

SUPPLEMENTARY NOTES KARAMANLIS F. – PROTONOTARIOS M.

[1] After 2/1 game forcing and opener showing a 2nd suit

2NT = asking :

- 3♣ 5-4 max
 - 3♦ relais : 3♥/♠/NT = 1 low/high/22
- 3♦ 5 4 3 minimum
 - 3♥ relais : 3♠/NT = 1 low/high
- 3♥ 5 5 (or 64 max if 5-5 not possible)
- 3♠ 6 4 (or 64 min if 5-5 not possible)
- 3NT 5 4 22 min

[2] After 1♥-1♠, 1♥-1NT, 1♠-1NT : 2♣ = Gazzilli

For example :

1♠ 1NT 2♣ Gazzilli

- 2♦ relais(8+)
 - 2♥ 16+, 3+♥
 - 2♠ relais
 - 2NT 16-17, 5233
 - 3♣ 16+, 5♠ 4♣
 - 3♦ 16+, 5♠ 4♦
 - 3♥ 16+, 5♠ 4♥
 - 3♠ 16+, 6♠
 - 3NT 18-20, 5233
 - 2♠ 12-15, 5♠ 4♣ or 5332
 - 2NT 16-17, 5233
 - 3♣ 16+, 5♠ 4♣
 - 3♦ 16+, 5♠ 4♦
 - 3♥ 16+, 5♠ 5♥
 - 3♠ 16+, 6♠
 - 3NT 18-20, 5233
 - 2♥ 5-7 (5+♥)
 - 2♠ 5-7
 - 2NT 5-7, 1♥ 4153 or 4135
- 2♦ 4+♦, 12-15
- 2♥ 4+♥, 12-15
- 2♠ 6+♠, 12-15
- 2NT unbalanced 5-5, 6-4 (♠ and m)
- 3♣ 15-16, 5♠ 5♣
- 3♦ 15-16, 5♠ 5♦
- 3♥ 15-16, 5♠ 5♥♦
- 3♠ good hand unbal.

SUPPLEMENTARY NOTES KARAMANLIS F. – PROTONOTARIOS M.

[3] After 1m 2m inverted minor:

2M, 3♣ stopper in the suit, denies stopper in lower suit

2 NT F1, stopper in both M:

- 3 ♣ stopper in clubs
- 3 ♦ sign off without stopper in clubs
- 3M GF cue without stopper in clubs

[4] Defence against 2♦ Multi

DBL take out of spades or any STR 1 suiter, 2M-3m natural overcalls, 2NT 16-18 HCP, 3M showing stopper for 3NT, 3NT UBAL to play, 4♣ = 5♣-5♥ 4♦ = 5♦-5♥. After 2♦-P-2M: DBL promises the OM. Over 2♦ with 5m5♠ Pass and later 4m.

[5] After we overcall 1M (2M always 6-9 3+ fit)

If opponent passes:

- 1nt natural 9-11
- Cuebid good hand 10+ with 3 card fit, 12+ without fit
- 2NT 4+ card fit 13+
- 3 in opener's suit 4+ fit 9+ to 12-
- 3 in a new suit good suit with fit
- 3 in overcall suit preemptive

If opponent doubles suggesting other M:

- Redouble K or A in pd's suit
- 1nt natural 9-11
- Cuebid in opener's suit: 10+, 3 card fit
- 2 in the other M limit with 4 card fit
- 2NT 13+, 4+ card fit
- 3 in opener's suit 7-9, 4+ fit
- 3 in a new suit good suit with fit
- 3 in overcall suit preemptive

If opponent bids 1♠:

- Double 10+, no fit
- 1nt natural 9-11
- Cuebid in opener's suit: 10+, 3 card fit
- 2♠ limit with 4 card fit
- 2NT 13+, 4+ card fit
- 3 in opener's suit 7-9, 4+ fit
- 3 in a new suit good suit with fit
- 3 in overcall suit preemptive

If opponent bids 2 in opener's suit:

- Double responsive
- 2NT 10+, 3 card fit
- Cuebid in opener's suit: 10+, 4 card fit
- New suit nat constructive
- 3 in a new suit good suit with fit
- 3 in overcall suit preemptive

[6] Defence after 1♣ strong - 1♥ transfer

DBL take out of spades, 1♠ = 4♥ 5m, 1NT minors, 2♥ nat overcall

[7] Defence against 1NT - 2♦ transfer

DBL take out of hearts, 2♥ = 4♠ 5m, 2♠ nat overcall, 2NT = 4♠ 6m good hand

SUPPLEMENTARY NOTES KARAMANLIS F. – PROTONOTARIOS M.

[8]

Defence against Strong NT: DONT

Defence against weak NT:

1NT 2♣ (Majors) Pass 2♦ asks for best suit.

Responses are:

2♥ longer hearts than spades (or equal), 2♠ longer spades than hearts.

With strong hands, 2NT=5-5, 3♣/3♦= 5♥ or 5♠, 3♥/3♠=6/4

1NT 2♣ Pass 3♣/3♦= 6card NF

1NT 2♣ Pass 3♥/3♠= Preempt 4 card support

1NT 2♣ Pass 2NT Relay: 3♣/3♦=3 card good hand
3♥/3♠=5+♥/5+♠ minimum
3NT=5-5 Good hand

After 1NT 2♣ Double Pass= Clubs, 2♦=Diamonds, Redouble show your suit, rest as above.

1NT 2♦ Shows One suited hand.

After pass by right hand opp 2♥ is pass or correct and 2NT Forcing relay asking for the suit.

After bid or double from right hand opponent, Double and redouble respectively asks for the suit and 2NT is forcing relay as before.

1NT 2♥/2♠ = 5M+4m. If RHO passes 3C is p/c 2NT forcing relay. If he bids or doubles , double and redouble respectively is asking for the suit.

1NT 2NT = 4SP+5m
3♣/3♦= 4♥+5m respectively.

[9] **1NT Opening**: 15-17 occ with 14 good or 18 bad, and occ. with any 5-4-2-2 or 6-3-2-2

1NT 2C NON FORCING STAYMAN

2D No 4M

2H 4H maybe 4SP

2SP 4SP no 4H

1NT 2C

2D 2H 4-4 majors weak pass or correct

2SP 5Sp – 4H invitational

2NT 8-9 Invitational maybe without 4M

3C, 3D Slam try with C and D and probably 4 card in a Major

3H 4H-5SP forcing game

3SP 4SP-5H forcing game

3NT to play, 4NT Quantative

1NT 2C

2H 2SP slam try agreeing H

2NT invitational maybe no 4H

3C, 3D Slam try with C or D and probably 4 spades

3H Invitational with 4H

3SP Splinter

3NT to play, 4C, 4D Splinters

SUPPLEMENTARY NOTES KARAMANLIS F. – PROTONOTARIOS M.

4NT Quantative

1NT 2C

2SP 2NT Invitational maybe no 4H
3C Slam try with C and probably 4H
3D Slam try with D and probably 4SP
3H Slam try agreeing SP
3NT To play, 4C,4D Splinter
4NT to play

1NT – 2D Transfer for hearts

2H obligatory

2SP Maximum 4 card Support doubleton spade

2NT Maximum 4 card support doubleton diamond

3C Maximum 4 card support doubleton club

When Opener rebids something else than 2H 3D is always retransfer.

1NT – 2D

2H 2SP Invitational 5-4
2NT Invitational 5 Hearts
3C Forcing 5H – 4C (sometimes 3)
3D Forcing 5H – 4D (sometimes 3)
3H Invitational 6H (Rarely 5)
3SP,4C,4D Splinter with 6 H
3NT 5H to play or 4 H if p has 3 H, 4NT Quantative
4H Mild Slam try

1NT–2D–2H–3m immediate cue shows support for m,3H shows interest in H,3NT to play

1NT–2H Transfer for spades. Same as 1NT-2D but 2NT shows max,4S and doubleton H.

After 1NT 2D or 2H double by opponent:

Redouble Suggests to play 2D or 2H redoubled

Pass doubleton H or Spade

Normal response to transfer At least 3 card support.

1NT – 2SP Transfer for Clubs

2NT Maximum with Fit or good 15 with very good fit

3C normal hand, responder may cuebid if he is slam interested.

1NT – 2NT Transfer for Diamonds

3C maximum with fit or good 15 with very good fit. Same as above.

1NT – 3C Slam Try with the minors with more clubs than diamonds (or equal)

3D Interested with Diamonds

3H 5 good H or 4 very good (AKQ10, AKJ10)

3SP 5 good S or 4 very good (AKQ10,AKJ10)

3NT No interest

4C Interest with clubs

1NT – 3C

3D 3H Singleton or Void

3SP Singleton or Void

3NT 13-14 2-2-4-5

4NT 15-16 2-2-4-5

1NT – 3♣

3♦ 3♥ or 3♠

3NT 4♣ (Waiting)

4♦ sets diamonds

4♥ cue setting clubs

4♠ cue setting spades

3H - 3SP Short (Singleton or Void)

SUPPLEMENTARY NOTES KARAMANLIS F. – PROTONOTARIOS M.

3NT Suggest to play

4C Good Slam try at least 5C

1NT -3C

3SP -3NT Suggest to play

4C Good Slam try at least 5C

1NT – 3C

3NT – 4C Good Slam try at least 5C

1NT – 3C

4C - 4D 2-2-4-5 15-16

4H Singleton or Void

4SP Singleton or void

4NT 2-2-4-5 13-14

1NT – 3D Forcing with the Minors with longer diamonds than clubs

3H Interested with Club Support

3SP Interested with Diamond Support

3NT No interest

1NT – 3H Singleton H 5-4 in the minors and 3 Spade, or 15+ 3-2-4-4 (rarely)

3SP singleton Sp 5-4 in the minors 3 Hearts, or 15+ 2-3-4-4 (rarely)

1NT – 4C 5-5 in the majors without slam interest, 4D transfer for H, 4H transfer for spades

[10] 2C Opening 22+ or any game forcing hand

2♣: 2♦ Waiting, may include strong hands

2♥ 5+cards and two of the three top honours

2♠ 5+cards and 2 of 3 top honours

2NT Super NT hand with 6-9, no ACE

3♣ 5♣ with 2 of 3 top honours or 6♣ with 3 of 5 Honours

3♦ 5♦ with 2 of 3 top honours or 6♦ with 3 of 5 Honours

3♥/3♠ 6+ Semisolid Suit.

2♣-2♦: 2♥ 5+ GF or 4-4-4-1

2♠ 5+ GF or 4-1-4-4

2NT 22-24

3♣ 5+ with 2/3 H or 6+ with 3/5H

3♦ 5+ with 2/3 H or 6+ with 3/5H

3♥-♠ solid suits setting the suit

3NT 25-27

4♣-4♦ solid suits

2♣-2♦ 2♥ : 2♠ nat 5+

3♣ waiting

3♦ nat 5+

3♥ 3+support - 1+control

3♠,4♣,4♦ splinter

2♣-2♦-2♥-3♣ :

3♦ 4+♦

3♥ 4+♥

3♠ 4+♠

3NT 6+ ♥

4♣ 6+ good♥ cue

4♦ 6+ good♥ cue

4♥ 6+ good♥

2♣-2♦-2♠-3♣ :

3♦ 4+♦

3♥ 4+♥

3♠ 4+♠

3NT 6+ ♠

SUPPLEMENTARY NOTES KARAMANLIS F. – PROTONOTARIOS M.

- 4♣ 6+ good♠ cue
 - 4♦ 6+ good♠ cue
 - 4♥ 6+ good♠ cue
 - 4♠ 6+ good♠ cue
-

2NT Opening: 20-21 Balanced or Semibalanced

2NT 3C : Puppet stayman , maynot have a 4 card major
3D : Transfer to Hearts
3H : Transfer to Spades
3SP: Transfer to 3NT, at least 5-4 in the minors
4C : 5-5 in the majors slamish
4D : Transfer to hearts , no slam interest
4H : Transfer to Spades, no slam interest

2NT 3C
3D : 1 or 2 4-card majors
3H : 5 hearts
3SP : 5 spades
3NT : No 4 or 5 card major.

2NT 3C
3D 3H : 4 spades
3SP:4 hearts
3NT:To play
4C : 5+ clubs slamish
4D : 5+ diamonds slamish

Subsequent auction

2NT 3C
3D 3H
3SP : Sets spades
3NT : To play

2NT 3C
3H 3SP: Slam try agreeing Hearts
3NT: To play
4C : 5+clubs slamish
4D : 5+diamonds slamish
4H: To play

2NT 3C
3SP 3NT: To play
4C : 5+clubs slamish
4D: 5+diamonds slamish
4H : Slam try agreeing spades (Need refinement with turbo)

2NT 3D
3H : No maximum
3SP : Maximum with probably 4 hearts and control in spades
3NT : Maximum with probably 4 hears and control in diamonds (no spade control)
4C : Maximum with probably 4 hearts and control in clubs (no diamond,spade control)

2NT 3H
3SP : No maximum
3NT : Maximum with probably 4 spades and control in hearts
4C : Maximum with probably 4 spades and control in clubs (no heart control)
4D : Maximum with probably 4 spades and control in diamonds (no club or heart control).

2NT 3SP

SUPPLEMENTARY NOTES KARAMANLIS F. – PROTONOTARIOS M.

3NT : No 4 card minor
4C : 4+ clubs agreeing clubs
4D : 4+ diamonds agreeing diamonds

2NT 3SP
3NT 4C : 5+ clubs 4+diamonds
4D : 5+ diamonds 4+ clubs
4H,4SP : agreeing the 5 card suit control
4NT : To play

2NT 3SP
4C,4D 4H,4SP control, 5C,5D to play

2NT 4C
4D : Interest with either hearts or spades
4H,4SP : To play

2NT 4C
4D 4H : Relay
4SP : Sets Spades
4NT : RKCB setting hearts
5C,5D : control setting hearts

Continuation after 1♥-1♠

1♥ 1♠
1NT minimum hand BAL
2♣ Artificial 16+ HCP or 11-15 HCP with 4+♣
2♦ 4+♦ 11-15 HCP
2♥ 6+♥ 11-15 HCP
2♠ 4+♠ 11-14 HCP
2NT 6+♥/4+m or 5+♥/5+m GF Good suits
3♣ 5+♥/5+♣ 15-16 HCP good suits
3♦ 5+♥/5+♦ 15-16 HCP good suits
3♥ 6+♥ Very good suit 15-16 HCP unbalanced
3♠ Inv Unbalanced
3NT 7 solid ♥
4♣ 15-16 HCP Splinter (with 4♠ support)
4♦ 15-16 HCP Splinter (with 4♠ support)
4♥ To play, 7+♥
4♠ To play, distributional

1♥ 1♠
2♣ 2♦ 8+ HCP Relay
2♥ up to 7 HCP 2 or 3 ♥
2♠ To play up to 7 HCP
2NT singl ♥ and 3-5/4-4/5-3 in the minors, up to 7 HCP
3♣ up to 7 HCP 6+♣
3♦ up to 7 HCP 6+♦
3♥ 10-11 HCP 3♥
3♠ 10-11 HCP 6+♠ good suit

SUPPLEMENTARY NOTES KARAMANLIS F. – PROTONOTARIOS M.

1♥	1♠	
2♣	2♦	
2♥		5+♥/4+♣ 11-15 HCP
2♠		Exactly 3♠ 15+ HCP
2NT		16-17 HCP 5-3-3-2
3♣		5+♥/4+♣ 16+ HCP
3♦		5+♥/4+♦ 16+ HCP
3♥		16+ HCP 6+♥
3♠		18-19 HCP 4♠-5♥-2-2
3NT		18-19 HCP 5-3-3-2
4♣		Splinter 18-19 HCP
4♦		Splinter 18-19 HCP
4♥		6+ good♥ 4♠ Good hand
4♠		16-17 4♠/5♥/2/2

1♥	1♠	
2♣	2♦	
2♥	2♠	8-11 with 6♠
	2NT	Inv 10-11
	3♣	To play
	3♦	12+ HCP Relay
	3♥	Forcing and slam try with
	3♠	Forcing with 6 good ♠
	3NT	To play
	4♣	GF with 4♣
	4♥	To play

1♥	1♠	
2♣	2♦	
2♥	3♦	
3♥		5♥/4♣/3♦/1♠
3♠		5♥/5♣
3NT		5♥/4♣/2/2

1♥	1♠	
2♣	2♦	
2♥	3♠	
3NT		Singleton spade
4♣		5♥/5♣
4♦		Support in ♠ good hand
4♠		To play

1♥	1♠	
2♣	2♦	
2♠	2NT	Relay
	3♣	Cuebid in ♣ with ♠ set
	3♦	Cuebid in ♦ with ♠ set
	3♥	Forcing, slam try with 3♥
	3♠	Agrees ♠ with no minor cuebid
	3NT	To play
	4♠	To play

1♥	1♠	
2♣	2♦	
2♠	2NT	
3♣		5♥/4+♣/3♠
3♦		5♥/4+♦/3♠
3♥		6♥/3♠
3♠		5♥/3♠/3-2/2-3 18-19 HCP

SUPPLEMENTARY NOTES KARAMANLIS F. – PROTONOTARIOS M.

3NT 5♥/3♠/3-2/2-3 16-17 HCP

1♥ 1♠
 2♣ 2♦
 2NT 3♣ 5♠/5♣ Forcing
 3♦ 5♠/5♦ Forcing
 3♥ Forcing and slam try with 3♥
 3♠ Forcing with 6+ spades
 3NT To play

1♥ 1♠
 2♣ 2♦
 3♣ 3♦ Relay
 3♥ Forcing and slam try with 3♥
 3♠ Forcing with 6+ spades
 3NT To play

1♥ 1♠
 2♣ 2♦
 3♣ 3♦
 3♥ 5♥/5♣
 3♠ 6♥/4♣
 3NT 5♥/4♣ Minimum (16-18 HCP)
 4NT 5♥/4♣ Maximum(19-21 HCP)

1♥ 1♠
 2♣ 2♦
 3♦ 3♥ Forcing and slam try with 3♥
 3♠ Forcing with 6 spades
 3NT To play
 4♣ Cuebid in ♣ agrees ♦
 4♦ Agrees ♦ no cuebid in ♣

1♥ 1♠
 2NT 3♣ Relay (With 7 good spades and not slam ambition u bid 4♠ over 2NT)
 3♦ Sub minimum with stoppers in the ♣ and ♦
 3♥ Sub minimum with doubleton heart and low honours.
 3♠ Sub minimum with stoppers in ♣ and ♠
 3NT Sub minimum with stoppers in ♦ and ♠

1♥ 1♠
 2NT 3♣
 3♦ 5♥/5♦
 3♥ 6♥/4♦
 3♠ 5♥/5♣
 3NT 6♥/4♣

1♥ 1♠
 2NT 3♣
 3♦ 3♥ Agrees ♥
 3♠ Agrees ♦ cuebid in ♠
 3NT To play
 4♣ Agrees ♦ cuebid in ♣ no control in ♠
 4♦ Agreeing ♦ no control in ♣ and ♠
 4♥ To play

1♥ 1♠
 2NT 3♣
 3♥ 3♠ Agrees ♥ cuebid in ♠
 3NT To play
 4♣ Agrees ♥ cue bid in ♣ no control in ♠
 4♦ Agrees ♦
 4♥ To play
 4♠ Forcing slam with very good suit

SUPPLEMENTARY NOTES KARAMANLIS F. – PROTONOTARIOS M.

1♥	1♠	
2NT	3♣	
3♠	3NT	To play
	4♣	Agrees ♣
	4♦	Agrees ♥
	4♥	To play
	4♠	Forcing slam with very good spades

1♥	1♠	
2NT	3♣	
3NT	4♣	Agrees ♣
	4♦	Agrees ♥
	4♥	To play
	4♠	Forcing Slam with very good spades

1♥	1♠	
2♠		can be three cards if opener has 5♥-4♣-3♠-1♦ or 5♥-4♦-3♠-1♣ with maximum

1♥	1♠	
2♠	2NT	Relay
3♣		5♥-4♣-3♠-1♦
3♦		5♥-4♦-3♠-1♣
3♥		5 good ♥ or 6 with 3♠
3♠		4♠ minimum
3NT		4♠ maximum

1♥	1♠	
2♠	2NT	
3♣	3♦	Asks for min/max
	3♥	cue in ♥ agreeing ♠
	3♠	sign off
	3NT	To play
	4♣	Forcing with ♣ set

1♥	1♠	
2♠	2NT	
3♣	3♦	asks for min/max
3♥		minimum
3♠		maximum

1♥	1♠	
2♠	2NT	
3♦	3♥	cue in ♥ agreeing ♦
	3♠	forcing setting ♠
	3NT	To play
	4♣	cue in ♣ agreeing ♦
	4♥	To play
	4♠	To play

Continuation after 1♥-1NT

1♥	1NT	
2♣		Either 16+ HCP or 11-15 HCP with 5♥/4♣ or 5♥/3/3/2
2♦		5♥-4♦ 11-15 HCP
2♥		6+♥ 11-15 HCP
2♠		5♥-4♠ 18-20 HCP or 6♥-5♠ 15-17
2NT		5♥/5♣-♦ or 6♥/4♣-♦ GF
3♣		5♥/5♣ 15-16 HCP with good suits
3♦		5♥/5♦ 15-16 HCP with good suits
3♥		6+♥ 15-16 HCP unbalanced very good suit
4♥		To play

1♥	1NT	
2♣	2♦	8+ HCP Relay
	2♥	2 or 3 ♥ 5-7 HCP
	2♠	5/4 in the minors 5-7 HCP
	2NT	5/5 in the minors 5-7 HCP
	3♣	6+♣ 5-7 HCP
	3♦	6+♦ 5-7 HCP
	3♥	10-11 HCP and 3♥

1♥	1NT	
2♣	2♦	
2♥		11-15 HCP with 5♥/4♣ or 5♥/3/3/2
2♠		15-17 HCP with 5♥/4♠ or 12-14 HCP with 6♥/5♠
2NT		16-17 HCP Balanced
3♣		5+♥/4+♣ 16+ HCP
3♦		5+♥/4+♦ 16+ HCP
3♥		6+♥ 16+ HCP
3♠		Auto splinter with singleton ♠
3NT		18-19 Balanced
4♣		Auto Splinter with singleton ♣
4♦		Auto Splinter with singleton ♦
4♥		7 solid ♥ with three doubletons

1♥	1NT	
2♣	2♦	
2♥	2♠	Invitational with 8-11 HCP and 5+/4+ in the minors
	2NT	Invitational with 10-12 HCP
	3♣	Invitational with 8-11 HCP and 6+♣
	3♦	Invitational with 8-11 HCP and 6+♦
	3♥	Forcing and slam try with 3♥
	3♠	GF with clubs and problem in spades
	3NT	To play
	4♥	To play

1♥	1NT	
2♣	2♦	
2♥	2♠	
2NT		To play
3♣		To play
3♦		To play
3♥		4♣ interested in game if singleton ♥
3♠		4♣ interested in game if singleton ♠
3NT		Max good for NT

SUPPLEMENTARY NOTES KARAMANLIS F. – PROTONOTARIOS M.

1♥	1NT	
2♣	2♦	
3♣	3♦	Values in ♦
	3♥	Forcing and Slam try with 3♥
	3♠	Values in ♠
	3NT	To play

1♥	1NT	
2♣	2♦	
3♦	3♥	Forcing and Slam try with 3♥
	3♠	Asks for spade stopper
	3NT	To play (With spade stopper)

1♥	1NT	
2♣	2♦	
2♠	2NT	Relay
	3♣	5+♣ 8-11 HCP
	3♦	5+♦ 8-11 HCP
	3♥	Forcing with 3♥, 10+HCP
	3NT	To play

1♥	1NT	
2♣	2♦	
2♠	2NT	
3♣		5♥/4♠/3+♣ 15-17 HCP
3♦		5♥/4♠/3+♦ 15-17 HCP
3♥		6♥/4♠ 15-17 HCP
3♠		6♥/5♠ 12-14 HCP
3NT		5♥/4♠/2/2 15-17 HCP

1♥	1NT	
2♣	2♠ (5-7 HCP 4/5 or 5/4 in minors)	
2NT		Ask for longer minor
3♣		To play
3♦		To play
3♥		To play (partner may bid 4♥ with singleton honour and supermax)
3NT		To play (18+)
4♣		Invitational with at least 4♣
4♦		Invitational with at least 4♦
4♥		To play

1♥	1NT	
2NT	3♣	Relay
	3♦	Sub minimum with stoppers in the minors
	3♥	Sub minimum with doubleton ♥
	3♠	Sub minimum with stoppers in ♣ and ♠
	3NT	Sub minimum with stoppers in ♦ and ♠

1♥	1NT	
2NT	3♣	
3♦		5♥/5♦
3♥		6♥/4♦
3♠		5♥/5♣
3NT		6♥/4♣

SUPPLEMENTARY NOTES KARAMANLIS F. – PROTONOTARIOS M.

1♥	1NT	
2NT	3♣	
3♦	3♥	Agreeing ♥
	3♠	Agreeing cue bid in ♠
	3NT	To play
	4♣	Agreeing cuebid in ♣
	4♦	Agreeing ♦ no control in ♣ and ♠
	4♥	To play
<hr/>		
1♥	1NT	
2NT	3♣	
3♥	3♠	Agreeing ♥ cue bid in ♠
	3NT	To play
	4♣	Agreeing ♥ cuebid in ♣ no control in ♠
	4♦	Agreeing ♦
	4♥	To play
<hr/>		
1♥	1NT	
2NT	3♣	
3♠	3NT	To play
	4♣	Sets ♣
	4♦	Sets ♥
	4♥	To play
<hr/>		
1♥	1NT	
2NT	3♣	
3NT	4♣	Sets ♣
	4♦	Sets ♥
	4♥	To play
	4♠	Agreeing ♥ cue bid in ♠

Continuation after 1♠-1NT

1♠	1NT	
2♣		Either 16+ or 11-15 HCP 5♠/4♣ or Balanced
2♦		5+♠/4+♦ 11-15 HCP
2♥		5♠+/4+♥ 11-15 HCP
2♠		6+♠ 11-15 HCP
2NT		5
3♣		5♠/5♣ 15-16 HCP with good suits
3♦		5♠/5♦ 15-16 HCP with good suits
3♥		6+♠ 15-16 HCP unbalanced very good suit
4♣		Auto Splinter 16-17 HCP
4♦		Auto Splinter 16-17 HCP
4♠		7 Solid ♠ with three doubletons and one O/S A/KQ or two Kings
<hr/>		
1♠	1NT	
2♣	2♦	8+ HCP Relay
	2♥	5+♥ 5-7 HCP
	2♠	2 or 3 ♠ 5-7 HCP
	2NT	singleton ♠,4♥ and 3/5-4/4-5/3 in the minors 5-7 HCP
	3♣	6+♣ 5-7 HCP
	3♦	6+♦ 5-7 HCP
	3♠	10-11 HCP and 3♠
<hr/>		
1♠	1NT	
2♣	2♦	
2♥		16+,3+♥
2♠		11-15 HCP 5♠/4♣ or Balanced
2NT		16-17 HCP 5/2/3/3

SUPPLEMENTARY NOTES KARAMANLIS F. – PROTONOTARIOS M.

3♣	5+♠/4+♣	16+ HCP
3♦	5+♠/4+♦	16+ HCP
3♥	5+♠/5♥	16+ HCP
3♠	6+♠	16+ HCP no 3♥
3NT		18-19 Balanced
4♣		Auto Splinter with singleton ♣ 18-19 HCP
4♦		Auto Splinter with singleton ♦ 18-19 HCP
4♠		7 solid ♠ with three doubletons and 3 O/S controls
<hr/>		
1♠	1NT	
2♣	2♦	
2♥	2♠	Relay
	2NT	8-11 HCP no 4♥
	3♣	8-11 HCP 5+♣
	3♦	8-11 HCP 5+♦
	3♥	8-11 HCP 5+♥ (Set ♥ as trumps)
	3♠	Forcing and slam try with 3♠
	3NT	To play
1♠	1NT	
2♣	2♦	
2♥	2♠	
2NT		16-17 HCP 5♠/3♥/3-2/2-3
3♣		5♠/3♥/1♦/4♣
3♦		5♠/3♥/4♦/1♣
3♥		5+♠/4♥ (3♠ now sets spades otherwise 4 in a suit is control setting♥)
3♠		6♠/3♥
3NT		18-19 HCP 5♠/3♥/3-2/2-3 (4 in a minor is a slam try with 5+)
After		
1♠	1NT	
2♣	2♦	
2♥	2♠	
3♠	4♣	Sets ♥
	4♦	Sets ♠
<hr/>		
1♠	1NT	
2♣	2♦	
2♠	2NT	Invitational 10-12 HCP
	3♣	8-11 HCP 6+♣
	3♦	8-11 HCP 6+♦
	3♥	8-11 HCP 6+♥
	3NT	To play
<hr/>		
1♠	1NT	
2♣	2♦	
3♣	3♦	Asking for stoppers
	3♥	6+♥ 8-11 HCP
	3♠	Forcing Slam try with 3♠
	3NT	To play
<hr/>		
1♠	1NT	
2♣	2♦	
3♣	3♦	
3♥		Stopper in ♦
3♠		Stopper in ♥
3NT		Both Stoppers
<hr/>		
1♠	1NT	
2♣	2♦	
3♦	3♥	8-11 with 6+♥
	3♠	Forcing Slam try with 3♠
	3NT	To play

SUPPLEMENTARY NOTES KARAMANLIS F. – PROTONOTARIOS M.

1♠	1NT	
2♣	2♦	
3♥	3♠	Sets spades
	3NT	To play
	4♣	Cue bid agreeing ♥
	4♦	Cue bid agreeing ♥ no control in ♣

1♠	1NT	
2NT	3♣	Relay
	3♦	Sub minimum with stoppers in ♣ and ♦
	3♥	Sub minimum with stoppers in ♣ and ♥
	3♠	Sub minimum with doubleton ♠
	3NT	Sub minimum with stoppers in ♦ and ♥

1♠	1NT	
2NT	3♣	
3♦		5♠/5♦
3♥		6♠/4♦
3♠		5♠/5♣
3NT		6♠/4♣

1♠	1NT	
2NT	3♣	
3♦	3♥	Cue bid in ♥ agreeing ♦
	3♠	Sets ♠
	3NT	To play
	4♣	Cue bid in ♣ agreeing ♦
	4♦	Sets diamonds

1♠	1NT	
2NT	3♣	
3♥	3♠	Sets ♠
	3NT	To play
	4♣	Cue bid in ♣ agreeing ♦
	4♦	Sets ♦ no cuebid in ♣

1♠	1NT	
2NT	3♣	
3♠	3NT	To play
	4♣	Sets ♣
	4♦	Sets ♠

1♠	1NT	
2NT	3♣	
3NT	4♣	Sets ♣
	4♦	Sets ♠ cue bid in ♦
	4♥	Sets ♠ cue bid in ♥
	4♠	To play

After we make a conventional bid and it gets doubled for penalties (lead directing) we use the following scheme:

Redouble: Proposal to play this contract redoubled.

Respond as if there was no double: What the response normally shows but with stopper in that suit

Pass: Transfer for redouble, then

Pass Something like AQJ109 AKJ109 in the suit that got doubled (rare)

Respond as if there was no double : What the response normally shows but without stopper in that suit.

Examples: 1NT Pass 2C Double,

1SP Pass 1NT Pass

2C double

1H Pass 1SP Pass

2C Pass 2D Double

SUPPLEMENTARY NOTES KARAMANLIS F. – PROTONOTARIOS M.

Etc

If an ace asking bid is doubled Pass is what the first step would be, redouble the 2 step, next bid the third step etc

If after an ace asking bid there is an intervention Pass is the first step, double the second etc. The same applies for exclusion blackwood. In general our agreement is:

1 Step: 1 or 4 keycards

2 Step: 0 or 3 Keycards

3 Step: 2 Keycards

4 Step: 2 Keycards with the queen of trumps

5 Step : 1 Ace and one void (if we judge that it will be useful for partner, depending on the auction)

6 Step : 2 Aces and one void (if the 6 step is under the agreed suit it specifies the void otherwise we bid 6 in the agreed suit.

Subsequent auction: After the response to the keycard ask if the next step is not the agreed suit it asks for the trump queen. Responses are :

6 in the suit No trump queen

6 in a lower suit or 5NT depending on the suit the queen of trumps and the respective King.

Also after the response to RKCB 6 in a suit asks for third round control in the suit

Lebenshol over 1NT, Weak 2 and reverse and jump shift

After direct double:

Over Weak 2♥ 6card suit:

- 2♠ 0-7 4+♠
- 3♣ 8-11 4+♣
- 3♦ 8-11 4+♦
- 3♠ 11+ 5+♠ Forcing
- 2NT : Relay and transfer for 3♣. After 3♣
 - Pass 0-7 4+♣
 - 3♦ 0-7 4+♦
 - 3♥ 4♠ with stopper and forcing or invitational, where the doubler responds 3♠ with minimum and 3 or 4 ♠, 3NT with maximum and no 4♠, and 4♠ with maximum and 4♠. 4♣, 4♦ cuebid agreeing ♠.
 - 4♥ Exclusion with ♠ agreed.
 - 3♠ Invitational with 5♠.
 - 3NT To play with stopper
 - 4♣, ♦ Forcing with good ♣ and ♦.
- 3♥ Forcing with 4♠ and no stopper.
 1. 3♠ Agreeing ♠
 2. 3NT To play
 3. 4♣ 4+♣ Natural
 4. 4♦ 4+♦ Natural
- 3NT To play without stopper.
- 4♣ 4♦ 5-5 with 5 of the minor and 5♠
- 4♥ 5-5 Minors Forcing, Responses: 4♠ Ace Asking agreeing ♣, 4NT Ace Asking agreeing ♦, 5♣ To play, 5♦ To play.
- 4NT 5-5 Minors choose a minor in 5 level

Over Weak 2♠ 6card Suit:

- 3♣ 8-11 4+♣
- 3♦ 8-11 4+♦
- 3♥ 8-11 8-11 4+♥
- 3♠ Forcing with 4♥ without stopper in ♠
- 3NT To play without stopper.
- 4♣, 4♦ 5-5 with 5 of a minor and 5♥

SUPPLEMENTARY NOTES KARAMANLIS F. – PROTONOTARIOS M.

- 4♥ To play
- 2NT relay and transfer for 3♣. After 3♣
 1. 3♦ 0-7 4+♦
 2. 3♥ 0-7 4+♥
 3. 3♠ 4♥ with stopper in ♠ (Forcing)
 4. 3NT To play with stopper

After 2♦ weak in a major. General principle is that double is like if the opening was 2♠

After 2♦ dbl 2H Pass or correct

- Pass is weak hand
- Double penalty oriented, either 10+ or 8+ with 4♠ and 2♥.
- 2NT Balanced 9-10 with stopper in ♠
- 2♠,3♣,3♦,3♥ Competitive
- 3♠ 6+♠ Forcing
- 3NT To play with stopper in ♠