

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣	x	2+	4H	Only 2 if 4-4-3-2	2C=GF, 2D=Limit with support 2H/S=Weak. 3C=6-8	Walsh with weak hands	
1♦		4+	4H	4-4 mi normally open 1 diamond	2D=GF, 3C=Limit with support, 2H/S=weak, 3D=6-8		
1♥		5+	4D		1NT=nat. 2SP=Weak, 2NT=GF with support 3C weak Bergen, 3D strong Bergen 3H=limit with 3H, 3S=unkn. single, 3nt void in S, 4mi=void	1♥-2mi, 2NT= Artificial After 2NT: 3C=min, 3D= asks for single, 3H=single C, 3S=single D, 3NT=single other MA, 4X=void	
1♠		5+	4H		As over 1H. 1♠-3NT=unkn. Single 4x=void	1♠-2x, 2NT=Artificial	
INT		15-17	3SP	May have 6mi/5-4 mi, or 1444, 4441 (the single will normally be an H)	2C=Puppet staym. 2D/H=transfer 2S=ask for max/min., 2NT=Transfer (weak with C or any 4-4-4-1 GF) 3X = nat. slamgoing		
2♣	x			20-21 or strong C/H/S	2D relay, 2H/S/3C/D to play opp. 20-21		
2♦	x			4-7 with one MA or 25+ NT Or strong with D	2NT=Asks, Major is correctable, 3C/D=Nat NF	After 2NT. 3C=max, 3D=H,3H=S	
2♥		6		8-10 with hearts	2SP/3C/3D F1. 2NT asks	After 2NT: 3 new is single, 3MA no single not 2 of 3 top H 3NT no single 2 of 3 top H	
2♠		6		8-10 with spades	2NT asks, 3C/D/H F1	As over 2 hearts	
2NT			4H	22-24	3C=Ask for M (4/5), 3D to 5C =Transf, 3NT=5S+4H		
3♣		6			3D/H/S=Nat. NF		
3♦		6			3H/S=Nat. NF		
3♥		6			3S=Nat. NF		
3♠		6			4H=Nat.		
3NT	x			Solid minor – max. Q outside	4C=Sign off, 4D=Transf, 4H/S/NT=Ask bid		
4♣		7 (6)					
4♦		7 (6)					
4♥		7(6)					
4♠		7 (6)					
4NT	x			Both minors			
5♣		7				HIGH LEVEL BIDDING	
5♦		7				1430-RKCB, CueBids, Voidwood 3014	
5♥	x			Ask for AK in hearts			
5♠	x			Ask for AK in spades		LIDO after opp. 5mi over our 4NT	

Defense against Multi

Defense is on if 2D shows a weak hand with one major.

2nd position

a/	DBL	12-15 Bal. or strong.
	2NT	15-18 bal. 2NT-system on
b/	Simple bid	Natural
c/	3H/S	Preemptive
	4C/D	Preemptive

ad a/

2D - DBL – PAS/RD –	2M	=	Natural
	2NT	=	Lebensohl → weak with ♣/♦ or invitational with 5♥/♠ or to play 3NT
	3C	=	Natural invitational
	3D	=	GF – often looking for 4-4 fit in M
	3H/S	=	GF 5+ in bid suit

2D - DBL – 2H/S - DBL	=	two-way if corr. Penalty if own suit.
2S	=	naturlig NF
2NT	=	Lebensohl to play 3C/D – or GF with no M
3m	=	Natural invit.
3M	=	GF 5+ in bid suit also overbid 2H/3H and 2S/3S

2D - DBL – 2/3NT - DBL	=	Points
Bid	=	Natural –forcing

2D - DBL – 3C/D - DBL	=	Penalty
Bid	=	Natural GF

2D - DBL – 3H/S - DBL	=	Two-way if corr. Penalty if own suit.
Bid	=	Natural GF
Cue	=	slam going

ad/b

2D - Bid.

After 2M other M is cue. If opponent bids Dbl is points.

After 3m the bidding is natural, however after
3 in a minor – 3H,
3S is simply looking for 3NT

4NT = RKCB.

After (2D) – 2H – (2S) - PAS,
(PAS) -DBL is T/O. Lebensohl is on.

ad/c

2D - 3 major – Preemptive.

4 m is natural and GF

3/4 in opposite M is good raise.

4th position

2♦ - PAS - 2x - DBL = Two-way

2NT = 15-18. 2NT-system is on

Other bids are natural, including 2♦ - PAS - 2♥ - 3♥

2♦ - PAS - 3♥ - DBL = Two-way

3♠ = Natural

3NT = Natural

2♦ - PAS - 2x – DBL

P/2♠ – DBL is points

Other bids Lebensohl

6th position

2♦ - PAS - 2 MA – PAS

P/2♠ – DBL = Take out

Lebensohl responses. If opp in 7th seat bids, dbl is points

2NT = Minors (5-5)

Other bids are natural

8th position

2♦ - PAS - 2♥ - PAS

2♠ - PAS – PAS - DBL = Take out – Lebensohl responses

2NT = Minors (5-5) evt 5-4

Other bids are natural