

Supplementary

1) Semi forcing in a minor

1CL / D 1X
3 NT: semi forcing in CL / D

2b) Short and long game tries

1 H 2H
2 SP : short in a suit
2NT: relay
3 CL: short in CL
3 D : short in D
3 H : short in SP

1 H 2H
2NT: long game try in SP
3CL : long game try in CL
3 D : long game try in D

1SP 2SP
2NT : short in a suit
3CL: relay
3D : short in D
3H : short in H
3SP: short in CL

1SP 2SP
3CL: long game try in CL
3D : long game try in D
3H : long game try in H

3) 1NT 2NT (transfer for CL)

**1) Weak hands with CL
2) 4-4-4-1 (any singleton)**

1) Weak hands with CL

1NT 2NT
3CL PASS

2) 4-4-4-1 (any singleton)

1NT 2NT
3CL 3 D: singleton H
3H : singleton S
3SP : singleton CL
3NT: singleton D (10-14 HCP)
4CL: singleton D (up to 14 HCP)

Any bid except the suit of the singleton is sign off.
Bidding the suit of the singleton is asking Controls (A=2, K=1)
Answers with steps: 1st step: 0-2 Controls
2nd step: 3 Controls
3rd step: 4 Controls etc
Bidding again the suit of the singleton is asking Queens
Answers with steps: 1st step: 1 Queen
2nd step: no Queen
3rd step: (SP+ H) or (CL + D)
4th step: (SP +D) or (CL + H)
5th step: (SP + CL) or (H +D)
6th step: 3 Queens (no queen singleton)

4) 1NT 2SP (stayman for minor).

- 1) very weak hand with D
- 2) very weak hand with both minors 5-5
- 3) strong hand with at least 5-4 the minors

**1NT 2SP
2NT: no 4CRD minor**

1) very weak hand with D

1NT 2SP
2NT PASS

2) very weak hand with both minors 5-5

1NT 2SP
2NT 3CL

3) strong hand with at least 5-4 the minors

1NT 2SP
2NT 3 in a major: singleton
3NT: 10-14 HCP 5-4-2-2
4NT: 15-16 HCP 5-4-2-2
4in a minor: 6CRD minor
4 in a major: 5-5 the minors, void in major

1NT 2SP
3CL: 4CRD CL

1) very weak hand with D

1NT 2SP
 3CL 3D

2) very weak hand with both minors 5-5

1NT 2SP
 3CL 3D

3) strong hand with at least 5-4 the minors

1NT 2SP
 3CL 3 in a major: singleton
 3NT: 10-14 HCP 5-4-2-2
 4NT: 15-16 HCP 5-4-2-2
 4 CL: Forcing, asks CB (4NT is sign off)
 4 D: 6DCR D and 4 CRD CL
 4 in a major: 5-5 the minors, void in major

1NT 2SP

3D : 4CRD D or both minors 4-4

1) very weak hand with D

1NT 2SP
 3D PASS

2) very weak hand with both minors 5-5

1NT 2SP
 3D PASS

3) strong hand with at least 5-4 the minors

1NT 2SP
 3D 3 in a major: singleton
 3NT: 10-14 HCP 5-4-2-2
 4NT: 15-16 HCP 5-4-2-2
 4CL : CRD CL and 4 CRD D
 4 D: Forcing, asks CB (4NT is sign off)
 4 in a major: 5-5 the minors, void in major

5) 1NT 2CL (non forcing stayman)

1NT 2CL
2H 2SP: 8-9 HCP with 4 CRD SP
 2NT 8-9- HCP no 4 CRD major
 3 in a minor: 5CRD minor and 4CRD SP, FG

1NT 2CL
2SP 2NT: 8-9-HCP not necessary 4CRD major
 3 in a minor: 5CRD minor and 4CRD H, FG

1NT 2CL
2D 2H: 4-4 the majors weak hand
 3H: 5CRD SP and 4CRD H, FG
 3SP: 5CRD H and 4CRD SP, FG

After the re-bid three in a minor

3NT: misfit
 3 in new suit : values there forcing (except 3SP on 2H natural showing 4-4 the majors)
 4 in the minor: fit in the minor, good hand, nor interesting for slam
 4 in a new suit: A in the new suit, fit in the minor, slam try

6) 1NT 2D (transfer for H)

- 1) all the hands with H**
- 2) Strong hand with 6CRD minor**

1NT 2D
 2H 2SP: **case 2) strong hand with 6CRD minor**
 2NT: relay
 3CL: 6CRD CL, bad suit
 3D : 6CRD D, bad suit
 3H: 6CRD CL, good suit
 3SP: 6CRD D, good suit
 3NT: solid 6CRD minor

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1NT 2D
 ?
 with super maximum and 4CRD H
 2SP 2NT: all the hands with H
 3CL: 6CRD CL, bad suit
 3D : 6CRD D, bad suit
 3H: 6CRD CL, good suit
 3SP: 6CRD D, good suit
 3NT: solid 6CRD minor

7) After 1NT (dbl) After 1NT - P - P - dbl
 Pass: transfer for rdbl p - p - 2CL : CL
 2CL: transfer for D 2D : D
 2D : transfer for H 2H : H
 2H : transfer for SP 2SP : SP
 RDBL: SOS

After 1NT (dbl) PASS RDBL
 2CL: 3-4CRD CL
 2D: 4CRD D, 2CRD CL, 4-3 the majors
 2H: 4CRD the majors

With two suiter transfer in the lower suit and then bidding the other
 1NT (dbl) 2CL (transfer for D)
 2D 2H : showing 5H and 5 D

1NT (dbl) rdbl (transfer for CL)
 2CL 2D showing 5D and 5 CL

8) 1NT PASS 2CL DBL

PASS: 3CRD CL with 2 stoppers or not very good 4CRD CL. Could have 4CRD major
 2D : 2CRD CL or 3CRD CL with 0-1 stoppers or 4CRD CL with no stopper. No 4CRD major
 RDBL: 4CRD CL with 3 stoppers
 The opener does not shows the major except the quality of CL does not aloud him to bid pass or RDBL.
 1NT PASS 2CL DBL
 2D PASS 3CL : is asking for stopper

1NT PASS 2CL DBL
 PASS/RDBL PASS 3CL : is stayman

9) 2CL opening (23+ HCP BH or 9+tricks, 2 outside controls)

2♣ 2♥/♠ 5CRD, 7+ HCP
 3♣/♦ 6CRD, 2TH
 3♥/♠ 6CRD semi solid suit
 2NT 5-5 minors 7+ HCP
 3NT 6CRD solid suit
 2♦ Relay

2♣ 2♦
 2♥/♠ 3♣ 2nd negative (0-4 HCP, no A, K or 2Q) or NAT
 3♥/♠ Strong hand non forcing

2♣ 2♦
 2♥/♠ 2NT 5+ HCP BH ñ SBH (or 4HCP 2 Q or 1K)

2♣ 2♦
 2♥/♠ NS NAT 5+HCP

2♣ 2♦
 2♥/♠ 4♥/♠ 4CRD support

2♣ 2♦
 2♥/♠ 3♥/♠ 3 CRD support (side suit control)

2♣ 2♦
 2♥/♠ 3♣ 2nd negative
 3X Support in ♥/♠ 3CRD ♥/♠ no outside value

2♣ 2♦
 2NT 23-24 BH

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Responses: as opening 2NT

2♣ 2♦
3NT 25-28 BH

Responses: as opening 2NT

Responses

2♣ 2♦
3♣
3♦
3♥/♠

2nd negative or NAT with ♦
NAT 5+HCP, 5CRD (could be 4CRD)

2♣ 2♦
3♦
3♥
3♠

2nd negative or NAT with ♥
NAT 5+HCP, 5CRD (could be 4CRD)

2♣
Jump in a suit

2♦
solid or semi solid suit. Asking bid
Simple raise No outside A or K, no TH in suit
NS A (maybe more than one) no TH in suit
NT One or more K, no A, no TH in suit
Jump raise No A, TH in suit
JNS A, TH in suit
JNT One or more K, TH in suit

Against overcall

2♣ overcall pass 0-4 HCP
DBL negative 5+ HCP
NT 5+HCP, good stopper
NS 5CRD, 7+HCP₁
CB 1st R control

2♣ pass 2♦ overcall
DBL Forcing, HB rj SBH,
NT Penalty
NS BH good stopper
CB Good suit
Very strong hand (3 suiters)

2♣ pass NS Overcall
DBL Forcing, HB rj SBH, no fit
Penalty (no fit)

13) Capeletti

1H (DBL) RDBL: NAT
1NT : transfer for CL
2CL : transfer for D
2D : good support in H
2H : bad support in H

1SP (DBL) RDBL: NAT
1NT : transfer for CL
2CL : transfer for D
2D : transfer for H
2H : good support in SP
2SP : bad support in SP

14) REVOLVING (1st discard against NT)

low ♣ → asks ♠ high ♣ → asks ♦
low ♦ → asks ♣ high ♦ → asks ♥
low ♥ → asks ♦ high ♥ → asks ♠
low ♠ → asks ♥ high ♠ → asks ♣

a) **Jump Shift**

- 1) BH, good 5CRD suit, 18-19 HCP, stoppers in the other suits
- 2) Solid 6CRD suit, opening values, at least one side King
- 3) Solid 6CRD suit, 16HCP +
- 4) 5CRD+suit, opening values, 4CRD support

Sup. Action

- 1) Rebid NT
- 2) Rebid the suit in game
- 3) Rebid the suit
- 4) Rebid the suit of partner