

Note...1: RESPONSES TO 1 MAJOR

1NT F1
2NT Forcing with doubleton
3♣ 4card fit, sigl asking (2)
3♦ limit with 4 card fit
3♥/♠ PRE
3NT PRE with one A or K
4♥/♠ PRE
3♠/4♣/4♦/4♥ splinter

Note...2: RESPONSES BY OPENER AFTER 1♥ - PASS - 3♣ - PASS

3♦ = sigl ♦
3♥ = no sigl, waiting bid
3♠ = sigl ♠
3NT = sigl ♣
4♣ = 5 card ♣
4♦ = 5 card ♦
4♥ = to play
4♠ = 5+ card ♥ and 5 card ♠

RESPONSES BY OPENER AFTER 1♠ - PASS - 3♣ - PASS

3♦ = sigl ♦
3♥ = sigl ♥
3♠ = no sigl, waiting bid
3NT = sigl ♣
4♣ = 5 card ♣
4♦ = 5 card ♦
4♥ = 5 card ♥
4♠ = to play

Note...3: MINOR SEQUENCES AFTER 1NT OPENING

1NT 2♠
3♣ PASS = 6+ ♣
3♦ = 5+ ♣ & 5+ ♦
3♥ = sigl ♥ & 5+ ♣ & 4+ ♦
3♠ = sigl ♠ & 5+ ♣ & 4+ ♦
3NT = 5card ♣ & 4card ♦ & 2card ♥ & 2card ♠

1NT 2NT
3♦ PASS = 6+ ♦
3♥ = sigl ♥ & 5+ ♦ & 4+ ♣
3♠ = sigl ♠ & 5+ ♦ & 4+ ♣
3NT = 5+ ♦ & 4+ ♣ & 2card ♥ & 2card ♠

1NT 2♠
2NT = 3card ♣, max points 3NT = 6card ♣ NF
3♣ = 6card ♣ to PASS
4NT = ask for A

1NT 2NT
3♣ = 3card ♦, max points 3NT = 6card ♦ NF
3♦ = 6card ♦ to PASS
4NT = ask for A

1NT 3♣/3♦/3♥/3♠ = 6 card ♣ slam try good color

1NT 4NT = Quantitative without Major (4-3-3-3
or 4-4-3-2)
5♦ = 4card ♦ only 5NT = with less than 4 ♦ (to PASS) / 6♦ = 4card ♦
1NT 4♠ = both minors slam try

Note...4: WOLF FORCING SEQUENCES

1♣/♦ 1♥/♠
2NT 3♣ = RELAY
3♦ = non of the following, so 4-4 in the minors
3♥ = 3 card ♥
3♠ = 3 card ♠ (if partner has bit 1♠) or 4 card ♠
3NT = 5 card ♣/♦

1♣/♦ 1♥/♠
2NT 3♥/♠ = 5+ card ♥/♠ non Forcing

Note...5: LEBENSHOL

A. 1NT Opening: The bidding thru 2NT promises control
B. Weak 2 by opponent's: The bidding thru 2NT promises control

Note...6: RESPONSES TO 2♦ OPENING

2♥ & 3♥ = PASS or correct
2♠ & 3♠ = PASS or correct
2NT = forcing 1 round, ask for A or K in the side suit
 3♣ = min or the A or K of ♣
 3♦ = relay
 3♥ by opener = min with ♥
 3♠ by opener = min with ♠
 3NT by opener = A or K of clubs
3♦ = the A or K of ♦
3♥ = the A or K of ♥ with 6 cards in spades
3♠ = the A or K of ♠ with 6 cards in hearts
3NT = AKQxxx suit.
3♣ & 3♦ = NATURAL F1
3NT = to play
4♣ = bid your suit with transfer
4♦ = bid your suit
4♥ = PASS or correct
4♠ = to play

Note...7: RESPONSES TO 2♣ OPENING

2♦ = relay
2♥ = 5+ card ♥ and any 7 points or more
2♠ = 5+ card ♠ and any 7 points or more
2NT = at least 5-5 the minors 7 points or more
3♣ = 6+ card ♣ with 2 out of the 3 HCP
3♦ = 6+ card ♦ with 2 out of the 3 HCP
3♥ = 6+ card ♥ semi solid suit
3♠ = 6+ card ♠ semi solid suit
3NT = one solid suit with 6+ cards

2♦ = relay
2♥ or 2♠ 3♣ = second negative
3♣ or 3♦ next step = second negative

Note...8: 2♥ or 2♠ (5M+ & 5m+ 4-10p)

2♠ = NAT invitational in ♠

2NT = F1, relay

3♣ / 3♦ = 5M & 5m or 5M & 4m min

3♥ / 3♠ = 6M & 5m

3 in the other M = 5M & 5m max

4♣ = 5M & 6♣

4♦ = 5M & 6♦

3♣ / 3♦ = PASS or correct

3♥ / 3♠ = PRE

3NT = to play

4♣ / 4♦ = PASS or correct

Note...9: AFTER 2♣ STAYMAN OVER 1NT OPENING

2♦ = no 4 card M

2♥ = weak, both Majors, PASS or correct

2♠ = 5♠ + 4♥ INV

2NT = INV, may not have 4 card Major

3♣ / 3♦ = NAT, FG

3♥ = 5♠ & 4♥ FG

3♠ = 5♥ & 4♠ FG

4♦ = 6♥ & 4♠

4♥ = 6♠ & 4♥

4NT = QUANTITATIVE

2♥ = 4+ cards in ♥

2♠ = INV with 4♠

2NT = INV without Major

3♣ / 3♦ = NAT, FG

3♥ = INV

3♠ = slam try with 4 card fit, may have solo ♠ 3NT=Asking

sigl

4♣ / 4♦ = splinter

4NT = QUANTITATIVE

2♠ = 4+ cards in ♠

2NT = INV

3♣ / 3♦ = NAT, FG

3♥ = slam try with 4 card fit

4♥ = splinter

Note...10: TRANSFER OVER 1NT OPENING

2♦ = transfer in ♥

2♠ / 3♣ / 3♦ = doubleton, 4 card in ♥ max

2NT = max with 3♥

3♥ = max with 4♥

2♥ = all other hands

2♠ = 5♥ & 5♠ INV

2NT = INV
3♣ / 3♦ = 4+ card ♣/♦ FG
3♥ = 6♥ INV
3♠ / 4♣ / 4♦ = 6 card ♥, splinter in ♠/♣/♦
4♥ = light slam try
4NT = QUANTITATIVE

2♥ = transfer in ♠

2NT = max with 3 card ♠
3♠ = max with 4 card ♠
3♣/3♦/3♥ = max with 2cards
2♠ = all other hands
2NT = INV
3♣ / 3♦ = 4+ card ♣/♦ FG
3♥ = 5+♥ & 5+♠ FG
3♠ = 6 card ♠ INV
4♣ / 4♦ / 4♥ = 6 card ♠, splinter in ♣/♦/♥
4♠ = light slam try
4NT = QUANTITATIVE

Note...11: RESPONSES OVER 2NT OPENING

3♣ = STAYMAN

3♦ = no 4 card Major
3♥ = 4♥ & 5♠
3♠ = 4♠ & 5♥
4♦ = 6♥ & 4♠
4♥ = 6♠ & 4♥
4NT = QUANTITATIVE

3♥ = 4+ card ♥

3♠ = fit ♥, slam try
4m = NAT, slam try
4NT = QUANTITATIVE

3♦ = TRANSFER to ♥

3♥ = pass
3♠ = 5♥ & 5♠ slam try
4♣ / 4♦ / 4♥ = NAT, slam try
4♠ = 6♥ & 5♠ slam try
4NT = QUANTITATIVE

3♥ = TRANSFER to ♠

3♠ = pass
4♣ / 4♦ = NAT, slam try
4♥ = 5♥ & 5♠ min
4♠ = slam try
4NT = QUANTITATIVE

3♠ = TRANSFER to 3NT

3NT = Pass
4♣ = Transfer ♦
4♥ = sigl or void ♥, 5♦-4♣
4♠ = sigl or void ♠, 5♦-4♣
4NT = 5♦-4♣ 2M-2M

3NT = TRANSFER to ♣

4♦ = SLAM TRY WITH ♣
4♥ = sigl or void ♥, 5♣-4♦
4♠ = sigl or void ♠, 5♣-4♦
4NT = 5♣-4♦ 2M-2M

Note...12: GHESTEM (TWO SUITER)

- 1♣ overcall 2♦ = (♥ + ♠)
- 1♣ overcall 2NT = (♦ + ♥)
- 1♣ overcall 3♣ = (♦ + ♠)
- 1♦ overcall 2♦ = (♣ + ♠)
- 1♦ overcall 3♣ = (♥ + ♠)
- 1♦ overcall 2NT = (♣ + ♥)
- 1♥ overcall 2♥ = (♣ + ♠)
- 1♥ overcall 3♣ = (♦ + ♠)
- 1♠ overcall 2♠ = (♣ + ♥)
- 1♠ overcall 3♣ = (♦ + ♥)
- 1M overcall 2NT = the minors

Note...13: 5♣ = singl♦

- 5♦ = singl5
- 4NT = no singl
- 4♥/♠ = singl ♥/♠

Note...14: DBL = strong

- 4♣ = stayman
- 4♦ = magors

Note...15: 4c = magors

- 4other=5+m - 5+M

Note...16: 1NT-P-3NT -DBL = LEAD ♠

IF DEFENDERS HAVE BID DIFERENT SU, BUT NOT DUMMY (DBL) ASKS TO LEAD YOUR SUIT

IF DUMMY HAS BID AT LEAST ONE SUIT,(DBL) ASKS TO LEAD THE 1st SUIT BID BY DUMMY

THERE IS AN EXCEPTION IF DUMMY HAS SHOW A VERY STRONG SUIT, THEN (DBL) ASKS FOR OTHER LEAD

Note...17: DBL ASKS EITHER THE 1st SUIT OF DUMMY, OR SHOWS SOME VOID

- 1X(Y)DBL (RDBL)= A or K AT LEAST DOUBLETION IN PRT SUIT