

Opening bids

1♣	11 – 21H, 3+ ♣.
1♦	11 – 21H, 3+ ♦.
1♥/♠	11 – 21H, 5-card.
1NT	Balanced, 15 – 17H. May have 5M or 6m.
2♣	22+, indeterminate.
2♦	Multi (2-weak in a major OR 24+ bal OR strong in a minor).
2♥	5-5 in ♥ and a minor, 7 – 10H.
2♠	5-5 in ♠ and a minor, 7 – 10H.
2NT	Balanced, 20 – 21H.
3♣/♦/♥/♠	Preemptive.
3NT	7(8) solid minor suit.
4♣/4♦	7 or 8 suit with 0 or 1 loser in trumps. 3 or 4 total losers
4♥/4♠	Preemptive.

1. Leads, signals, discards

1.1 Leads against NT contracts

A (AKx):	Ask for attitude (low = encouraging)
K (Strong holding):	Ask for unblock or count. Exception: If dummy has void or singleton, then ask for attitude (low = encouraging)
Q (KQx or QJx):	Ask for attitude (low = encouraging)
J (J10x or KJ10x or AJ10x):	Ask for attitude (low = encouraging)
10 (109x or Q109 or K109x or A109x):	Ask for attitude (low = encouraging)
10 (109xx)	Ask for attitude (low = encouraging)
Second highest (10xxx or worse; xxx)	
Fourth highest (Jxxx or better; xxxxx)	
Second highest (Hxx)	

- If dummy wins with J or lower: Give count (high – low = even)
- At partner's suit, 2th & 4th.

1.2 Leads against suit contracts

A (AKx):	Ask for attitude (low = encouraging) Exception 1: Dummy has a singleton, Lavinthal. Exception 2: Dummy has Q, then COUNT
K (AKx or KQx):	Ask for count. Exception 1: Dummy has a singleton, Lavinthal. Exception 2: Dummy has A (not singleton) without the J, attitude. Exception 3: Dummy has Q, then COUNT
Q (QJx):	Ask for attitude (low = encouraging)
J (J10x):	Ask for attitude (low = encouraging)
10 (109x):	Ask for attitude (low = encouraging)
3 rd & 5 th	

- If dummy wins with J or lower: Give count (high – low = even)

1.3 Signals and discards against NT contracts

- Smith signal (both players) if it is necessary. -→HIGH ENC
- First discard = Lavinthal (middle card = no special interest)
- Rest of discards = Present count.
- Attacking or signaling, low = encouraging.

1.4 Signals and discards against suit contracts

- First discard = Attitude (low = encouraging, middle = no special interest)
- Rest of discards = Present count.
- Attacking or signaling, low = encouraging.

2. 1M opening

1♠ 11-21 H, 5+cards

- Without opponents overcall:

1♠	11-21 H, 5+cards
1♠ – 1NT	Not forcing. Then:
2NT	Any GF.
1♠ – 2x	Forcing up to 2NT or 3x.
1♠ – 2NT	INV or better 3+. Then:
3♣	12 + with ♣ shortness
3♦/♥	12 + with ♦/♥ shortness.
3♠	MIN
3NT	15 -19 balanced.
4♣/♦/♥	12 +, good 2-suiter.
4♠	13-14 w/o short
1♠ – 3♣/♦	Jump-fit, 10+ (then, 3♠ minimum)
1♠ – 3♥	WEAK IN H
1♠ – 3♠	WEAK 4+cards.
1♠ – 4♣/♦/♥	Splinter, usually 10 – 12.
1♠ – 4♠	WEAK 5+cards. (less than 10 PH)
1♠ – 2♣ (passed hand)	Drury-fit, invitational. Then:
2♠	No opening values.
2♥	Natural
2♦	Forcing, ambiguous
Other below game	GF, slam interest

- After double by opponents

1♠ – (X) – XX	10+, usually without fit, no GF
1♠ – (X) – 2♣/♦/♥	Negative free bid
1♠ – (X) – 2NT	10+ with fit
1♠ – (X) – 3♣/♦	Jump-fit, 10+ (then, 3♠ minimum)
1♠ – (X) – 3♥	WEAK in H
1♠ – (X) – 3♠	Barrage
1♠ – (X) – 4♣/♦/♥	Splinter

- After overcall by opponents. **Only splinter in opponent suit, rest is jump-fit or to play**

1♠ – (2x) – X	Take-out
1♠ – (2x) – 2y	Negative free bid
1♠ – (2x) – 3x	10+ with fit
1♠ – (2x) – 3y	Jump-fit, 10+
1♠ – (2x) – 4♥	To play

1♥ - (2♠) – 2NT LEBENSHOL

1♥ - (2♠) – pass-pass-X-pass-2NT

LEBENSHOL

- **Note: Only splinter in opponent suit, rest is jump-fit or to play**

1♠ – (2NT minors) – X	For penalties in at least one minor
1♠ – (2NT minors) – 3♣	♥ suit, 10+.
1♠ – (2NT minors) – 3♦	♠ support, 10+.
1♠ – (2NT minors) – 3♥	♥ suit, 6 – 9.
1♠ – (2NT minors) – 3♠	♠ support, 6 – 9
1♠ – (2♠ Michaels) – X	For penalties in at least one suit
1♠ – (2♠ Michaels) – 2NT	Lebenshol, transfer to 3♣. Then:
Pass	with clubs
3♦/♥	Natural weak
3♠	Weak support 5-9
3NT	To play, with stopper in ♥.
1♠ – (2♠ Michaels) – 3♣/♦	Natural, F1.
1♠ – (2♠ Michaels) – 3♥	GF with support.
1♠ – (2♠ Michaels) – 3♠	♠ Invitational
1♠ – (2♠ Michaels) – 3NT	To play, without stopper in ♥.

3. 1m opening

- 3rd suit forcing

1♣ – 1♠	
2♣ – 2♦/♥	Forcing one round

- 4th suit. GF when 4th suit is bid at 3-level, F1 when 4th suit is bid at 2-level (but GF if 4th suit bidder bids again).

1♣ – 1♦ – 1♥ – 1♠	F1, 4-cards ♠. (GF if responder bids again 3-level)
1♣ – 1♦ – 1♥ – 2♠	GF, no 4-cards ♠.

- Roudinescu

1♣ – 1♠ – 1NT – ??	2♣	Ask for min/max and 2/3 cards in ♠
	2♦/♥/♠	To play
	2NT	Transfer to 3♣
	3♣/♦/♥	GF, 5-5.
	3♠	GF, 6 cards.
1♣ – 1♠ – 1NT – 2♣ – 2x – 3♥		GF, 5-4
1♣ – 1♠ – 1NT – 2♣ – 2x – 2♠		Invitational with 6+ cards
1♣ – 1♠ – 1NT – 2♣ – 2♦ – 2♥		Invitational with 5-4.

- Check-back

1♣ – 1♠ – 2NT – 3♣ – ??	3♦	4-card ♥ and 3-card ♠
	3♥	4-card ♥ but no 3-card ♠
	3♠	3-card ♠ but no 4-card ♥
	3NT	No 4-card ♥ and no 3-card ♠

- Reverse minors

1♣ – 2♣ GF, 4+ clubs. Then:
 2♦/♥/♠ Not minimum, stopper in ♦/♥/♠ (not necessarily 4 cards)
 2NT Minimum, balanced.
 3♣ Minimum, unbalanced.
 3♦/♥/♠ Splinter, with 5+ clubs.
 1♣ – 2♦ **Invitational with ♣**
 1♣ – 3♣ Preemptive, 5+ clubs.

1♣ – (X) – ?? 2♣ 6 – 9, 4+ clubs.
 XX 10+, no 4 clubs.
 2NT **10+, 4+ ♣**
 3♣ Preemptive, 5+ clubs.

1♣ – (1x) – ?? 2♣ 6 – 9, 4+ clubs.
 2x 10+, 4+ clubs.
 2NT Natural
 3♣ Preemptive, 5+ clubs.

1♦ – 2♦ GF, 4+ diamonds. Then:
 2♥/♠/3♣ Not minimum, stopper in ♥/♠/♣ (not necessarily 4 cards)).
 2NT Minimum, balanced.
 3♦ Minimum, unbalanced.
 3♥/♠/4♣ Splinter, with 5+ diamonds.
 1♦ – 3♣ **Invitational with ♦**
 1♦ – 3♦ Preemptive

1♦ – (X) – ?? 2♦ 6 – 9, 4+ diamonds.
 XX 10+, no 4 diamonds.
 2NT **10+, 4+ ♦**
 3♦ Preemptive, 5+ diamonds.

1♦ – (1x) – ?? 2♦ 6 – 9, 4+ diamonds.
 2x 10+, 4+ diamonds.
 2NT Natural
 3♦ Preemptive, 5+ diamonds.

4. **1NT opening**

1NT Balanced, 15 – 17H. May have 5M or 6m

- Without opponents overcall

1NT – 2♣ Stayman (3 possible answers). Then:
 2♦ – 2♥ 4-4 majors, weak
 2♥ – 2♠ 4-card, invitational
 2♦ – 4♣ Majors. Slam interest.
 2♦ – 4♦ Majors. No slam interest.

1NT – 2♦/♥	Transfer ♥/♠
1NT – 2♠/3♣	Transfer ♣/♦ (Weak or show GF bidding singleton later)
1NT – 2NT	Invitational
1NT – 3♦	GF, minors
1NT – 3♥/♠	GF, similar to 3-suiter, show singleton ♥/♠
1NT – 4♣	Transfer ♥ 6 cards
1NT – 4♦	Transfer ♠ 6 cards
1NT – 4♥/♠	To play
1NT – 4NT	Quantitative. Then: 5clubs/5D: Maximum. Slam acceptance. 4cards 6clubs/6D: Maximum. Slam acceptance. 5cards
	To play or correct (6nt included)

- After overcall by opponents

1NT – (2♥) – ??	X = Take-out
	2♠ = Weak
	2NT = Lebenshol
	3m = GF, natural

5. 2♣ opening

- Usually 2♦ response (waiting bid; exception: bid 6+ good suit)

2♣ – 2♦ – 2NT	22 – 23H
2♣ – 2♦ – 2♥/♠/3♣/♦	21H+
2♣ – 2♦ – 3♥/♠	21H+, very good suit.
2♣ – 2♦ – 4♣	2-suiter ♣ and a major
2♣ – 2♦ – 4♦	2-suiter in both majors , To choose
2♣ – 2♦ – 4♥	2-suiter ♥ and
2♣ – 2♦ – 4♠	2-suiter ♠ and ♦
2♣ – 2♦ – 4NT	2-suiter in both minors

6. 2♦ opening

2♦ – 2♥/♠	Pass or correct
2♦ – 2NT	Ask, no GF (3♣ = ♥min, 3♦ = ♠min, 3♥ = ♠max, 3♠ = ♥max) then when response is max → GF
2♦ – 3♣	Natural, F1
2♦ – 3♦	Invitational at your major
2♦ – 3♥	Pass or correct
2♦ – 4♣	Bid your suit in transfer
2♦ – 4♦	Bid your suit
2♦ – 4♥/♠	Natural, to play
2♦ – 5♣/♦	Natural, to play
2♦ – (X) – Pass	Prefer to play 2♦ X than 2M X.

7. 2M opening

2♥ – 2♠	Natural, F1
2♥/♠ – 2NT	Ask, no GF (3♣ = ♣min, 3♦ = ♦min, 3♥ = ♣max, 3♠ = ♦max) then when response is max → GF
2♥/♠ – 3♣	Pass or correct
2♥/♠ – 3♦	Invitational at your major
2♥/♠ – 4♣	Pass or correct
2♥/♠ – 4♥/♠	Natural, to play
2♥/♠ – 4NT	Bid your minor
2♥/♠ – 5♣/♦	Natural, to play

8. 2NT opening

3♣	Stayman (3♦ = no majors)
2NT – 3♣ – 3♦ – 3♥	Smolen (4 in ♥ and 5 in ♠)
2NT – 3♣ – 3♦ – 3♠	Smolen (4 in ♠ and 5 in ♥)
3♦	Transfer (3♥ = Fit, 3NT = no fit)
3♥	Transfer (3♠ = Fit, 3NT = no fit)
3♠	Minors, slam try (FG at least)
- 3♠ menores (4-4 OR BETTER)	
3st	no tengo menor 4to
4♣	4+ cartas
4♦	4+ cartas
4♥	dobleton en ♥ 3244. Then 4rkc
4♠	dobleton en ♠ 2344. Then 4rkc
4♣/4♦	Natural slam try (4NT = No interest)
5♣/5♦	to play

9. 3NT opening

7 or 8 solid minor suit

3NT – 4♣/5♣/6♣/7♣/	Pass or correct
3NT – 4♦	Ask for shortness
4♥/♠	short in ♥/♠ then
5♣/6♣/7♣	= to pass or correct
4NT	short in other minor
5♣/6♣/7♣	= to pass or correct
5♣/5♦	no shortness, this is my suit (7222)
3NT – 4NT	Ask for number of cards in solid minor (5♣ = 7, 5♦ = 8)
5♦ (after 5♣)/6♣/7♣	= to pass or correct

10. 4♣/4♦ opening

Namyats: 7 or 8 suit with 0 or 1 loser in trumps. 3 or 4 total losers.

4♣ – 4♥	Stop
4♣ – 4♦	Slam try, with 2+ kc, asking for 1-round controls (4♥ = ♦, 4♠ = ♠, 5♣/♦ = ♣/♦, 4NT = no 1-round control).
4♣ – 4NT	5-kc Blackwood
4♦ – 4♠	Stop
4♦ – 4♥	Slam try, with 2+ kc, asking for 1-round controls (4♠ = ♥, 5♣/♦/♥ = ♣/♦/♥, 4NT = no 1-round control).
4♦ – 4NT	5-kc Blackwood

11.Special overcalls

NON-LEAPING MICHAEL

(3♥) – ??	4♣ - ♣ and ♠ 4♦ – ♦ and ♠ 4♥ Minors 4NT 4-KC Blackwood 3 Spades/ 3NT Natural.
(3♠) – ??	4♣ - ♣ and ♥ 4♦ – ♦ and ♥ 4♠ Minors 4NT 4-KC Blackwood 4♥ / 3NT Natural.
(3♣)-??	4♣ MAJORS 4♦—♦ and 1Major (then bid S is encourag in H) 3♦ /3♥/3♠/3NT natural 4♥/4♠ natural 4NT 4-KC Blackwood
(3♦)-??	4♦ -- MAJORS 4♣—♣ and 1Major (then bid S is encourag in H) 3♥/3♠/3NTS natural 4♥/4♠ natural 4NT 4-KC Blackwood
(4♥) – ??	4NT Minors. X takeout
(4♠) – ??	4NT Any 2-suiter.

12. Other agreements

- To pass an opponent XX at 1-level means “Choose your best suit”; to pass an opponent XX at 2-level (or above) means “I want to play this contract XX”.

MICHAELS :

NON VUL: 2-suiters bid are “weak” (8 – 11H) or “strong” (17H+). With a 12 – 16H hand we try to bid our suits. (1TR-2TR/1D-2D/ 1TR(D) 2ST Cor +minor (not S+minor available)). **Then, from the michaels side, if X is the strong hand. If bid suit is the weak hand**

VUL: 12+. When 17+ we X later, if we can, to show the strength

- After our 1NT or 2NT (natural) overcalls, we continue with Stayman (♣) and transfers
- After (1m) – Pass – (1M), we bid 2M as natural (6 good cards, opening values).
- After (1x) – Pass – (1y), we bid 1NT as natural (balanced, 16 – 18H). Then we continue ALL NATURAL
- After (1x) – Pass – Pass we bid 1NT as natural (balanced, 10 – 14H). Then we continue ALL NATURAL (5Cards suits)
- After Pass – Pass – Pass – 2H/2S natural 6 cards 12-14 H
- After (1x) – Pass – Pass – 2NT Balanced 17-19 H
- **Lebenshol after 2-weak (1-suiter or 2-suiter):**

(2♠) – X – (P) – 3♠	12+, 4 in ♥, without stopper
(2♠) – X – (P) – 3♣/♦/♥	8-11H, 4+ cards, natural
(2♠) – X – (P) – 3NT	12-15, without stopper
(2♠) – X – (P) – 4NT	Invitative 6NT, with stopper
(2♠) – X – (P) – 2NT – (P) – 3♣ – (P) – 3♠	12+, 4 in ♥, with stopper
(2♠) – X – (P) – 2NT – (P) – 3♣ – (P) – P/3♦/♥	0-7, 4+ cards, natural
(2♠) – X – (P) – 2NT – (P) – 3♣ – (P) – 3NT	12-15, with stopper

BLACKWOOD 5kc 14(5c)/30(5d) (5H/S is 2/5)

- A jump 5NT bid is “Choose a slam”; a non-jump 5NT bid is 41-30 5-card **Blackwood** if 4NT was not used as Blackwood (opponents preemptive or we cue-bid at 5-level – usually with a void).
- After 5-card 4NT Blackwood (special responses: 5NT = ~~2 Aces~~ Even number of Aces and void; 6x = 1 Ace Odd number Aces and void in x), 5NT is specific King asking: 6 trump suit = 0, 6NT = 3, Other = First king (if partner wants another King to bid 7, he bids that suit).
- After 5-card 4NT Blackwood, next available bid is Q-trump asking: trump suit = No, Other = Yes, and same meaning as specific kings response (exception: 5NT = Queen but no side Kings).

EXCLUSIVE BLACKWOOD

At 5level- normally double jump. Only clear situations.

Special care from asking side in response not overbid final contract

1st available bid 0

2nd available bid 1

3rd available bid 2

D0P1- R0P1

D 0,even number of key cards

P odd number of key cards

R 0,even number of key cards

P odd number of key cards

Defense against Multi

Double	Takeout in ♠.
2♥/2♠	Natural
2NT	Balanced 16-18(19) with stopper in both majors
3x	Natural
4♥/4♠	Natural
4NT	Minors
Pass and double	Take out

NT DEFFENSE

- Our overcalls over “strong” NT (14 minimum or better)

In 2nd position: X is M+m, 2♣ majors, 2NT minors, rest is transfer.

In 4th position: X is M+m, 2♣ majors, 2NT minors, rest is natural

- Our overcalls over “weak” NT (13 max or worse)

In 2nd: X is better than his NT, 2♣ majors, 2NT minors, rest is transfer.

4th position: X is better than his NT, 2♣ majors, 2NT minors, rest is natural.

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