

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)	Ask for attitude (low = encouraging)
Fourth highest (Jxxx or better; xxxxx)	Ask for attitude (low = encouraging)
Second highest (Hxx)	Ask for attitude (low = encouraging)

- 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)
3rd & 5th	

- 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♣/♦	weak in clubs/Diam
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♣/♦	weak
1♠ – (X) – 3♥	WEAK in H
1♠ – (X) – 3♠	Barrage
1♠ – (X) – 4♣/♦/♥	Splinter

- After overcall by opponents.

1♠ – (2x) – X	Take-out
1♠ – (2x) – 2y	Negative free bid
1♠ – (2x) – 3x	10+ with fit
1♠ – (2x) – 3y	natural in y, 10+, F1
1♠ – (2x) – 4♥	To play

1♥ - (2♠) – 2NT **LEBENSHOL**
 1♥ - (2♠) – pass-pass-X-pass-2NT **LEBENSHOL**

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	Lebenschol, 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).
- 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). **FIRST STOP (i.e. 2♥ denies ♦ stopper)**

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)).
FIRST STOP (i.e. 2♣ denies ♥ stopper)

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 ♥/♦ (5-4-3-1)
1NT - 4♣	Transfer ♥ 6 cards
1NT - 4♦	Transfer ♦ 6 cards
1NT - 4♥/♦	To play
1NT – 4NT	Quantitative. Then: 5clubs/5D: Maximum. Slam acceptation. 4cards 6clubs/6D: Maximum. Slam acceptation. 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.

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♦	Natural, F1
2♦ – 3♥/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

Bicolor M+m weak

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♦	natural f1? /Pass or correct?
2♥/♣ – 4♣	Pass or correct
2♥/♣ – 4♥/♣	Natural, to play
2♥/♣ – 4NT	Blackwood
2♥/♣ – 5♣/♦	Pass or correct

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, other suit first control)
3♥	Transfer (3♣ = Fit, 3NT = no fit, other suit first control)
3♣	Minors, slam try (FG at least)
- 3♣ menores (4-4 OR BETTER)	
3st	no minor 4to
4♣	4+ ♣
4♦	4+ ♦
4♥	dobleton in ♥ 3244. Then 4rkc
4♠	dobleton in ♠ 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 no shortness (7222)	
5♣/6♣/7♣ = to pass or correct	
5♣/5D this is my suit and short in other minor	
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, next bid; when X → the strong hand, when bid suit → 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. (2S) p (p) 2nt – (p) 3c/3d/3h/3s stayman/trsf/--/cuebid 4h

- After (1m) – Pass – (1M), we bid 2M as natural (6 good cards, opening values).
- After (1x) – Pass – (1y), we bid 1NT as bicolor in others
- 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-Aees **Even number of Aces** and void; 6x = 1-Aee **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

2♥/2♦

2NT

Takeout in ♠.

Natural

Balanced 16-18(19) with stopper in both majors

3x	Natural
4♥/4♦	Natural
4NT	Minors
Pass and double	Take out

- **Continuation after our overcall (1m) – 1M – (Pass) – ??**

1♣	Natural 4+, F1
1NT	9-12H
2m	10+, support (usually, 3 cards; maybe 4 if balanced)
2om	Natural, F1
2M	Simple raise
3M	Preemptive

- **Continuation after our overcall (1x) – 2m – (Pass) – ??**

2x	10+, support (3 or 4 cards)
2y	Natural 5+, F1
2NT	Natural
3m	Simple raise

- **Continuation after our overcall (1m) – X – (Pass) – ??**

1M	0-6 3+ cards (specially H may be 3)
2M	7-10 4 cards
3M	7-10 5 cards
4M	11+ 5 cards
2m	Both M 7-10 HD(can play to 2 level. To continue if extras
4m	Splinter both M

2y	Natural 4+. Not F
2NT	Natural
3m	Natural
3NT	Natural

- **Continuation after our overcall (1m) – X – (1x/2x) – ??**

1M	0-6 4+ cards
2M	7-10 4 cards
3M	7-10 5 cards
4M	11+ 5 cards

2m	Cue other suits 7-10HD.can play to 2 level.To continue if extras
2x	Cuebid
X	4+ Cards in x

2y	Natural 4+. Not F
2NT	Natural
3m	Natural
3NT	Natural

NT DEFENSE

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.

CONTROLS

Every time we skip 1 suit control, it means we DON'T HAVE THAT CONTROL (Exception to this is Splinter).

THEN:

IF PARTNER BIDS A NEW CONTROL SUIT, IT MEANS:

- promises control in the skipped suit
- doesn't promise control in the bid suit (may have or may not)

COMPETITIVE SITUATIONS

In general, when the adversaries, being green, compete to take the auction away from us, (being us both green and red):

PASS FORCING
X NOT FORCING

Ej 1:

(1tr) X (5tr) ?

Pass → Forcing.

For example. Can play any suit (i.e 4333) or with a 5/6 cards suit to rebid

X → W/O values, not interest in play

Now if Partner bids, he shows great interest in slam

Suit → For example, first 4 cards suit , having 2 4or 5cards suits

5NT → May be blackwood with a 6 cards suit.....

Against transfer systems

Normally,

- We X the opponents bid to show at least 5 cards in that suit
- We bid the transferred suit as a takeout X in that suit

Against 1Club 15+

We bid as if 1tr std.