

## 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, 2<sup>th</sup> & 4<sup>th</sup>.

## 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: <b>2NT Any GF.</b>
1♠ – 2x	Forcing up to 2NT or 3x.
1♠ – 2NT	<b>INV or better 3+.</b> 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♥	<b>WEAK IN H</b>
1♠ – 3♠	<b>WEAK 4+cards.</b>
1♠ – 4♣/♦/♥	Splinter, usually 10 – 12.
1♠ – 4♠	<b>WEAK 5+cards.</b> ( less than 10 PH)
1♠ – 2♣ (passed hand)	Drury-fit, invitational. Then:
2♠	No opening values.
2♥	<b>Natural</b>
2♦	<b>Forcing, ambiguous</b>
Other below game	GF, slam interest

- After double by opponents

1♠ – (X) – XX	10+, usually without fit, no GF
1♠ – (X) – 2♣/♦/♥	<b>Negative free bid</b>
1♠ – (X) – 2NT	10+ with fit
1♠ – (X) – 3♣/♦	weak
1♠ – (X) – 3♥	<b>WEAK in H</b>
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♥	<b>To play</b>

1♥ - (2♠) – 2NT **LEBENSCHOL**

1♥ - (2♠) – pass-pass-X-pass-2NT

**LEBENSCHOL**

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

- 3<sup>rd</sup> suit forcing

1♣ – 1♠	
2♣ – 2♦/♥	Forcing one round

- 4<sup>th</sup> suit. GF when 4<sup>th</sup> suit is bid at 3-level, F1 when 4<sup>th</sup> suit is bid at 2-level (but GF if 4<sup>th</sup> 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). <b>FIRST STOP (i.e. 2♥ denies ♦ stopper)</b>	
2NT	Minimum, balanced.	
3♣	Minimum, unbalanced.	
3♦/♥/♠	Splinter, with 5+ clubs.	
1♣ – <u>2♦</u>	<b><u>Invitational with ♣</u></b>	
1♣ – 3♣	Preemptive, 5+ clubs.	
1♣ – (X) – ??	2♣	6 – 9, 4+ clubs.
	XX	10+, no 4 clubs.
	2NT	<b><u>10+, 4+ ♣</u></b>
	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) ). <b>FIRST STOP (i.e. 2♠ denies ♥ stopper)</b>	
2NT	Minimum, balanced.	
3♦	Minimum, unbalanced.	
3♥/♠/4♣	Splinter, with 5+ diamonds.	
1♦ – <u>3♣</u>	<b><u>Invitational with ♦</u></b>	
1♦ – 3♦	Preemptive	
1♦ – (X) – ??	2♦	6 – 9, 4+ diamonds.
	XX	10+, no 4 diamonds.
	2NT	<b><u>10+, 4+ ♦</u></b>
	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 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.

## 6. 2♦ opening

2♦ – 2♥/♠	Pass or correct
2♦ – 2NT	Ask, no GF (3♣ = ♥min, 3♦ = ♠min, 3♥ = ♣max, 3♠ = ♥max) <b>then when response is max → GF</b>
2♦ – 3♣	Natural, F1
2♦ – 3♦	Natural, F1
2♦ – 3♥/3♠	Pass or correct
2♦ – 4♣	<b>Bid your suit in transfer</b>
2♦ – 4♦	<b>Bid your suit</b>
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) <b>then when response is max → GF</b>
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♥	doubleton in ♥ 3244. Then 4rkc
4♠	doubleton 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	<b>Invitative 6NT, with stopper</b>
(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

1<sup>st</sup> available bid 0

2<sup>nd</sup> available bid 1

3<sup>rd</sup> 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 DEFFENSE**

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

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

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

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

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

4<sup>th</sup> 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 4 or 5 cards suits

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

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### 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.