Supplementary Sheets

More Subsequent bidding

1.1 1 ♦ - 1 ♠

1NT=BAL w/o 4♠ or 1444 2m= 5+suit w/ 4♥ and 0-2♠ 2♥=4♠ any hand 2♠=11-14, 4♥ 3♠ + SPL 2NT=Good Max w/ SPL and 3♠ 3♣=Max 6+suit w/ 4♥ 3♠=Max 6+suit w/ 4♥

1.2 1**∀**-2**♦** and 1**♠**-2**♥**

2M=Min

2M+1=G/T without a SPL that you want to show, responder denies/shows SPL in the same way, 1 step=no, 2-4 steps shown logically (i.e. normally NAT if possible) 2M+2=I want to bid game, do you think there is a slam? 2M+3-5=G/T w/ SPL, not shown NAT or stepwise but logically!

1.3 1♥-2♣

2 ◆ = 5-7 zz w/ SPL 2 ◆ = 5-7 zz no SPL 2 ▲ = as 2 ◆ but 8-10 zz 2NT+=8-10 zz w/ SPL

1.4 1NT-2.

2NT=4-4 in majors and Min 3.4=4-4 in majors and Max

1.5 1NT-2♦

2♥=2♥ or Min w/ 3♥ 2♠=Max w/ 3♥ 2NT=Min w/ 4♥ 3♣=Max w/ 4♥

1.6 2♣-2♦

2♥=4♦ 2♠=6+♣, not 4♦, Min 2NT+=as 2♠ but Max

1.7 2♦-2♥

2♠=4♦ 2NT=6+♦, not 4♣, Min 3♣+=as 2NT but Max

1.8 2♥-2NT

3♣=Min 3♦=Max no SPL 3M and NT= Max w/ SPL

1.9 2NT-3♥

3♠=SPL ♠ 3NT=SPL ♥ not good Max 4♣+=SPL ♥ and good max

Contested bidding

2.1 1.

1.-(DBL)

P=Not enough to force to game

RDBL=willingness to penalize opponents, FP to 2NT

1♦=FG with less then 5 zz

1 ♥+=As uncontested

1.4-(1♦)

P=Not enough to force to game DBL=FG with less then 5 zz

1 ♥+=As uncontested

1.4-(1♥)

P=As a 1 ♦ response to 1 ♣ DBL=As a 1 ♥ response to 1 ♣

1 ★+=As uncontested

1.4-(Higher)

Pass=Not enough to force to game

DBL=FG, type of T/O, normally balanced/semibalanced

New suit=Game forcing and 5+suit

NT-bid=Nat

Cue="perfect T/O" promises 4 in all unbid M's, 0-1 in ES.

If you open 1♣ and partner passed after overcall or he responded 1♦ and RHO overcalls we play our defensive methods with the exception that 1♣-(1M)-p-(2M)-2NT=Nat about 18-21.

If OPPT contest after 1 - (Bid) - 1 + or 1 - (p) - 1 + directly or later in the bidding we still keep our relays if we can. That is if OPP's don't bid more then 2 steps higher then last bid. If we can save space thanks to this we do so. If they bid more then 2 steps relay is out and we bid NAT.

1 **♦** -(DBL) RDBL=10+hcp, FP to 2♦ 1M=4+M, 5+hcp 1NT/2m=Nat NF 2M=As uncontested 2NT=both minors DBL=T/O or FG 1 **♦** -(1M) 1♠=5+♠, F1 1NT/2m=Nat 2M=FG, not suitable for X, usually either bal w/o OM or minors 1 **♦** -(1NT) DBL=PEN 2♣=Stayman, at least one M 2X=NF 2NT=Any 2-suited hand G/T+ 1 ♦ -(2m) DBL=T/O or FG 2X=NF 2NT=G/T 3m=FG, perfect T/O, 4-4-(41/50) 1 ♦ -(2M) DBL=T/O usually BAL 2**♠**=NF 2NT=LEB 3m/OM=Nat G/T 3M= FG, perfect T/O, 4OM-(441/5m31) If OPPT contest higher: X of NT = general strength, X of suit bids = T/O. 1 **♦** -(P)-1 **♥** -(DBL) P=Bal <4♥, unsuitable for NT/RDBL RDBL=SUPP RDBL Else=As uncontested 1 **♦** -(P)-1 **♥** -(PEN DBL) RDBL=nat, P=no stop in ♥, else = as uncontested w/ stopper 1 ♦ -(P)-1 ♥ -(1 ♠) P= a) Bal w/ 2-3♥, unsuitable for NT/DBL b)1/2♠-rebid DBL=Supp DBL 1NT+=As uncontested

After higher bids we play NAT, DBL=SUPP up to 2♥, otherwise T/O. 2NT as Good-Bad.

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2.3 1M
             1♥-(1♠/2m)
                         DBL=T/O or FG
                          New suit=NF
                          2NT=G/T+ with support
                          OPPT suit=Splimit
             1♥-(1NT)
                          DBL=PEN
                          2. =5+ and 2+ ♥
                          2NT=G/T+ with support
                                        3♣=G/T+ w/ ♥ support
             1♥-(2NT=minors)
                                        3 ♦ = G/T+ w/ 5+ ♠
                                        3M=Competitive
Same after 1♠ opening but w/ logical changes
2.4 1NT
             1NT(14-16) -(DBL)
                          RDBL=strong, FP to 2NT
                          2♣=weak w/ ♣ or weak with ♦ ♥/♣ ♥/♥ ♠
                          2♦=weak w/ ♦ or weak with ♥ ♠ and longer ♠
                          2M=Nat weak
                          2NT=G/T+any 5+-5+
             1NT(10-12) -(DBL)
                          Pass=Asks for RDBL
                                        Pass=To Play
                                        2*=*+M
                                        2 ♦ = ♦ + ♠
                                        2♥=M's with longer ♠, 2♠=Nat and G/T
                          RDBL=Puppet to 2* with a suit of your own to play
                          2.--++
                          2♦=♦+♥
                          2♥=♥+♠ not longer ♠
                           2♠=Competetive values
                          2NT=G/T+any 5+-5+
             1NT-(2X=ART)
                          X=At least G/T values, FP to 2NT
             1NT-(2 ♦ - ♠)
                          Leb:
                          2 X
                                        To play
                          2 NT=PUP to 3.
                                        3 Y under OPPT suit
                                                                   To play
                                        3 Cue
                                                                   4 OM, no stopper, F3NT/4m
                                        3 Y over OPPT suit
                                                                   Nat FG, 5+ suit
                                                                   4 OM, promises stopper
                                        3 NT
                                                                   Nat FG, sets trump
                                        4 m
                                        4 M
                                                                   Nat S/T
                           3 Y
                                        Nat G/T
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2.5 2m/2NT

If OPPT bid after 2♣-2♦, 2♦-2♥, 2NT-3♥ we keep our step responses if we can. That is if they don't bid more then 2 steps. Otherwise we bid natural.

No M, no stopper, F3NT/4m or F hand w/ 4+m

Nat promises stopper

To play

Nat G/T, distributional hand

3 Cue

3 NT

4 m

4 M

More about overcalls and responses to overcalls

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3.1
             (1m)-P-(2m)
                           2NT=Nat
                           3m= A+another
                           4m=Majors
             (1♥)-p-(2♥)
                           2NT=minors
                           3♥=♠+m
             (1♠)-p-(2♠)
                           2NT=5♥5m
                           3♠=minors
                           4m=5m5♥
             (1♠)-2♥-(2♠)
                           2NT=G/T+ w/ support
3.2
             (1.)
                           2♣=5+♠ and 5+red suit, opening strength+
                                        Bid in red suit is P/C
                                        2NT=ART G/T+ see [3.3]
                           2NT=5+♦ and 5+♥, opening strength+
                                         3♣=ART FG
                           4.4=M's, at least 6-5
                                        4♦=Pick a M
              (1 \diamond)
                           2♦=5+♠ and 5+ in rounded suit, opening strength+
                                         Bid in rounded suit is P/C
                                        2NT=ART G/T+ see [3.3]
                           2NT=5+♥ and 5+♣, opening strength+
                                        3♦=ART FG
                           4♦=M's, at least 6-5
              (1M)
                           2M=5+OM and 5+m, opening strength+
                                        Bid in m is P/C
                                        2NT=ART G/T+ see [3.3]
                           2NT= m's, opening strength+
                                        3M=ART FG
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For all 2-suit showing bids we have no requirements for good suits. If we have a largely distributional hand we can of course be slightly weaker.

3.3 (1X=Nat)-2X-(p)-2NT

3New S=Min
3Highest=6+suit
3Cue=Max w/ lowest of the 2 lowest unbid
3NT=Max w/ the higher of the 2 lower unbid
4New S=6+suit

More about our leads against NT

4.1 After 3NT gambling and situations similar to gambling (cashing situations). Then we lead our spot cards as normal but T-A according to Rusinow. Examples are, 3NT opening (gambling), 3m-3NT.

More about our psychics

We do not psych often but it comes up every now and then. We have no agreement when or how we psyche or not (i.e. no standardised positions). However the times it has happened there are usually been a fairly low gamble psych from our side. Usually we had somewhere to run, either long support for one of partner's suits or a long suit of our own.