:

1♦--1♥--2♣--2♠--3♠	15+ pts, no S stopper
1♦--1♥--2♣--2♠--3♣--3♠	general forcing, normally slam interest

Romex

Romex is used when a major suit fit is established at the 2 level (a modified version after 1s--1mj--2mj). Romex is normally an invitation to game, but can also be used to show slam interest.

Romex is played after:

- 1mj--2mj
- 1N--2mj
- 1♥-x-2♦ and 1♠-x-2♥
- 1s--1mj--2mj (modified Romex)

After 1mj--2mj

1♥--2♥

--2♠ --2N --3♣,3♦,3♥ --3♥	any singleton or void · relay · · short in C, D, S · no interest
--2N,3♣,3♦	help suit in S, C, D

1♠--2♠

--2N --3♣ --3♦,3♥,3♠ --3♠	any singleton or void · relay · · short in C, D, H · no interest
--3♣,3♦,3♥	help suit in C, D, H

After 1s--1mj--2mj

Opener may raise with 3 card support after 1s--1mj--2mj. These bids normally show:

- 5431 distribution (4 card suit not biddable)
- 5431 distribution, minimum opening hand (better hands use third suit forcing)
- 5332 or 6331 distribution with a bad suit, but good 3 card support

Examples:

1♦--1♠--2♠	with Kxx, Kxxx, AQxxx, x
1♦--1♠--2♠	with Axx, x, KQxxx, Qxxx
1♣--1♠--2♠	with KQx, Ax, KJ,Txxxxx
1♥--1♠--2♠	with AKx, KQ9xx, xxx, xx

1mn--1♥--2♥

--2♠ --2N --3♣,3♦,3♥ --3♣ --3♦ --3♥	any singleton or void · relay, 4 card support · · short in D, S, C · minimum, 3 card support · maximum, 3 card support · minimum, 4 card support
--2N --3♣ --3♦ --3♥ --else	relay (invitational or better) · minimum, 3 card support · maximum, 3 card support · minimum, 4 card support · maximum, 4 card support
--3 opener's minor	invitational, 5 H + 4 card support in minor suit
--3♥	barrage
--3♠,3 other minor	stopper, only 4 H, gameforcing

1s-1♠--2♠

--2N --3♣ --3♦,3♥,3♠ --3♦ --3♥ --3♠	any singleton or void · relay, 4 card support · · short in H, C, D · minimum, 3 card support · maximum, 3 card support · minimum, 4 card support
--3♣ --3♦ --3♥ --3♠ --else	relay (invitational or better) · minimum, 3 card support · maximum, 3 card support · minimum, 4 card support · maximum, 4 card support
--3♦ (opener's minor)	invitational, 5 S + 4 card support in minor suit
--3♥ (after 1♥ opening)	invitational, 3 H and 4 S
--3♠	barrage
--3♥,3♦ (other minor)	stopper, only 4 S , gameforcing

Quantitative N

Quantitative N is played in the following sequences:

- 1N--4N
- 2N--4N
- 2N--3s(transfer)--3t--4N
- 1s-1N-p-2s(transfer)--2t--4N
- 1mn--2mn--3mn--4N (but 1mn--3mn--4N is keycard since 1mn--3mn--4mn is invitational)

4. Competitive bidding: We open

4.1. Contested auctions

4.1.1. General rules

Undisturbed auctions do not change, e.g.

1♣-1♥-1♠-p-2♦	gameforcing
1♣-1♦-1♥-p-1N-p-2♦	gameforcing relay

Partner bids a new suit

1 level	forcing
2 level	negative free bids (NFB)
3 level	negative free bids if suit is below openers suit else forcing
4 level	minor suit is forcing, major suit isn't

Jumps

jump in a new suit	fit bid if no other suit was already bid, i.e. 1♥-1♠-3♣ shows at least 3 H and a good C holding whereas 1♣-p-1♥-1♠-3♦ merely shows a mini splinter in S. A fit bid is one round forcing. A jump in a major suit shows a good 5 card suit. A jump in a minor suit and any jump in a new suit after we open with a preempt shows values and is lead directing. Simple jumps may be either weak or constructive, whereas higher jumps show a weak hand.
jump in opponent's suit	▫ is splinter in their suit, if we have only one suit bid ▫ is transfer splinter once we have bid 2 suits

Interference at 3 level

cuebid	strong raise to 4, does not show any controls in this suit
4 in opener's suit	minimum raise

Minor suit openings

1♣, 1♦-x, 1/2s

-1N	6-9 hcps
-inverted minors, 2N (bust)	if the opponents bid below 2 in opener's suit (undisturbed auction)
-2N (weak), 3mn (invitational)	if the opponents bid above 2 in opener's suit
-cuebid (2 or 3 level)	gameforcing without penalty interest

1mn-p-2mn-2mj

·x	shows a strong N, less than 4 cards in their suit
·p	shows this suit, unlimited strength
1mn-p-2mn-2♠·2N	4 H (Schrödel 2N)

Major suit openings

1♥, 1♠-1/2s

-1N	6-9 hcps
-single raise	5-9 pts with 3 card support or 7-9 pts with 4 card support
-double raise	3-6 pts, 4 card support
-2N (modified Jacoby)	<ul style="list-style-type: none"> ▫ invitational hands with 4 card support ▫ invitational hands with 3 card support after 1♥-2♠ ▫ any gameforcing hand with 3 card support ▫ balanced gameforcing hands with 4 card support
-3N	to play
-cuebid	3 card support, limit raise

1♥, 1♠-x

-single raise	3-6 pts, 3 card support
-double raise	3-6 pts, 4 card support
-2♦ or 2♥ respectively	7-11 pts with 3 or 7-9 pts with 4 card support (Hofmann support)
-2N (modified Jacoby)	<ul style="list-style-type: none"> ▫ invitational hands with 4 card support ▫ any gameforcing hand with 3 card support
-3N	12-14 pts, balanced, 4 card support

1s-1N

-x	penalty with 9+ hcps
-2ns	good 5 card suit, non-forcing
-raise	3 card support (5 card support in C), weak
-3ns	7 card suit, non-forcing
-2N	any gameforcing 2 suiter

Redouble

1s-x-xx 9+ hcps, normally no fit

-p, 1/2ns (below 2s)	<ul style="list-style-type: none"> weak weak, distributional hand forcing, shows extras strong distributional hand AKQxxx, weak (Hofmann Ohne)
..new suit immediately	
..jump	
..p	
..p (and then bid)	
..1N/2N	
-2ns (above 2s)	weak
..p	

Double of their cuebid

If partner doubles a cuebid of opener's suit, he shows a doubleton honor, e.g. in sequences like 1s-p-p-1ns..p-2s-x etc.

Negative x**is played up to 4♥ and shows**

- other 2 suits, weak
- one round forcing (too good for a NFB)
- natural 2N bid

1s-1ns-x

-p-1mj	minimum
-p-2mj	6 loser
-p-3mj	invitational
-p-cuebid	gameforcing
-p-1N	N with 15-17 hcps
-p-2N	N with 18-20 hcps
-p-2s-2ns-p-p-x	values, fairly balanced hand
-p-2s-2ns-p-p-2N	6331

Support x,xx**if partner's suit can be bid on the 2 level**

- only for the majors
- 1mn-p-1♥-1♠-1N and 1mn-p-1mj-x-1N may have 3 card support

1s-p-1mj-1/2ns

..x	3 card support for partner's major
..p	no fit, non-forcing
..cuebid	17+ hcps, no fit, forcing up to 2N

Examples for further bidding:

1♣-p-1♥-1♠-x-p-2♦	weak, 4 S+ 5 D
1♣-p-1♥-1♠-x-p-3♦,3♠	S, D transfer splinter with 5+ H
1♦-1♥-1♠-2♥-x-p-2N	invitational, H stopper
1♦-p-1♠-2♥-p-p-x	willing to play 2♥ doubled, if opener has a penalty
1♣-p-1♠-2♥-2N	good-bad N

Game-try x**only over major openings**

- is used if there's no room left between opponents suit and 3 in partners suit, otherwise it is a value showing x
- is also used when the opponents opened the bidding
- if room between opponents bid and 3 in partners suit is one bid, then this bid is used as game-try. If there's room for more than one bid, a bid shows game interest and values in this suit.

Examples

1♥-2♦-2♥-3♦-x	game-try
1♥-2♣-2♥-3♣-x	penalty suggestion
1♥-2♣-2♥-3♣-3♦	any game-try
1♠-2♣-2♠-3♣-3♦,3♥	game-try with value

Preempt-x

-xx	strong hand, to play or penalty interest if the opponents try to run
-----	--

4.1.2. We open 1♣

1♣-x

-2♣,3♣	inverted minors
-2N	0-5 pts, at least a good 5 card suit in C
-1♦,1♥,1♠	forcing, 4 card suit
-jump in new suit	fit bid, 4 C + 5 card suit
-1N	6-9 hcps
-3N	to play
-xx	9+ hcps, penalty interest
-p,1s·p	· 14+
-p,1s·1♦,1♥,1♠,2♣	· 10-13
-p,1s·jump in new suit	· 10-13, distributional hand
-p,1s·1N	· 10-13, AKQxxx
-2s·p	· weak

1♣-1♦

-x	4+4+ in the majors, 6+ pts
...-cuebid	· asking about stopper
...-2♥,2♠	· forcing
-1♥	one round forcing
...-2♠	· invitational
-1♠	one round forcing
...-2♥	· invitational
-2♣,3♣	inverted minors
-2♦	gameforcing, no penalty interest
-2♥,2♠	fit showing jumps (4 C + 5 card major)
-2N	0-5 pts, at least a good 5 card suit in C
-3♦	splinter, 3316

1♣-1s-p-2♣

·x	<input type="checkbox"/> shows a strong N if 2♣ is natural <input type="checkbox"/> shows C if it is a cuebid
----	--

1♣-1♥

-x	<input type="checkbox"/> 4 S and 4+ D, 6+ pts <input type="checkbox"/> forcing hand with D
-p·1N-p-2♣	· 4 S, 4 D and 3+ C, non-forcing
-p·1N-p-2♦	· 4 S + longer D, non-forcing
-p·1N-p-2♥	· gameforcing, normally based on D
-p·1N-p-2♠	· 5 S + 5 D, non-forcing
-p·1N-p-3♦	· forcing
-1♠	one round forcing
-p·2♣-p-2♦	· invitational

-2♣,3♣	inverted minors
-2♦	NFB
-2♥	gameforcing, no penalty interest
-2♠	fit showing jump (4 C + 5 S)
-2N	0-5 pts, at least a good 5 card suit in C

1♣-1♠

-x	<ul style="list-style-type: none"> ▫ 4 H and 4+ D, 6+ pts ▫ forcing hand with D or H
p·1N-p-2♣	· 4 H, 4 D and 3+ C, non-forcing
-2♦	· 4 H + longer D, non-forcing
-2♥	· 5 H + 5 D, non-forcing
-2♣,3♣	inverted minors
-2♦,2♥	NFB
-2♠	gameforcing, no penalty interest
-2N	0-5 pts, at least a good 5 card suit in C

1♣-1N

-x	penalty, 9+ hcp
-2♣,2♦,2♥,2♠	weak, natural, 5 card suit
-2N	any gameforcing, 2 suited hand
-3♣	weak, good 6 card suit
-3♦,3♥,3♠	long, weak

1♣-2♣ (natural)-x

is negative

p·p	4+ good C
p·2♦	15-17 N, no C stopper, 4 card major possible
p·2♥,2♠	non-forcing, shows 4+ C
p·2N	15-17 N, less than 4 C with C stopper

1♣-2♦

-x	<ul style="list-style-type: none"> ▫ H + S ▫ any forcing hand
-2♥,2♠	NFB
-2N	5(4) C, 6-8 pts
-3♣	4+ C, invitational

1♣-2♥

-x	<ul style="list-style-type: none"> ▫ S + D ▫ any forcing hand
-2♠	NFB
-2N	5(4) C, 6-8 pts
-3♣	4+ C, invitational
-3♦	5+ D, forcing

1♣-2♠

-x	<ul style="list-style-type: none"> ▫ H + D ▫ any forcing hand
-2N	5(4) C, 6-8 pts
-3♣	4+ C, invitational
-3♦, 3♥	5+ card suit forcing

1♣-p-1♦-x

·p	strong N, 15-17 hcps, less than 4 D
·xx	strong N, with 15-17 hcps and 4 D
·1♥,1♠	5 C + 4 card major, or 4414
·1N	any N with 18-20 hcps
·2♣	6+ C or 5 C + 4 D
·2♦	gameforcing in C
·2N	N with 24-26 hcps
·3♣	preempt in C

1♣-p-1♦-1/2s

·1♠	C + S
·x	info x
·new suit (except 2♦)	natural
·2♦	gameforcing (long C, 24+ N, 4441)
·jump in a major	65

1♣-p-1♦-1mj-p-p

-x	balancing with 4/5 pts
-1N	balancing with 4/5 pts
-2mj	10-12 hcps without a stopper
-2N	10-12 hcps

1♣-p-1♥-1♠

·p	shows less than 3 H
·x	support x
·1N	strong N, 3 card H support possible
·2♦	gameforcing relay
·2♠	16+ N without 3 H and without S stopper
·2N	N with 18-20 hcps

1♣-p-1N-2s

·x	strong N
·p-p-x	negative

1♣-p-2♣-x

·p	penalty interest, ≤3 C
·xx	penalty interest, 4+ C
·else	natural

1♣-p-2♣-2♦

..x	15+ N with less than 4 C and less than 4 D
..p	xx45 or strong N with 4 ♦, forcing
..2N	stopper and 4+ C
..else	natural

1♣-p-2♣-2♥

..p	opponents suit (may be a strong N with 4 H)
..x	strong N, less than 4 H
..else	natural

1♣-p-2♣-2♠

..p	opponents suit
..x	strong N
..2N	4 H (Schrödel 2N)
..3♠	gameforcing, unbalanced

1♣-p-2♣-3♦

..x	strong N
..3mj	45

4.1.3. We open 1♦

1♦-1N

-2♦	weak, good 3 card support
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1♦-1♠

-x-p·1N-p-2♣,2♥	non-forcing
-x-p·1N-p-3♣,3♥	forcing
-x-p·2♦-2♠-x	negative
-x-p·2♦-2♠-p-p·x	values, fairly balanced hand, 14-16 hcps
-x-p·2♦-2♠-p-p·2N	1363
-x-2♠·x	strong N
-x-2♠·2N	good-bad N
-x-2♠·3♠	strong hand with S shortage
-x-2♠·p-p-x	negative
-x-2♠·p-p-2N	natural, S stopper

-x-2♠·p-p-3♣,3♥	forcing
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1♦-2♣

-x-2♥·x	value showing x
-x-2♠·p-p-x	penalty suggestion
-x-2♠·p-p-3♦	non-forcing
-x-2♠·p-p-3♥	forcing
-x-2♠·p-3♣-x	value showing x
-3♣	gameforcing, no penalty interest

1♦-p-1♥-1♠

·p	shows less than 3 H
·x	support x
·1N	3 card H support possible
·2♣	forcing
·2♠	16+ N without 3 H and S stopper or gameforcing

1♦-p-2♣-2mj

·x	15-17 N
·2N	good-bad N
·3mj	18+ N without stopper

1♦-p-2♦-x

·p	penalty interest, normally strong N
·xx	penalty interest, only 4 D
·else	natural

1♦-p-2♦-2♥

·x	15-17 N
·2N	15-17 N, no penalty interest

4.1.4. We open 1♥

1♥-x

-xx	doubleton H, 9+ hcps
-1♠	forcing
-2♣	NFB
-2♦	3 H, 7-11 pts or 4 H, 7-9 pts (Hofmann support)
-2♥	3 H, 3-6 pts

-2♠,3♣,3♦	fit showing jump
-2N	modified Jacoby
-3♥	4 H, 3-6 pts
-3N	4 H, 12-14 pts, balanced

1♥-1♠

-x	<ul style="list-style-type: none"> ▫ 44 in the minors ▫ any forcing hand
-2♣,2♦	NFB
-2♥	3 H, 4-9 pts or 7-9 pts with 4 H
-2♠	invitational with 3 H
-2N	modified Jacoby
-3♣,3♦	fit showing jump
-3♥	4 H, 3-6 pts
-3♠	splinter
-3N	to play

1♥-2♠

-x	<ul style="list-style-type: none"> ▫ minors ▫ any forcing hand
-2N	modified Jacoby (may be invitational with 3 card support)
-3♣,3♦	NFB
-3♥	weak
-3♠	splinter
-3N	to play

1♥-3mn

-4mn	good raise to 4♥, does not promise any control in this suit
-3♥	3 card support, weak
-4♥	minimum raise on shape

4.1.5. We open 1♠

1♠-x

2♥	3 S, 7-11 pts or 4 S, 7-9 pts (Hofmann support)
----	---

1♠-2♥

-x	<ul style="list-style-type: none"> ▫ both minors ▫ any gameforcing hand
-2N	modified Jacoby
-3mn	NFB
-3♥	invitational with 3 card support
-3♠	weak, 4 card support
-3N	to play

4.1.6. Interference over major raises

Interference over mini transfer splinter

1♥-p-2♠-3s

..p	forcing, partner should double with a decent hand
..x	penalty suggestion, honor third

1♠-p-3♣-3s

..p	forcing, partner should double with a decent hand
..x	penalty suggestion, honor third

Interference over Jacoby

1mj-p-2N-3♣

..x	minimum
..p	C values
..else	stays the same

1mj-p-2N-3♦

..x	minimum
..p	strong balanced hand
..else	stays the same

1mj-p-2N-3♥

..x	minimum
..p	single in C (S fit) or S (H fit) respectively
..4mj	strong balanced
..else	stays the same

1mj-p-2N-3♠

..x	minimum
..p	single in C or D (S fit) or C or S (H fit)
-p-3N	· asks for singleton
-p..4♣,4♦	· · D, C single or S, C single
..4mj	strong balanced
..else	stays the same

Variante

X = Min mit Kürze in Gegnerfarbe

p = Min ohne Kürze in Gegnerfarbe

3 NT = Max. BAL

n F = Max, cue

N F (Sprung) = Max, 5/5

4 Eröffnerfarbe = Min, gute Farbe

4.1.7. We open 1N

1N-x (penalty)

-p	to play, for better or for worse
-2s-x	· · negative
-2s-p-p-x	· · negative
-xx	9+ hcp, penalty interest, creates a forcing situation on 2 level
-2♣	normally to play or really poor with
...-xx	· · D + S
...-2♦	· · D + H
...-2♥	· · 5 H + 4 S
-2♦	normally to play or really poor with
...-xx	· · H + S, equal length
...-2♥	· · 4 H + 5 S
-2mj	to play
-2N	2 suiter, gameforcing
-3s	preemptive

1N-2s

natural or 2 suiter with anchor suit defined

-p	may be penalty
-p-x	· reopening x (if short in opponent's suit)
-x	▫ if s is natural or anchor suit: negative ▫ if s is not the anchor suit: penalty interest, scrambling N follows if penalty is not possible
-else	Lebensohl (LS)

1N-p-p-2s

natural or 2 suiter with anchor suit defined

·x	negative (shows doubleton), when natural or anchor suit, otherwise good 4 card suit
·p-p-x	info x

1N-2s

artificial

-x	penalty interest (if not transfer)
-S, H, D cuebid	non-forcing (LS)
-C cuebid	forcing (LS)

1N-2mn

showing a one suited or a two suited hand, suit(s) not defined

-x	penalty interest
-2N	weak in C or forcing in D,H,S (LS)
-3♣	forcing in C (LS)
-3♦, 3♥, 3♠	invitational (LS)
-3N	to play

-p-2relay·x	negative
-p-2relay·p-2mj-x	negative

*1N-2mn**both majors*

-2♥,2♠	to play
-else	Lebensohl

*1N-2s**transfer*

-p...-x	penalty
-2 in transfer suit	weak takeout
-x	shows this suit
-else	Lebensohl

*1N-2♣,2♦**DONT, i.e. this suit and a higher one*

-x	negative
----	----------

*1N-2♥**both majors (e.g. DONT)*

-2♠	to play
-----	---------

1N-3s

-x	negative
-new suit	forcing

1N-p-2♦-2mj

..p	this major
..x	the other major
..else	natural
..2N	no 5 card suit, may have stopper

1N-p-2♦-3s

..p	no 5 card suit or penalty
..3ns	5 card suit
..x	penalty

1N-p-2♦-x

..xx	good 4 card D suit
..p	bad 4 card suit or 3 D with 2 tops
..else	stays the same

4.1.8. We open 2♣

2♣-2s

-x	5-8 hcps, no biddable suit
-p	<ul style="list-style-type: none"> ▫ 0-4 hcps ▫ penalty ▫ 9+ hcps without control (next bid is cuebid)
-2/3 new suit	5-8 hcps, 5 card suit
-cuebid	9+ hcps, at least second round control
-2N	stopper, 5-8 hcps

2♣-3s

-x	5-8 hcps, no biddable suit
-p	penalty, 9+ hcps without control (next bid is cuebid) or 0-4 hcps
-3/4 new suit	5-8 hcps, 5 card suit (6 at 4 level)
-cuebid	9+ hcps, at least second round control
-3N	stopper, 5-8 hcps

2♣-x

-xx	at least a good 4 card C suit
-p	bad 4 card suit or 3 C with 2 tops
-else	same as undisturbed

4.1.9. We open 2♦

2♦-2mj

-x	penalty
-2N	relay
-3mn	to play

2♦-x

-xx	equal length in the majors
-2N	relay
-3mn	to play
-p-p-xx	longer S

4.1.10. We open 2♥,2♠

2♥-2♠

-x	penalty
-2N	mod. relay (3♣=balanced, 3♦=S singleton, 3♥=minor suit singleton)

2♥-x

-2♠	to play
-xx	strong, penalty interest
-2N	mod. relay (3♣=balanced, 3♦=S singleton, 3♥=minor suit singleton)

2♠-x

-xx	strong, penalty interest
-2N	relay

4.2. Miscellaneous defensive conventions (played by opponents)

4.2.1. Against two-suiter

Two suits are known

-x	penalty interest, sets up a forcing auction
-lower cuebid	gameforcing, normally long in unbid fourth suit (if higher cuebid is above 3 opener's suit than the meaning of the cuebids is exchanged)
-higher cuebid	limit raise or better in partners suit (sets up a forcing auction if the opponents bid to the 5 level)
-4th suit	NFB
-3 opener's suit	weak (law with caution)
-4 opener's suit	raise on distribution
-3N	to play
-jump in opponents suit	splinter
-jump in 4th suit	fit bid

One suit is known

-x	penalty interest, sets up a forcing auction
-lower bid of 2N and this suit	gameforcing
-higher bid of 2N and this suit	limit raise or better in partners suit (sets up a forcing auction if the opponents bid to the 5 level)
-new suit	NFB
-jump in opponents suit	splinter
-jump in another suit	fit bid

No suit is known

-x	penalty interest, sets up a forcing auction
-2N	limit raise or better in partners suit (sets up a forcing auction if the opponents bid to the 5 level)
-3 opener's suit	weak (law with caution)
-3 below opener's suit	NFB
-3 above opener's suit	forcing

4.2.2. Gromöller

Gromöller (not part of our system) over 1♣, 1♦ shows

-1♦, 1♥, 1♠	natural
-1N	both minors
-2♣	C or D or both majors or S + C
-2♦	one major
-2♥	H + one minor
-2♠	S + D

1mn-1N

-x	penalty interest
-2♣	both majors
-2♦	forcing with one major
-2♥,2♠	natural, non-forcing

1mn-2♣,2♦

-x	penalty interest
-else	LS

1mn-2♥,2♠

-x	negative
-else	LS

4.2.3. Canapé

Canapé sequences (not part of our system) over 1♣,1♦ show

1mn-1♥	<ul style="list-style-type: none"> ▫ 3+ H and a longer suit ▫ one-suited hand with H
1mn-1♠	<ul style="list-style-type: none"> ▫ 3+ S and a longer suit ▫ one-suited hand with S

1♣,1♦-1♥

-p	weak
-x	4 H (4 S possible)
-1♠	natural, 4 card suit, forcing
-1N	negative x, not 4 H or any gameforcing
-2♣,2♦	inverted minors
-2♦,2♣	NFB
-2♥	5 H, NFB
-2♠	fit showing jump

1♣,1♦-1♠

-p	weak
-x	4 S (4 H possible)
-1N	negative x, not 4 S or any gameforcing
-2♣,2♦	inverted minors
-2♦,2♣	NFB
-2♥	NFB

-2 ▲	5 S, NFB
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4.2.4. Timbuktu

1s in Timbuktu promises either the suit above s or a two-suiter with the other two suits.

(1N shows either S + D or H + C)

Treatment: Normally we assume that the opponent holds the one-suited hand above the suit bid. Only if opener promises length in this suit (e.g. 1♦-2♣: D or the majors), we assume it's the two-suited hand.

1♣-1♦

promising either H or S + C

-p	weak or 4+ H (penalty interest)
-x	4+ D
-1♥	negative double
-1♠	natural, forcing
-1N	H stopper, 6-9 hcps
-2♣, 2N, 3♣	C raises
-2♦, 2♥	NFB
-3N	to play
-else	fit showing jumps

1♣-1♠

promising either C or D + H

-p	weak or 4+ C (penalty interest)
-x	4+ S
-1N	C stopper, 6-9 hcps
-2♣	negative double
-2♦, 2♥, 2♠	NFB
-2N	invitational with a C stopper
-3N	to play
-else	fit showing jumps

5. Competitive bidding : The opponents open the bidding

5.1. Natural systems

5.1.1. General rules

Info x *based on shape, promises 3+ (normally 4) cards in unbid major(s),*
a bit more flexible in the unbid minor

New suit *8-17 pts, may be a 4 card suit, partner uses unassuming cuebid*

Jumps *weak jumps, 0-10 pts*

Cuebid *♣ 2-suited hand if opener's bid promises 3 or more cards in that suit*
♠ natural if opener can have less than 3 cards

Strong N

1s-1N	15-18 hcps, fairly balanced
preempt-2N	15-18 hcps, fairly balanced
1s-p-2s-2N	16-19 hcps, fairly balanced

3N

1s-3N	to play, stopper + long suit
preempt-3N	to play
1s-p-2s-3N	to play, stopper + long suit
1s-p-3s-3N	to play

Jump cuebid (1s-3s) *asks partner to bid 3N with a stopper*

Against N *Crowhurst and penalty x*

Unassuming cuebid *♣ invitational with 3 card support*
♠ any gameforcing
♠ invitation to 3N
♠ also played when opener's suit may be short
e.g. 1♦ (precision, does not promise D)-1♥-p-2♦

Responsive x *is played up to 3♠*

1mn-x-2mn,3mn-x	44 in the majors
1mj-x-2mj,3mj-x	denies the other major

1s-2ns-2s-x	shows the other 2 suits
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Gametry x

only after info x

1s-x-2s-2mj·3s-x	gametry
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Competitive x

1s-2ns-2os-x	shows 4th suit + fit
1s-2ns-2os-3(2)fs	denies fit

Preempt-x

3s-x	info x
4♣,4♦,4♥-x	info x
4♠-x	penalty tendency, strong N type
4♠-4N	takeout, 2 or 3 suits

Preempt up to 3♣-4mn *gameforcing, 55, this suit and a major*

Artificial opening-relay cuebid of relay suit is strong takeout, e.g. 2N (one minor)-p-3♣-4♣

Transfer preempts (Verdi etc.)

3s (transfer)-3t	take out double
3mj (transfer)-x	this suit
3mn (transfer)-x	penalty suggestion

5.1.2. Info x

1s-x-p

-1/2ns (no jump)	0-7 pts, 3+ card suit
-2(3)ns (jump)	8-11 pts, 4+ card suit
-3ns (double jump)	8-11 pts, 5+ card suit
-4ns	5+ card suit, distributional hand, <11 pts
-1N	7-10 hcp, stopper
-2N	11-13 hcp, stopper
-3N	13+ hcp, stopper

1mn-x-p

-cuebid	44 in the majors with 5-9 pts or any gameforcing hand
-3 opener's suit	44 in the majors, invitational

1mj-x-p

-cuebid	44 in the minors with 8-10 pts or any gameforcing hand
-3 opener's suit	4+4+ in the minors, invitational

1mn-x-2mn

-x	responsive, shows 44 in the majors
-else	LS

1mj-x-2mj

-x	responsive, denies 4 cards in other major
-else	LS

1s-x-1(2)ns

-x	shows opponent's suit (ns), 4 card suit
-cuebid of ns	5+ card suit, non-forcing
-other suit	4-7 pts, 4+ card suit
-jump in third suit	8-11 pts, 4+ card suit
-double jump below game	8-11 pts, 5+ card suit
-jump to game	distributional hand, 6 card suit, <11 pts
-cuebid of opener's suit	44 in the other 2 suits fairly weak or any gameforcing hand
-3 opener's suit	4+4+ in the other 2 suits, invitational hand
-1N	7-10 heps, stopper in opener's suit
-2N	11-13 heps, stopper in opener's suit
-3N	13+ heps, stopper in opener's suit

Second x if partner passes

1s-x-2(3)s-p·p-x	info x
1s-x-1(2)ns-p·p-x	info x
1s-x-1(2)ns-p·2s-x	info x
1s-x-1(2)ns-p·2(3)ns-x	info x
1s-x-1ns-p·2os-x	info x
1mj-x-4mj-p·p-x	penalty suggestion
1♠-x-4♠-p·p-4N	info x

5.1.3. We overcall

1s-1ns-p

-2ns	3 card support, 4-9 pts
-2N	▫ limit raise or better, 4 card support (if ns is a major) ▫ invitational with C stopper after 1♣-1♦-p
-3s (jump cuebid)	4 card support, 5+-9 pts
-3ns	4 card support, 0-5 pts
-1(2)os (no jump)	non-forcing
-jumps in another suit	fit showing
-1N	7-11 hcps, stopper in opener's suit
-3N	to play
-cuebid	unassuming cuebid

1s-2ns (no jump)-p

-3ns	3 card support, 4-8(9) pts
-cuebid	unassuming cuebid
-2N	▫ natural, 9-11 hcps, stopper in opener's suit (if ns is a minor) ▫ limit raise or better, 4 card support (after 1♠-2♥-p)

1s-1ns-p-cuebid-p

*unassuming cuebid, shows fit and a (nearly) invitational hand or better
or an invitation to 3N*

-ns on lowest level	minimum
-jump in ns	good suit, one suited hand, opening strength
-other suit	natural, opening hand
-jump in other suit	55, opening strength
-2N	stopper in opener's suit, opening hand
-cuebid	single

5.1.4. Bidding in pass out seat

1s-p-p

-new suit	natural, 8-14 pts
-jump in new suit	12-16 pts, 6 card suit (intermediate jump)
-2s (cuebid)	any two-suited hand
-3s	asks about stopper
-1N	10-15 hcp, sometimes without stopper but 3 or 4 little ones
-2N	20-22 hcp
-3N	to play (long suit)
-x	<ul style="list-style-type: none"> ▫ info x (8+ pts) ▫ 16-19 N ▫ any strong hand with 15+ pts
·2s-x	· penalty
xx-p	· penalty

5.1.5. They open 1♣

1♣-x-p

-2♣	44 in the majors with 5-9 pts or any gameforcing hand
-3♣	44 in the majors, invitational
-1N	7-10 hcps, C stopper
-2♦,2♥,2♠	8-11 pts, 4 card suit
-3♦,3♥,3♠	8-11 pts, 5 card suit
-2N	11-13 hcps, C stopper
-3N	to play, 12+ hcps, C stopper
-4♦,4♥,4♠	6 card suit, weak

1♣-x-1♥

-x	shows 4+ H
-2♥	5 H, non-forcing

1♣-p-1♦(relay)-x

takeout

1♣(3+)-p-1♥

-p-1♠,1N-2♣	natural
-x	4 S + 4 D, info x
-1N	N with 17-19 hcps and stopper in both suits
-2N	5 S + 5 D, weak
-2♣	45 or 46 in S + D, weak
-2♥	natural, 5 card suit, non-forcing
-3♣	C stopper, asking for H stopper for 3N
-3♥	H stopper, asking for C stopper for 3N
-3N	to play

1♣-p-p

1♦,1♥,1♠	natural, 8-14 pts
1N	10-15 hcps, sometimes without stopper but 3 or 4 little C
2♣	S + H, S + D or H + D if opener promises at least 3 C, otherwise natural
2♦,2♥,2♠	12-16 pts, 6 card suit
2N	20-22 hcps, C stopper

1♣-1♦-p

-2♦	3 card support, 4-9 pts
-2N	C stopper, natural

-3♣	4 card support, 5+-9 pts
-3♦	4 card support, 0-5 pts
-1♥,1♠	non-forcing
-2♥,2♠	fit showing
-1N	7-11 hcp, C stopper
-3N	to play
-2♣	unassuming cuebid

1♣-1♥-1♠

-x	D + some H support (e.g. doubleton honor)
-2♣	unassuming cuebid
-2♠	natural, non-forcing
-2N	limit raise or better, 4 card support
-3♦	fit showing jump
-3♣	4 card support, 5+9 pts
-3♠	splinter

1♣-1♠-2♣

-2N	limit raise or better, 4 card support
-2♠	3-9 pts, 4 card support possible with 7-9 pts
-3♣	unassuming cuebid
-3♠	0-6 pts, 4 card support

1♣-1♠-2♦

-2N	limit raise or better, 4 card support
-3♣	unassuming cuebid
-3♦	D stopper

1♣-p-2♣-2♥-p

-2N	limit raise or better, 4 card support
-----	---------------------------------------

1♣-p-1♥-1♠-2♣

-2♥	unassuming cuebid
-2N	limit raise or better, 4 card support
-3♣	C stopper
-3♦	fit showing jump

5.1.6. They open 1♦

1♦-x-p

-2♣	4 card suit, 0-7 pts
-3♣	4+ card suit, 8-11 pts

1♦-x-1♠

-x	shows 4 S
-2♦	44 in H + C with 5-9 pts or any gameforcing hand
-2♠	natural, non-forcing
-3♦	44 in H + C, invitational
-3♠	splinter, 44 in H + C

1♦-x-2♣

-x	shows 4+ C
-3♣	natural, non-forcing
-2N	11-13 hcps, D stopper

1♦(2+)-p-2♦-x-p

-2♥,2♠	to play
-2N	LS
--3♣	· relay
--3♦	· · forcing, D stopper, at least one 4 card major
--3♥,3♠	· · invitational, 4+ card suit
-3♣	9-11 pts, invitational
-3♦	forcing, no D stopper, at least one 4 card major
-3♥,3♠	invitational, 5 card suit
-3N	to play

5.1.7. They open 1♥

1♥-x-p

-2♥	44 in the minors with 8-10 pts or any gameforcing hand
-3♥	4+4+ in the minors, invitational

1♥-x-2♥

-2♠	weak
-3♠	invitational, 5 card suit
-2N·p-3♣-p-3♠	invitational, 4 card suit

1♥-p-1♠

-x	4 C + 4 D, info x
-1N	N with 17-19 hcps and stopper in both suits
-2N,4N	5 C + 5 D
-2♥	45 or 46 in the minors, weak
-2♠	natural
-3♥	H stopper, asking for S stopper for 3N
-3♠	S stopper, asking for H stopper for 3N
-3N	to play

1♥-p-2♦

-x	4 S + 4 C, info x
----	-------------------

-2♥	45 or 46 in S + C, weak
-2N	5 S + 5 C
-3♦	D stopper, asking for H stopper for 3N
-3♥	H stopper, asking for D stopper for 3N
-3N	to play

5.1.8. They open 1♠

1♠-x-2♠

-2N ·-p-3♣ -p-p -p-3♦,3♥ -p-3♠ -p-3N -p-4mn -p-4♥	LS, 0-7 pts with C, invitational in D,H with 8-11 pts or gameforcing · relay · · weak with C · · invitational · · stopper, strong hand, partner should normally bid 3N · · 1 stopper · · keycard · · 4+ H, 11-14 pts
-3♣	invitational
-3♦,3♥	weak, approximately 0-7 pts
-3♠	no stopper, strong hand
-3N	1.5 stopper
-4mn	invitational, shape
-4♥	distributional hand, less than 11 pts

1♠-2♣-2♥

-x -3♦	fit + D (competitive) no C fit
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1♠-p-2♠

-2N	N with 16-19 hcps
-3N	to play

1♠-p-3♠

-3N	to play
-----	---------

5.1.9. They open N

For the time being the same system (Crowhurst) is played over 1N in second and in fourth seat, no matter how strong the N is. 2♦ shows one long major. X is penalty and shows approximately the upper range of their N. If the opponents play mini N, x shows about as much as against a weak N.

Bidding over 2N openings is natural.

1N-2♣

both majors, 4+4+

--2♦	equal length in the majors
--2♥,2♠	to play
--2N	forcing, answers similiar to the ones following a 2♦ opening
--3♣,3♦	· longer H, longer S
--3♥	· 44 min
--3♠	· 55 min
--3N	· 44 max
--4♣,4♦	· 55 max, D or C splinter respectively
--3♣,3♦	non-forcing
--3♥,3♠	invitational
--3N	to play

1N-2♦

one major

--2♥	relay
--2♠	· S
--3♥	· · invitational
--4♣,4♦,4♥	· · D, H, C transfer splinter
--2♠	to play if partner has S, invitational if partner has H
--3♣,3♦	non-forcing, good suit

1N-2♦

--2N	relay
--3♣	· min with H
--3♦	· min with S
--3♥	· · natural, forcing
--3♥	· max with H
--3♠	· max with S
--4♥	· · to play
--3♥,4♥	willing to play 3 or 4 respectively in partner's major, preempt

1N-2♥,2♠

5 card major + 4 card minor

--2N	one round forcing
--3♣,3♦	· min with C, D
--3♥,3♠	· max with C, D
--3♣	searches for the minor suit
--3♥,3♠	invitational

--new suit	non-forcing
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1N-2N**minors**

▫ any gameforcing two suited hand

--3mn	to play
--3mj	natural, non-forcing
--3N	to play

1N-2♣-x

-p	shows C
-xx	D or equal length in majors, partner has to bid 2♦ (Parsch rescue)
-2♦	5+ D + partial fit in one major
-2mj	to play

1N-2♣-2s

-x	shows equal length in the majors if s=♦, else penalty
----	---

1N-2♦-x

-p	shows D
-xx	asks for partner's suit
-other suit	to play

1N-2♦-2s

-x	negative, partner shows his suit or passes with this suit
----	---

1N-2mj-x

-2N	asks for the minor
-other suit	to play

1N-2mj-2(3)ns

-x	penalty
----	---------

1N-x shows approximately the top of their *N* range in *hcps*

-p-2♣	weak, either C or no biddable suit
-xx-p -2♣	not bust weak, either C or no biddable suit
-2s-p -x ·2ns-p -else	either weak or penalty, partner should reopen if short in this suit negative · forcing LS
-p-p·2s-x ·2s-p-p-x -2N	penalty penalty LS
-3s-x	negative

1N-p-2♣-x shows a good hand and not C

1N-p-2♥,2♠-x is takeout

1N-p-2♦,2♥(transfer)

-x	shows this suit
-p...-x	penalty
-transfer suit	takeout

Dont

X = Einfärber

1 NT X 2 F X kurz
 2/3 F nat. gute Farbe
 2 NT forcing

2♣ = ♣+andere Farbe

2♦ sucht
 2♥/♠ to play
 2 NT forcing, fragt nach Verteilung
 3♣ 5er ♣ (-> 3♦ fragt nach 2. Farbe)

2♦ = ♦ + OF

2♦ 2♥ sucht
 2♠/3♣ to play
 2 NT forcing, fragt nach Verteilung
 3♣/♦ 5er ♦ + 4er ♥/♠
 3♥/♠ 4er ♦ + 5er ♥/♠

2♥ = 5/4 in OF

2♥/♠ to play
 2 NT forcing, fragt nach Verteilung siehe 3♦ Eröffnung
 3♣/3♦ to play

5.1.10. Two suiter

These bids are used, if the opening bid shows 3+ cards. They should not be made with intermediate hands, i.e. they should show either a weak or a good 2 suited hand.

Note: pass and then the opener's suit is natural.

1s-2s

promises the unbid highest suit + another one

-x	<ul style="list-style-type: none"> · equal length (normally 22), partner can bid his longer or better suit or redouble · to play · asks about second suit · strong
-p	
-ns	
-2N	
-xx	
1♥-2♥-x-p-p-2♠ -xx	S + C S + D

1s-2N

2 lowest unbid suits

-x	<ul style="list-style-type: none"> · equal length (normally 22), partner can bid his longer or better suit or redouble · to play · strong
-p	
-3mn	
-xx	

-4N

1s-4N	shows the 2 lowest unbid suits
4♠-4N	any two-suited or a three-suited hand

1mn-2mn is natural if opener may have less than 3 cards.

1mn (short)-2N

two-suiter without ♣

3♣	relay
-- 3♦	
-- 3♥	
-- 3♠	♦+♥ ♥+♠ ♦+♠
3♦,♥,♠	pass or correct

5.2. Artificial openings

5.2.1. Artificial strong 1♣, 1♦, 2♣ and 2♦ openings

The following defense is used against artificial unlimited openings in the minor suits. It only differs slightly for ♣ and ♦ openings. This defense is also used over 1♣(strong)-p-1♦ or 2♣-p-2♦ respectively. There's no way to show C + H if the opponents open 1♦ or 2♦.

Note: The overall style should be semi-constructive, i.e. there's no need to bid with every hand just because the opponents open 1♣.

1♣ (strong)

-x	4+ C and 4+ H
-1♦	4+ D and 4+ S
-1♥, 1♠	natural
-1N	one long minor
-2♣	4+ C and 4+ D
-2♦	4+ D and 4+ H
-2♥	4+ H and 4+ S
-2♠	4+ S and 4+ C
-2N, 3N, 4N	any two suiter

2♣ (strong)

exactly the same as over 1♣ but one level higher

1♦ (strong)

-x	4+ D and 4+ S
-else	same as over 1♣

2♦ (strong)

exactly the same as over 1♦ but one level higher

5.2.2. Against weak openings 2♦, 2♥, 2♠, 2N

Nach natürlichen Farbzwischenreizungen ist eine neue Farbe unter Partie forcing, z. B. 2♥ - 2♠ - p - 3♣.

2♦

≠ 2♦ weak two in H or S or anything strong

□ weak two in H or two-suiter with S and a minor

-x	13-15 hcps, balanced or 20+ hcps, balanced
-2♥	takeout with H shortage
-2♠	takeout with S shortage
-2N	16-18 hcps, balanced
-3mj	7 tricks
-3N	to play

-4mn	gameforcing 2 suiter, this suit and a major
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Special sequences

2♦-2♥-2♠-x	value showing x
2♦-2♥-3♥-x	penalty (4+ H)
2♦-2♥-3mn-x	value showing x
2♦-x-p-p	penalty
2♦-x-p-2N	LS
2♦-x-p-3♦	cuebid (LS), at least on 4 card major
2♦-x-2♥-x	penalty (3+ H)
2♦-x-2♥-2♠	to play, 4+ card suit
2♦-x-2♥-2N	LS
2♦-x-2♥-3♥	cuebid (LS)
2♦-p-2♥-p-p-x	info x
2♦-p-2♥-p-2♠-x	info x
2♦-p-2♥-x	info x with S
2♦-p-2♥-p-2♠-p-p-x	info x
2♦-p-2♠-x	info x with H

weak 2 in H or anything strong

-x	13-15 hcps, balanced or 20+ hcps, balanced
-2♥	takeout, H shortage, unlimited
-2♠	natural with 5 S
-2N	16-19 hcps, balanced
-3♥	asking for stopper
-3N	to play
-4mn	gameforcing 2 suiter, this suit and S

2♦

weak two suiter in the majors or anything strong

-x	▫ 13-15 hcps, balanced or 20+ hcps, balanced ▫ strong hand, unbalanced
-2mj	natural
-2N	16-19 hcps, balanced
-3N	to play

2♥,2♠

weak two

-x	info x
-2N	strong N, 15+ hcps
-new suit	natural
-3N	to play
-4mn	gameforcing 2 suiter, this suit and the other major

2♥

H + minor weak or weak 2 in S

-x	shows at least 4 H
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-2♠	natural with 5 S
-2N	strong N, 15+ hcps
-3mn	natural
-3♥	any forcing
-3♠	strong with S, approximately 7/8 tricks
-3N	to play
-4mn	gameforcing 2 suiter, this suit and a major

2♥-p-2♠-p-p-x *penalty x*

2♥-p-3♥-p-p-x *takeout x*

2♥-p-3♠-p-p-x *penalty*

2♠ *long minor or both minors*

-x	strong hand with penalty interest
-2N	opening hand with 5 S
-3♣	take out with better/longer H
-3♦	take out with better/longer S
-3N	to play
-4mn	gameforcing 2 suiter, this suit and a major

2N *one long minor or both minors*

-x	strong hand with penalty interest
-3♣	take out with better/longer H
-3♦	take out with better/longer S
-3N	to play
-4mn	gameforcing 2 suiter, this suit and a major

Competitive bidding : Conventions and agreements

2N in competition

Same as without competition

1♣-1s-p-p-2N 1♣-p-1♦-x,1mj-2N	N with 24-26 hcps (jump after 1♣) N with 24-26 hcps (jump after 1♣)
1♣-1♦-1♥-1♠-2N 1♣-1s-x-1ns-2N 1♣-p-1♥-1♠-2N	N with 18-20 hcps (jump after 1♣) N with 18-20 hcps (jump after 1♣) N with 18-20 hcps (jump after 1♣)
1mn-p-2mn-2♠-2N	4 H (Schrödel 2N)

1♣-x,1s-2N 1♦-x,1mj,2♣-2N	0-5 pts, good 5 card suit (undisturbed sequence) 0-5 pts, 4 card suit (undisturbed sequence)
1♣-p-1♦-1mj-p-p-2N	10-12 hcps, stopper (undisturbed sequence)
2♦-x,2mj-2N	relay (undisturbed sequence)
2♠-x-2N	relay (undisturbed sequence)

4 card support

we open

1♣-2♦,2mj-2N 1♦-2mj-2N	4+ card support, 6-8 pts (inverted minors not possible) 4 card support, 6-8 pts (inverted minors not possible)
1mj-x,1s,2s-2N	mod. Jacoby, invitational or better with 4 card support (after mj)
1s-2s (unknown 2-suiter)-2N 1s-2s (one suit known)-2N	limit raise or better limit raise or better, if this is the higher 'cuebid'

they open

1s-1mj-p-2N 1s-1mj-1ts,2s,2ts-2N	limit raise or better limit raise or better
1s-p-2s-2mj-p-2N 1s-p-1ns-1mj-2s-2N	limit raise or better limit raise or better

Natural

we open

1s-2♣-p-p-2N 1s-p-1ns-2♣-2N	C stopper, semi-balanced, good hand (all suits biddable) C stopper, semi-balanced, good hand (all suits biddable)
1s-1ns-p-p-2N 1s-1ns-x-p-2N 1s-1ns-1ts-p,x-2N 1s-p-1ns-1ts,x-2N	stopper, semi-balanced, good hand (jump) 18+ N, stopper (jump) 18+ N, stopper (jump) 18+ N, stopper (jump)
1s-1ns-2ts-p,x-2N	15-17 N, stopper (after NFB)
1♣-2♣ (natural)-x-p-2N 1s-2ns-x-p-2N	15-17 N, stopper (responding to a negative double, right hand passes) 15-17 N, stopper (responding to a negative double, right hand passes)
1♣-p-2♣-2♦,2♥-2N 1♦-p-2♦-2♥-2N	15+ N, stopper, 4+ C, less than 4 D or H (fit established) 15+ N, no penalty interest, stopper (fit established)

1s-p-1ns-1ts·p-p-2N	10-12 hcps, stopper (second bid)
1s-p-1ns-1ts·p-any bid-2N	10-12 hcps, stopper (second bid)
1s-1ns-x-p·2s-p-2N	10-12 hcps, stopper (after negative double)
2♣-2s-2N	5-8 hcps, stopper

they open

preempt-2N	15-18 N, fairly balanced
1s-p-2s-2N	16-19 N, fairly balanced
1s-1ns-p-cuebid·p-2N	opening hand, stopper
1s-p-p-2N	20-22 N, stopper

1s-x-p,1ns,2ns-2N	11-13 hcps, stopper
1s-2ns (no jump)-p-2N	9-11 hcps, stopper

Relay*we open*

2♥-x,2♣-2N	mod. relay
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they open

1N-2♣,2♦-p-2N	asks about strength and suit or length respectively
1N-2mj-p,x-2N	asks about minor

Takeout*we open*

1s-1ns-x-p·2s-2ns-p-p·2N	6331
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Two-suiter*we open*

1s-1N-2N	shows any gameforcing two-suiter
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they open

1s-2N	55 in two lowest unbid suits
1s-p-1ns,2ns-2N	55 in other 2 suits
1N-2N	minors or any gameforcing two-suiter

Gameforcing*we open*

1s-2s (one suit known)-2N	gameforcing (based on 4th suit), if this is the lower 'cuebid'
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Lebensohl

Lebensohl situations (LS):

We open:

- 1) 1N-2s
- 2) 1N-p-2♣-2♦, 2♥, 2♠·p-p
- 3) 1N-x-xx-p·p-2s
- 4) 2♥(weak 2)-p
- 5) 1mn-2s (Gromöller)

They open:

- 1) 1s-x-2s
- 2) 1s-p-2s-x-p
- 3) 2♦ (multi)-x-p, 2♥, 2♠
- 4) 2♦ (multi)-2♥, 2♠(takeout with H, S shortage)-p
- 5) 2mj-x-p
- 6) 2♥ (H+minor or S)-x (showing 4+ H)-p
- 7) 1N-x-2s
- 8) 1N-p-2s-x·p

Lebensohl principles

"stoppers are shown/denied via the principle "direct denies"

- if partner has opened or shown a N hand:
 - 1) 2s possible:
 - a) 3s is invitational
 - b) 3s (indirect) shows a 5 card suit and is forcing to 3N or 4s
 - 2) 2s not possible:
 - a) 3s shows a 5+ card suit, weak (3♣ is forcing to 3N or 4♣)
 - b) 3s (indirect) shows a hand forcing to 3N or 4s
 - 3) (in)direct cuebid is forcing to 3N or 4 in a suit
 - 4) 3N direct denies a stopper
 - 5) 3N indirect shows a stopper
- if partner has shown (via takeout x) an unlimited hand:
 - 1) 2s possible:
 - a) 3s shows a 5+ card suit, invitational
 - b) 3s indirect shows a 4 card suit, invitational
 - 2) 2s not possible:
 - a) 3s shows a 4+ card suit, weak (3♣ is invitational)
 - b) 3s indirect shows a 4+ card suit, invitational
 - 3) (in)direct cuebid shows a strong hand, then 4s shows slam interest
 - 4) 3N direct shows at least 1.5 stopper
 - 5) 3N indirect shows a stopper
 - 6) a direct bid of 4mj shows a distributional hand
 - 7) LS and then 4mj promises a 4 card suit and 11-14 pts
- a double jump to 4mn shows shape and is invitational
- 4mn via 2N is keycard

LS

-2s	weak, to play
-2N (see below)	transfer to 3C with: <ul style="list-style-type: none"> ▫ a positive hand with a long (4+ if partner has implied length) suit in S, H or D. 'Positive hand' varies according to the situations above. ▫ weak hand with C ▫ stopper on the way to 3N ▫ stopper, at least one 4 card major over N type ▫ stopper, strong hand over partner's takeout x
-3♣	forcing (invitational over takeout x)
-3♦, 3♥, 3♠ (without jump)	to play
-3♦, 3♥, 3♠ (jump)	invitational
-cuebid	no stopper (over N type at least one 4 card major)
-3N	<i>▫ values for 3N without a stopper, when partner opened N</i> <i>▫ 1.5 stopper over partner's takeout x</i>
-4mn	<i>invitational, shape</i>

LS-2N

--3♣ --cuebid --3s --3N --4mn	any hand that is willing to play 3♣ opposite a weak C hand <ul style="list-style-type: none"> · stopper and over N type at least one 4 card major · forcing (invitational over takeout x) · values for 3N + stopper · keycard
--3s	good hand
--cuebid	any real strong hand or a good hand with long C and w/o a stopper
--3N	good hand with a stopper

Examples: N type

1N-2♥-3♠	invitational, 5 card suit
1N-2♥-2N-p-3♣-p-3♠	forcing, 5 card suit
2♦-x (13-15N)-2♥-3♠	invitational, 5 card suit
1N-2♠-3♦	to play, 5 card suit
1N-2♠-2N-p-3♣-p-3♦	forcing, 5 card suit
2♦-x (13-15N)-*-2N-p-3♣-p-3♦	forcing, 5 card suit
1N-2♠-3N	no S stopper
1N-2♠-2N-p-3♣-p-3N	S stopper

Examples: unlimited hand

2♥-x-p-3♠	invitational, 5 card suit
2♥-x-p-2N·p-3♣-p-3♠	invitational, 4 card suit
2♥-x-p-4♠	5+ S, less than 11 pts, distributional hand
2♥-x-p-2N·p-3♣-p-4♠	4+ S, 11-14 pts
2♥-x-p-3♥	no H stopper, forcing
2♥-x-p-2N·p-3♣-p-3♥	H stopper, asks partner to bid 3N, then 4s is invitation to slam
1♠-x-2♠-3♥	4+ card suit, weak
1♠-x-2♠-2N·p-3♣-p-3♥	invitational, 4+ card suit
1♠-x-2♠-4♥	5+ H, less than 11 pts, distributional hand
1♠-x-2♠-2N·p-3♣-p-4♥	4+ H, 11-14 pts
1♠-x-2♠-3♠	no S stopper, forcing
1♠-x-2♠-2N·p-3♣-p-3♠	S stopper, asks partner to bid 3N, then 4s is invitation to slam

2♠-x-p-3N	1.5 S stopper
2♠-x-p-2N·p-3♣-p-3N	one S stopper

Scrambling N

Scrambling N, i.e. searching for a fit (normally in minors), is played after:

We open 1N:

- 1) 1N-2s-x-p·2N
- 2) 1N-p-p-2s·p-p-2N
- 3) 1N-p-p-2s·x-p-2N
- 5) 1N-x-xx ... they run, we can't double for penalty
- 6) 1N-x-p ... they run and partner wants or is forced to compete

They open:

- 1) opponents have raised a major and partner balances with a double
- 2) opponents have raised a major and passed partner doubles
- 3) opponents have raised a major and partner uses a second info double

Examples:

1N-2♠-x-p·2N	responding to partner's negative double
1N-2♠-p-p·x-p-2N	responding to opener's negative double
1N-p-p-2♥·p-p-2N	balancing
1N-p-p-2♠·x-p-2N	responding to opener's negative double
1N-x-xx-2♠·p-p-2N	opener's pass is forcing
1N-x-xx-p·p-2♠-p-p-2N	partner's pass is forcing
1N-x-p-2♥·x-p-2N	responding to opener's negative double
1N-x-p-2♠·p-p-2N	balancing

1♥-p-2♥·p-p-x-p-2N	balancing
p-1♥-p-2♥·x-p-2N	pre-balancing
1♥-x-2♥·p-p-x-p-2N	responding to second info x

Good-bad N

Good-bad N gives opener the opportunity to differentiate between 'weak' and 'strong' hands. It is played in the same style as Lebensohl, i.e. the direct bid of 3♦, 3♥ and 3♠ shows a 'minimum' hand and extra values are shown via 2N whereas in ♣ a direct 3♣ bid shows the 'weak' hand. Partner is supposed to relay with 3♣. Opener uses x to show a N hand.

Good-bad N is played after:

- 1) 1s-2ns-p-p-2N (balancing position)
- 2) 1s-p, 1ns-x, 1ts, 1N, 2ts-2ns-2N (responding to a negative double or positive bid, right hand bids)

46 hands

1♠-2♦-2♠-p-p-2N	shows 4 H + 6 D
1mj-2♣-2mj-p-p-2N	shows 4 D + 6 C

Interference with conventional bids**Opponents use lead directing doubles***fourth suit forcing-x*

-p	nothing to tell
-xx	stopper
-N	half-stopper
-suit	natural

cuebid-x

-xx	2nd round control if the cuebid showed first round control, first round control if the cuebid was a mixed cuebid
-trump	no (further) interest
-suit	cuebid (don't care about another control in this suit)
-p	forcing, general interest
-xx	· 2nd round control (or 1st round control if it was a mixed cuebid)

transfer-splinter-x

-xx	first round control in the suit bid
-trump	· nothing more to tell (conveniently)
-splinter suit	· chicane
-trump	no (further) interest
-splinter suit	keycard
-p	forcing, general interest
-xx	· 1st round control in this suit
-splinter suit	· chicane

splinter-x

-xx	first round control in this suit
-trump	no (further) interest
-lower of splinter suit and 4N	keycard
-p -xx	forcing, general interest · chicane

Interference with keycard*keycard answer-x*

p	interest to go on, if partner has second round control or better (= xx)
xx, step suit, ...	first step, second step, ...

keycard answer-new suit

p	interest to go on, if partner has second round control or better (= x)
x, step suit, ...	first step, second step, ...

keycard-new suit

4 level up to 5♦	dopi/ropi
5♥ and above	depo (double=even, pass=odd)

Conventional doubles and redoubles**Miscellaneous doubles**

1s-p-2ns-x·xx	strong N
1s-p-2ns-2os·x	strong N
1s-1ns-p-2s·x (opener x)	strong N
1s-p-p-1ns·p-2s-x (partner x)	doubleton honor
1s-1ns/2ns-x (negative)-xx	Rosenkranz xx, doubleton honor

SOS-xx

All redoubles but the standard situations listed below are SOS:

We open

1s-x-xx	9+ hcps, normally short in opener's suit
1N-x-xx	9+ hcps, penalty interest
1N-p-2♦-x·xx	good 4 card D suit
1mn-p-2mn-x·xx	penalty interest
1s-p-1mj-x·xx	support xx
1♣-p-1♦-x·xx	strong N with 15-17 hcps and 4 D
preempt-x-xx	strong, penalty interest
2♣-x-xx	at least a good 4 card suit
2♦-x-xx	equal length in the majors

They open

1N-2♣-x-xx	D or equal length in majors, partner has to bid 2♦
1N-2♦-x-xx	asks partner to bid his suit (pass shows D)

7. Leads and signals

7.1. Leads

7.1.1. Leads against suit contracts

From length *3rd-5th*

From doubleton *high-low*

Rushinov *2nd highest honor (A-9), not in partner's suit*

- higher one is lead from 2 honors sec
- 3rd highest from 98x(x...)

7.1.2. Leads against N

From length *3rd-5th*
4th highest from suits like QT8x, J97x, etc.

From doubleton *high-low*

Vinje leads

<i>Holding in suit</i>	<i>Lead</i>	<i>Reading</i>
AKx(x...)	A	Partial sequence without other honors in the suit
AKJ(x...) KQT(x...)	K	Incomplete sequence lacking the Q or the J
AKQ(x...) QJT(x...) QJ9(x...)	Q	2 or no higher honors than the Q. Holding AKQ the 2nd lead indicates a suit preference. The Q may also be played from KQx(x...) or AQTx(x...).
AQJ(x...) KQJ(x...) JT9(x...) JT8(x...)	J	2 or no higher honors than the J. Holding KQJ the 2nd lead or play indicates a suit preference.
AQT(9...) AJT(x...) KJT(x...) T9x	T	2 or no higher honors than the T. With 2 higher cards the sequence is an intermediate one. The T may also be played from QTx , KTx or ATx.
AT9(x...) KT9(x...) QT9(x...) 98x	9	2 or no higher cards than the 9. With 2 higher cards the sequence is an intermediate one. The 9 may also be played from J9x, Q9x, K9x or A9x.

7.2. Signals

7.2.1. Signals in trump contracts

<i>General treatment</i>	<i>On the first lead partner normally shows attitude, later length in the suits played. When it's obvious that a switch is necessary Lavinthal is used.</i>
<i>Length</i>	<i>upside down, i.e. low-high is even</i>
<i>Attitude</i>	<i>low is positive</i>
<i>Lavinthal</i>	<i>If dummy holds a singleton, void or doubleton K and also if declarer is known to have at most one card in the suit lead.</i>
<i>Attitude switches</i>	<i>If leader's partner gets in and switches to a high card in a new suit, he wants partner to switch back to the suit originally lead.</i>
<i>Trump signals</i>	<i>Lavinthal tendency: high-low is Lavinthal, low-high is ambiguous</i>

7.2.2. Signals in N contracts

<i>Signalling on Vinje leads</i>	<p><i>▫ Unblock with an honor second (if it doesn't cost a trick)</i></p> <ul style="list-style-type: none"> ▫ Use a counting signal when dummy holds at least 3 cards in the suit ▫ Use any complementing card, followed by the next lowest, when the lead shows an incomplete sequence and dummy and 3rd hand hold exactly 3 cards in the suit. ▫ Use a positive or negative signal to show the (non)existence of a card touching the actual sequence, followed by a distributional signal on the next round, when dummy holds at most 2 cards in the suit. ▫ On a counting lead from a long suit 3rd hand plays the lowest if dummy and 3rd hand hold only spot cards in the suit and the sum of leader's, dummy's and 3rd hand's cards totals 11.
<i>Length</i>	<i>upside down, i.e. low-high is even</i>
<i>Attitude</i>	<i>low is positive</i>
<i>Lavinthal discards</i>	<i>Only if there are still 3 suits available, otherwise attitude.</i>
<i>Smith-peter</i>	<i>Both players use this signal. A low card in the first suit declarer plays indicates interest in the suit originally lead.</i>

Lavinthal

If a player is known to hold 2 or more 'equal' cards.

Attitude switches

If leader's partner gets in and switches to a high card in a new suit, he wants partner to switch back to the suit originally lead.