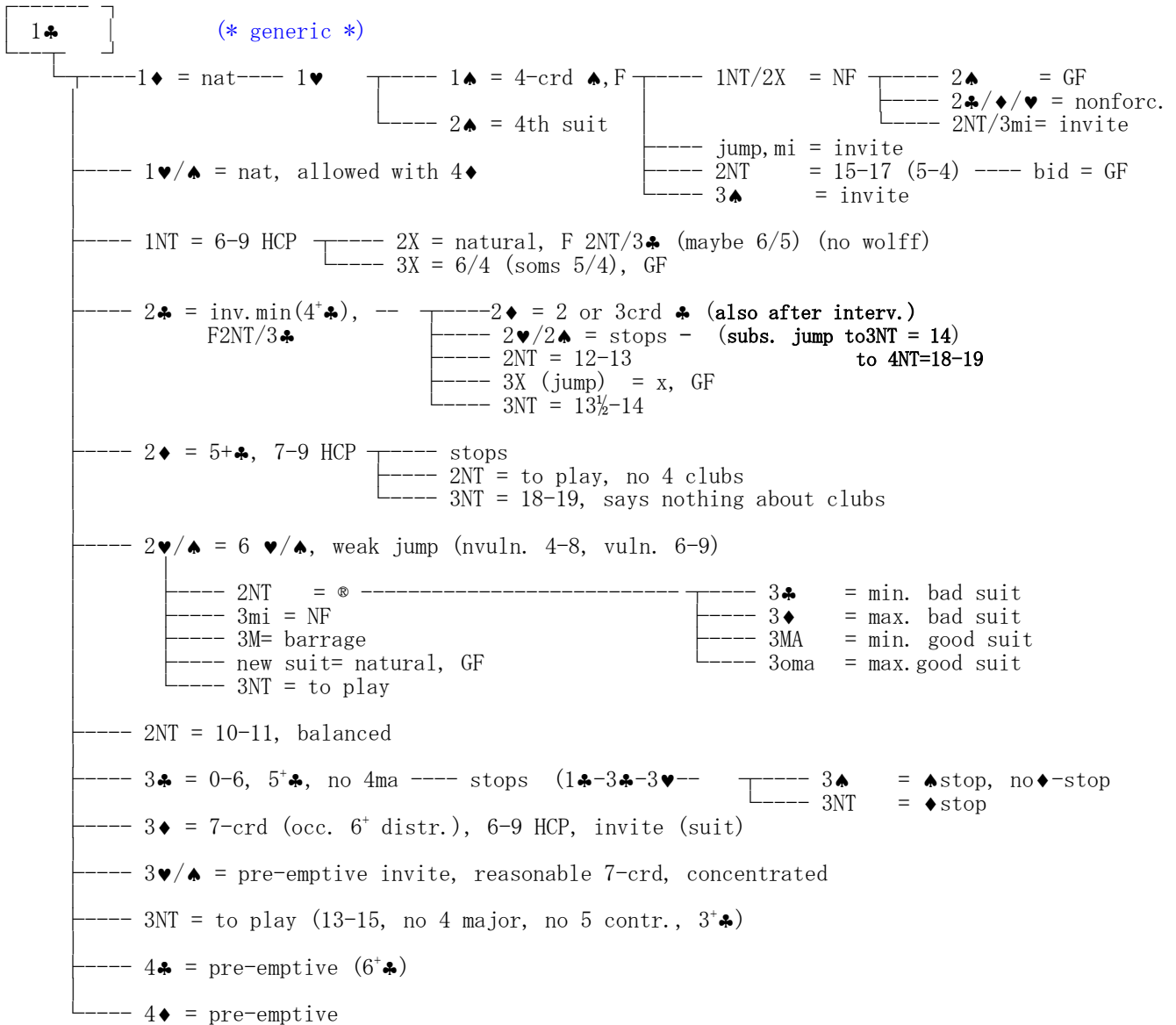


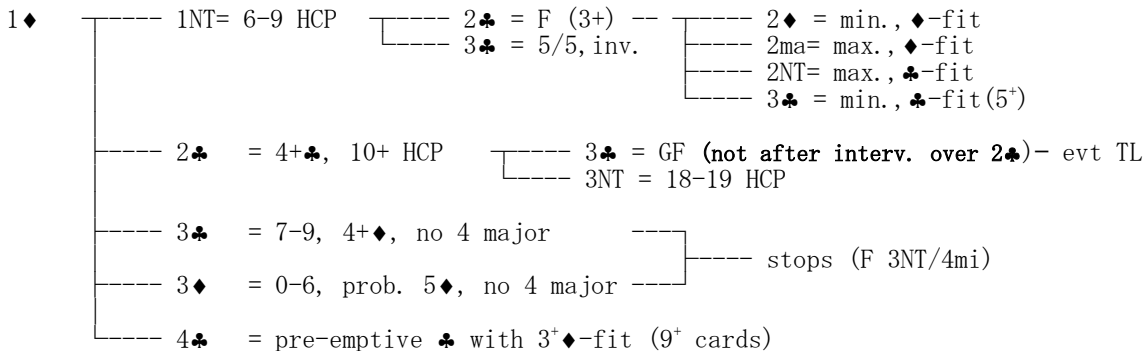
1.1. 1♣/♦ opening bid

1♣ = 4-4-3-2, 4ma-3-3-3 or 4⁺♣ 1♦ = 4⁺♦, 4-4 minors possible



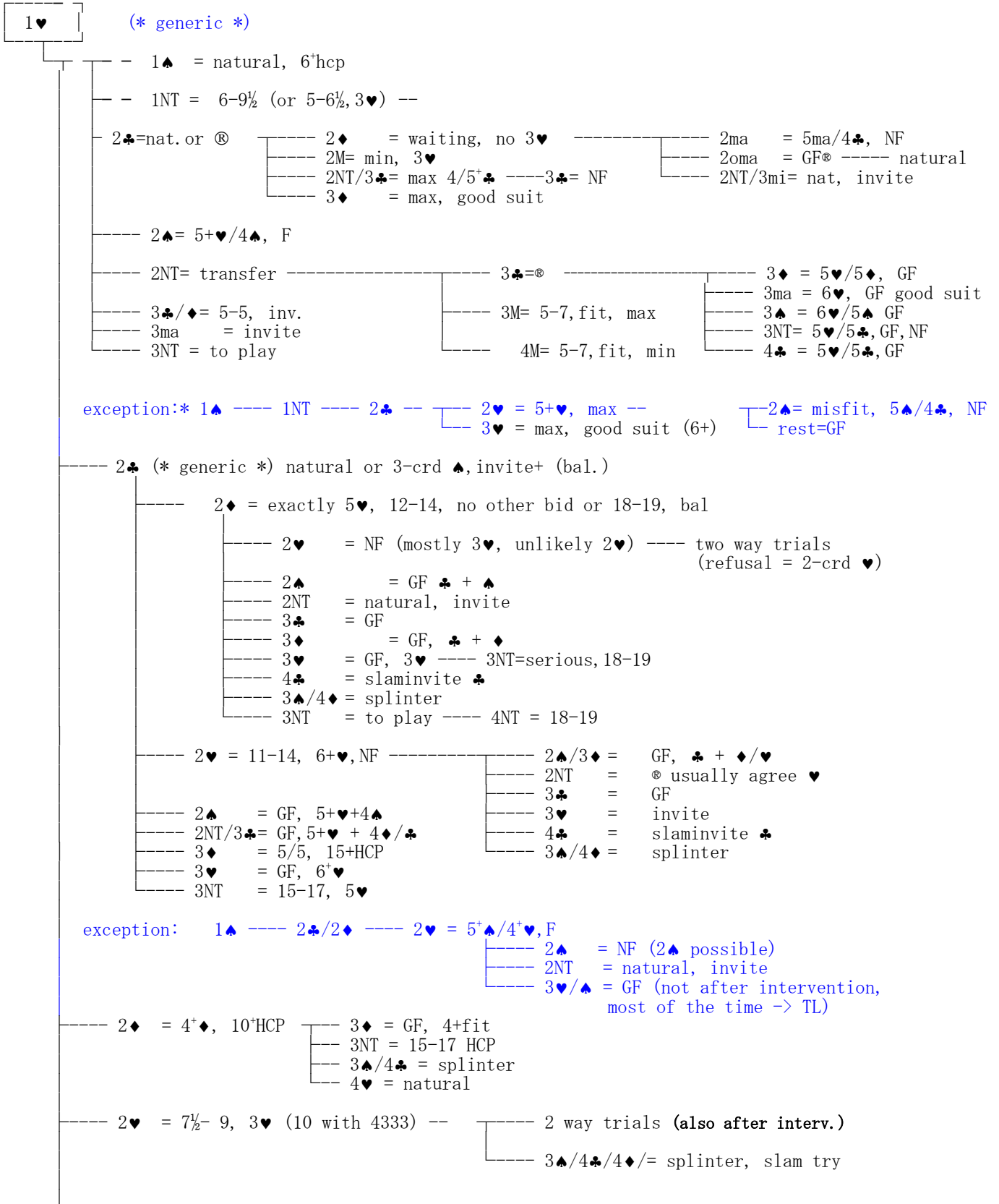
exceptions:

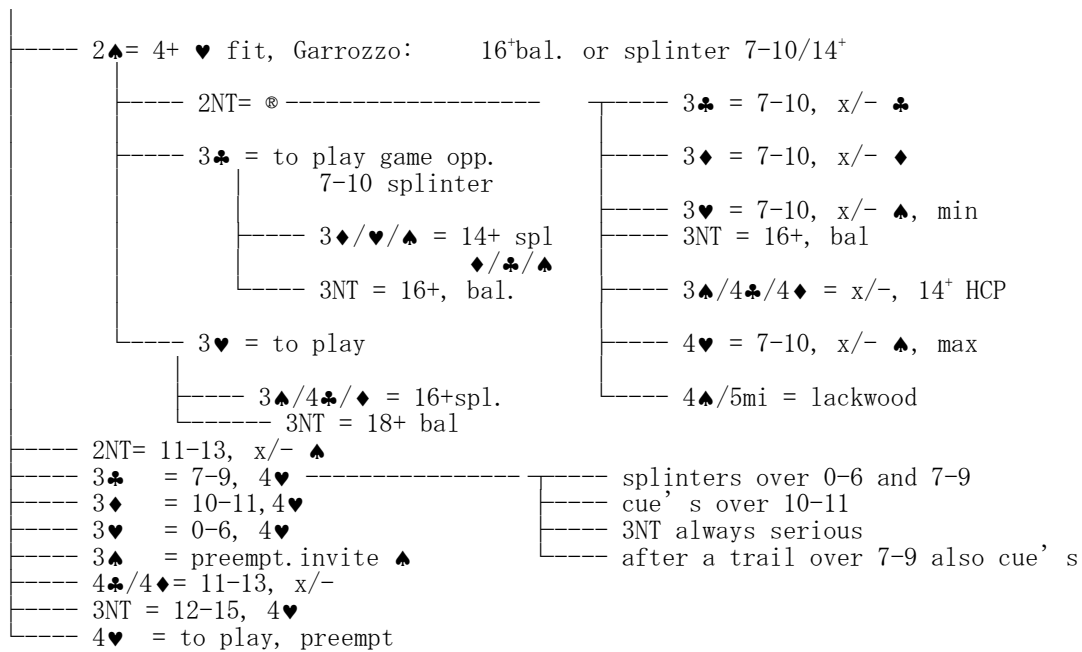
1mi --- (p) --- 2♥ --- (2♠) --- 2NT = Ⓢ, no TL



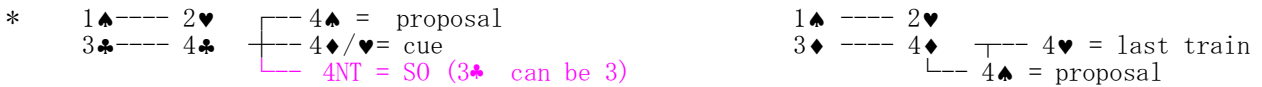
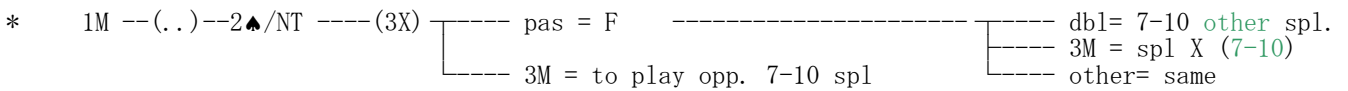
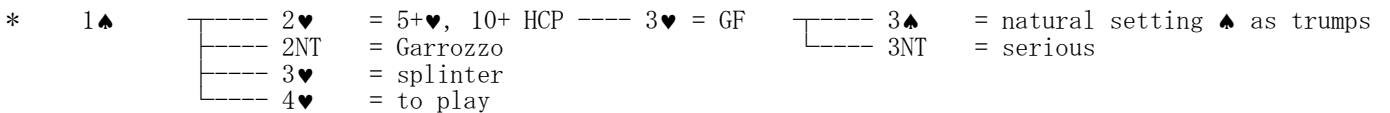
1.2. The 1♥/♠ opening bid

1♥/♠ = 5⁺♥/♠

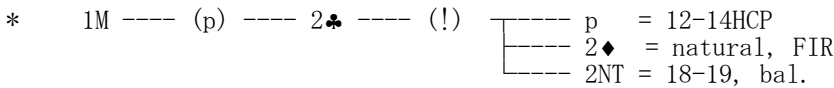




exceptions:

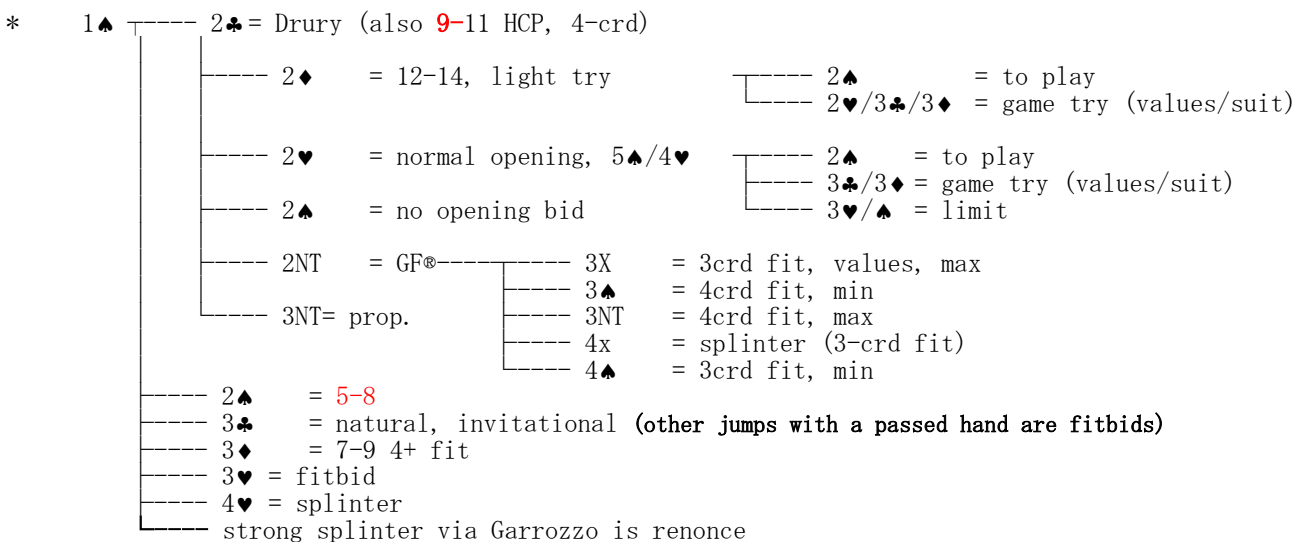


(Opener' s first major is a proposal after opener' s 2nd suit is raised to 4mi)



* no dipt/ript in Garrozzo-sequences

modifications with passed hand:

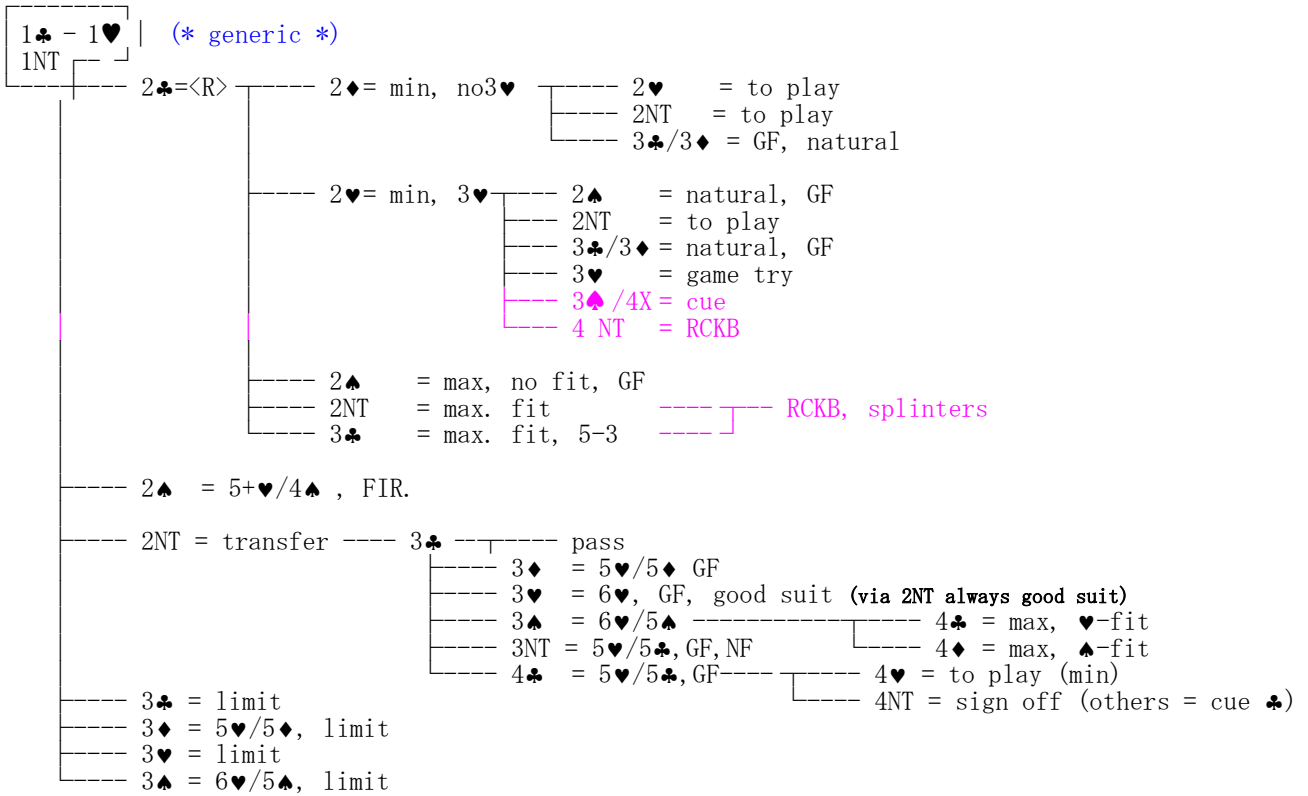


after intervention of a double:

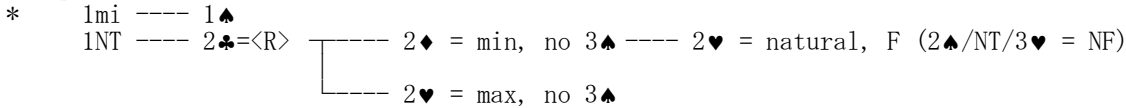
- no drury, normal Bergen raises
- 1♠ - 3♥ = still splinter, 1♠ - 4♥ = natural
- 1ma - 2NT = Truscott, 3+fit, limit+
- nb.: 1♥ - (dbl) - 2♠ = weak

OPENING BIDS OF 1 IN A SUIT

1.3. The 1NT rebid

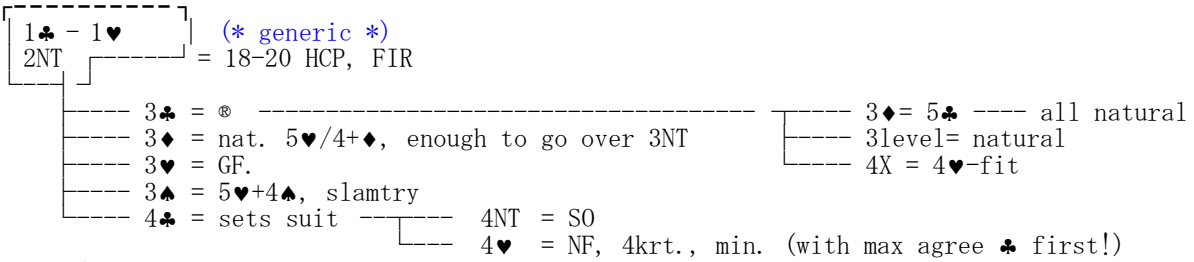


exceptions

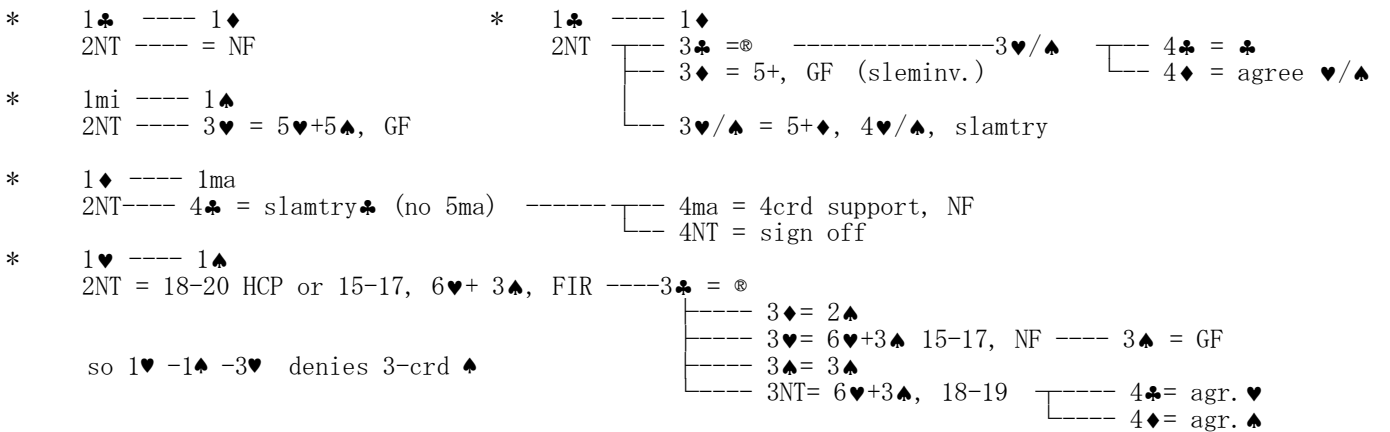


* no crowhurst after intervention if a redbl. is available

1.4. The 2NT rebid



exceptions



After intervention:

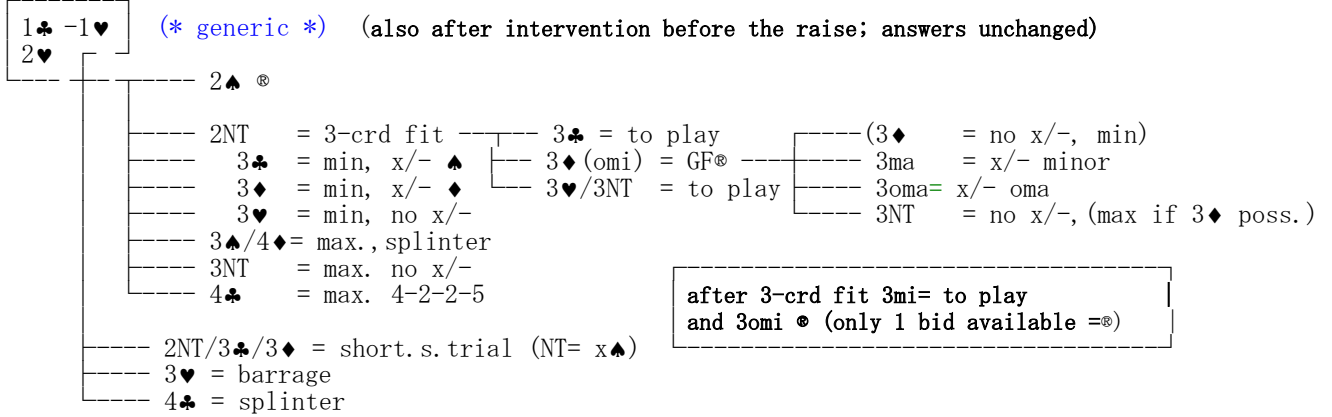
same system as long as 2NT = 18-19HCP, but no 4crd M support (2NT=NF)

1.5. The 3NT rebid

1mi ---- 1♦/♥/♠
 3NT = to play about 15-18 hcp, long mi

1♥ ---- 1♠
 3NT = 6♥, no 3♠ 18-19 ---- 4♣/♦ = cue (for ♥)

1.6. The single raise of partner's suit



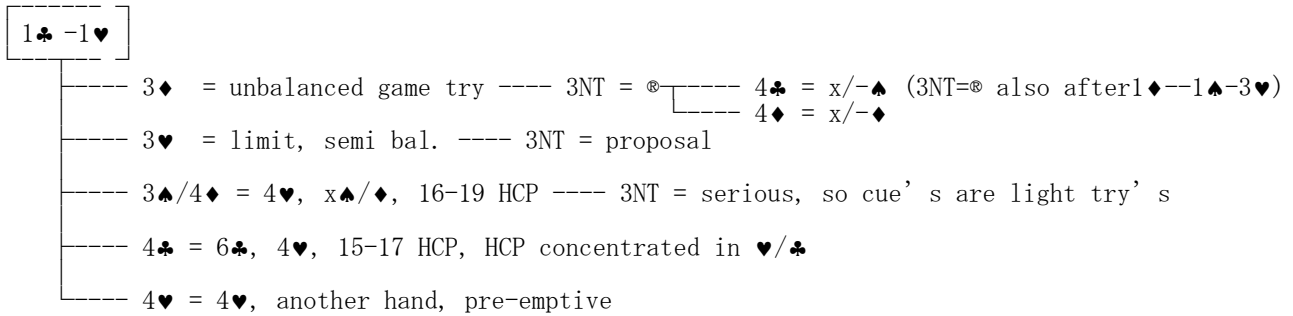
exception:

* 1♥ - 1♠
 2♠ - 2NT
 3♣ - 3♥ = GF, ♥ troef ---- 3♠ = cue

* 1♥ - 1♠
 2♠ - 3♥ = short suit

* 1♦ - 1♠
 2♠ - 2NT
 3♣ - 3♥ = gametry (♠)

1.7. Other raises



Exceptions:

* 1♣ -- 1♠ ---- 3♦/3♥ = x/- ♦/♥, game try ----- 3NT = serious
 ----- direct cue' s need very max.

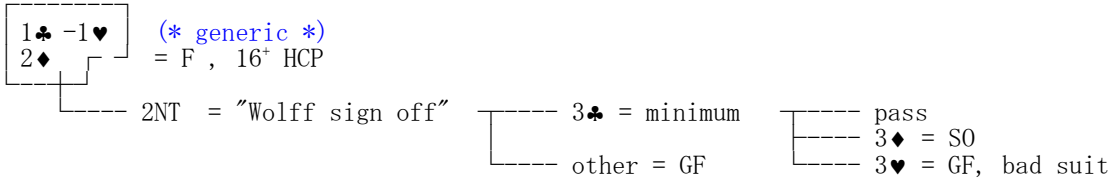
* fit MA ---- 3OMA (cue or splinter) ---- 3NT = serious (event. waiting, never a cue)

after intervention

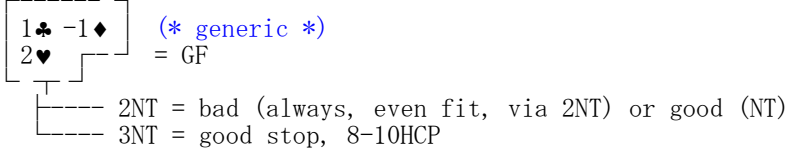
* Unb. game try as long as it is still a jump (or in TL if the original bid was..)

1.8. The reverse rebid

1.8.1. Simple reverse



1.8.2. Jump reverse

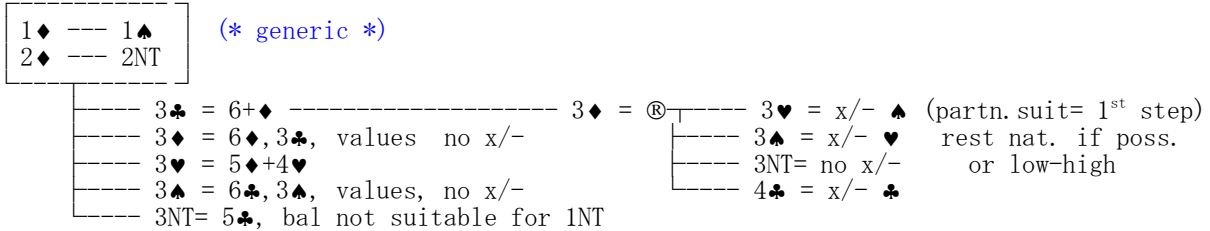


1.8.3. High reverse



1.9. Opener rebids his suit

1.9.1. 1X - 1/2Y - 2X - 2NT = ⊗ (if no passed hand)

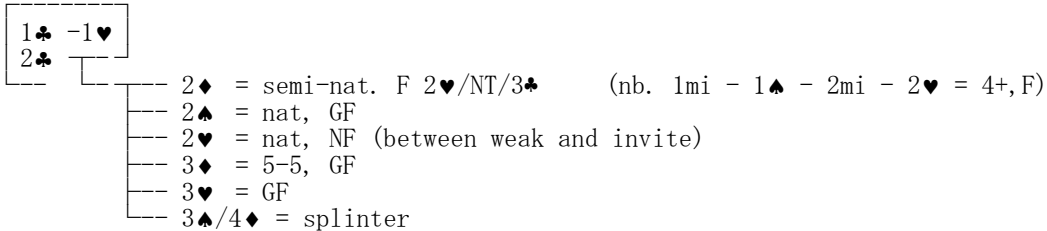


- nb.: answers are:
- 3♣ = 6crd suit
 - 3new suit = 5/4 or 6/3val. depending on situation
 - 3own suit = as above for ♣
 - 3NT = 5crd suit, unsuit. for 1NT

- only after MA:
- 4X = x/-, good 7-crd (4♥ = x/- ♥ or ♠ (with 7♥-2-2-2 bid 3♣))
 - 4♠ = 7♠-2-2-2

- * after 2NT=⊗ or subsequent 3♦=⊗ for x/-, all bids are for opener's suit except:
- 3NT = to play
 - 3ma (own) = 5+, usually values, heading for 3NT
 - 4mi (own, after shown fit) = sets suit
 - 4NT (directly after shown fit) = RKCB for own suit

1.9.2. Other rebids by responder



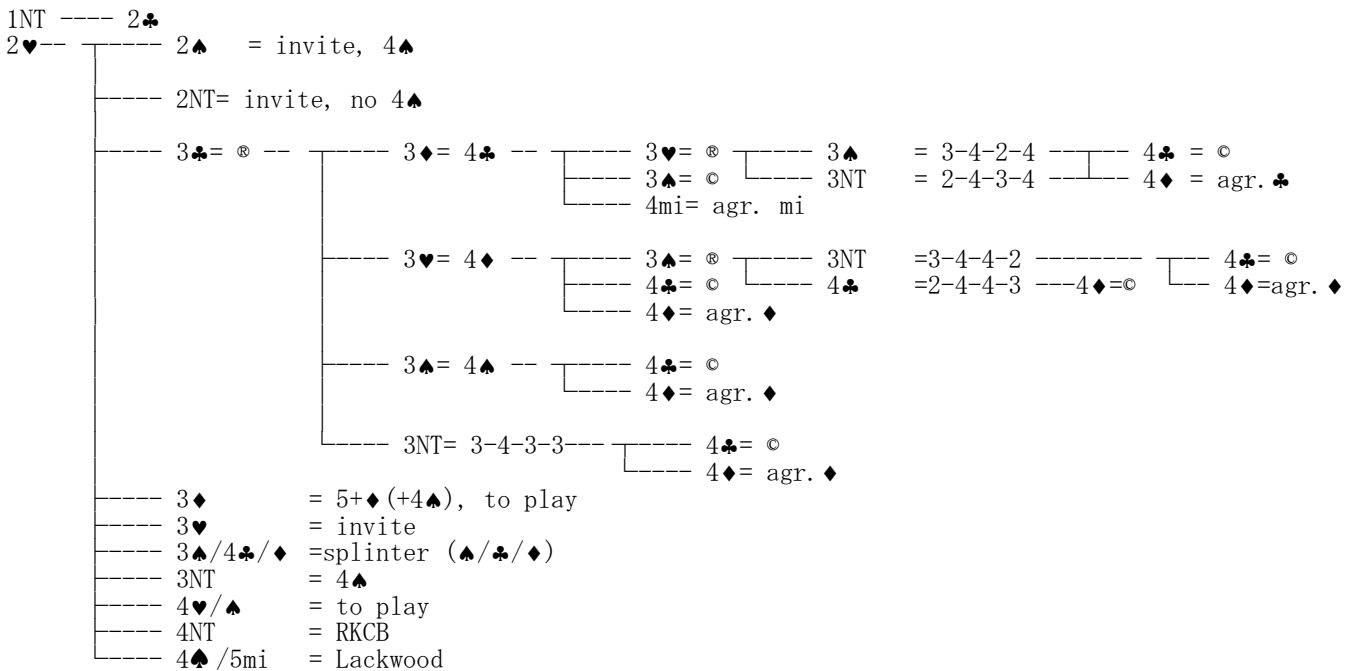
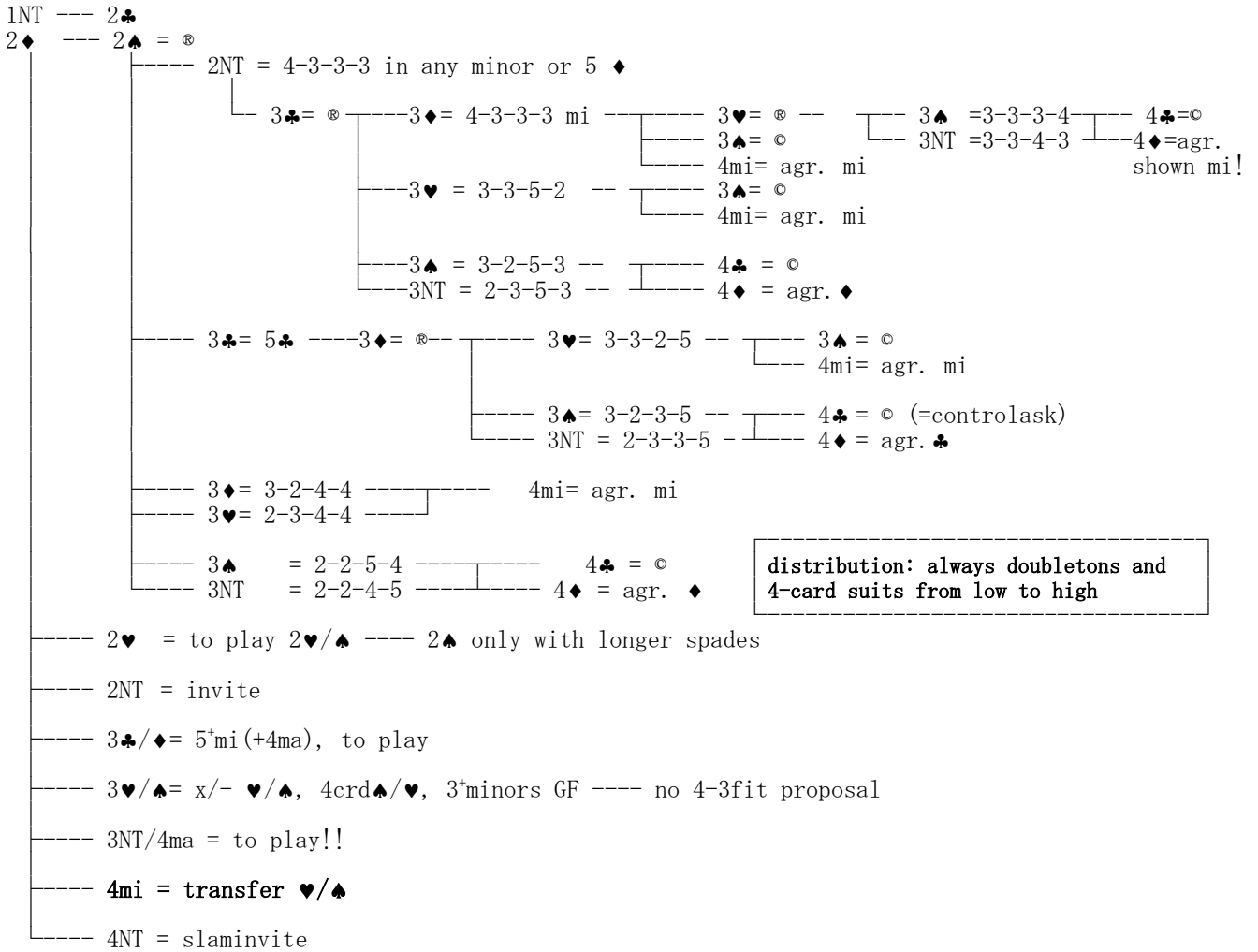
Rebidding own suit in second round at 3-level:

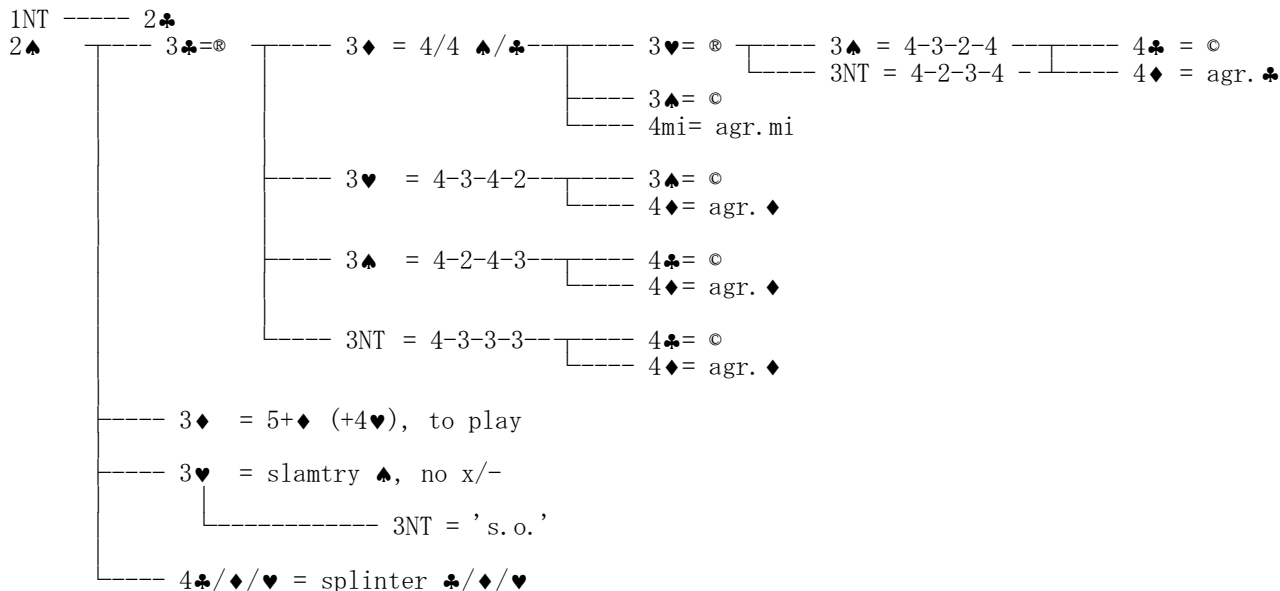
1. after two over one: GF
2. after one over one: GF if no 4th suit available (1♦ - 1♥ - 2♦ - 3♥ = GF)
(1♦ - 1♥ - 2♣ - 3♥ = inv.)

2. THE 1NT OPENING

14½-17 HCP, 5♥ possible, 5♠ or 6mi seldom

2.1. 1NT, stayman-sequences (including distribution relays)





2.2. Further bidding after distribution relay: denial cue bids

3/4/5 NT by responder is always to play;

After first distribution relay: the second step asks for controls immediately;

After completed distribution relay: the next higher bid asks for controls;

(nb.: 4mi, if not ⊙, is agree shown minor or agr. minor if no minor is shown)

Answers on control ask: 1st step 0-4; 2nd 5, etc.; after 0-4 controls, there is no opportunity to inquire for real number of controls;

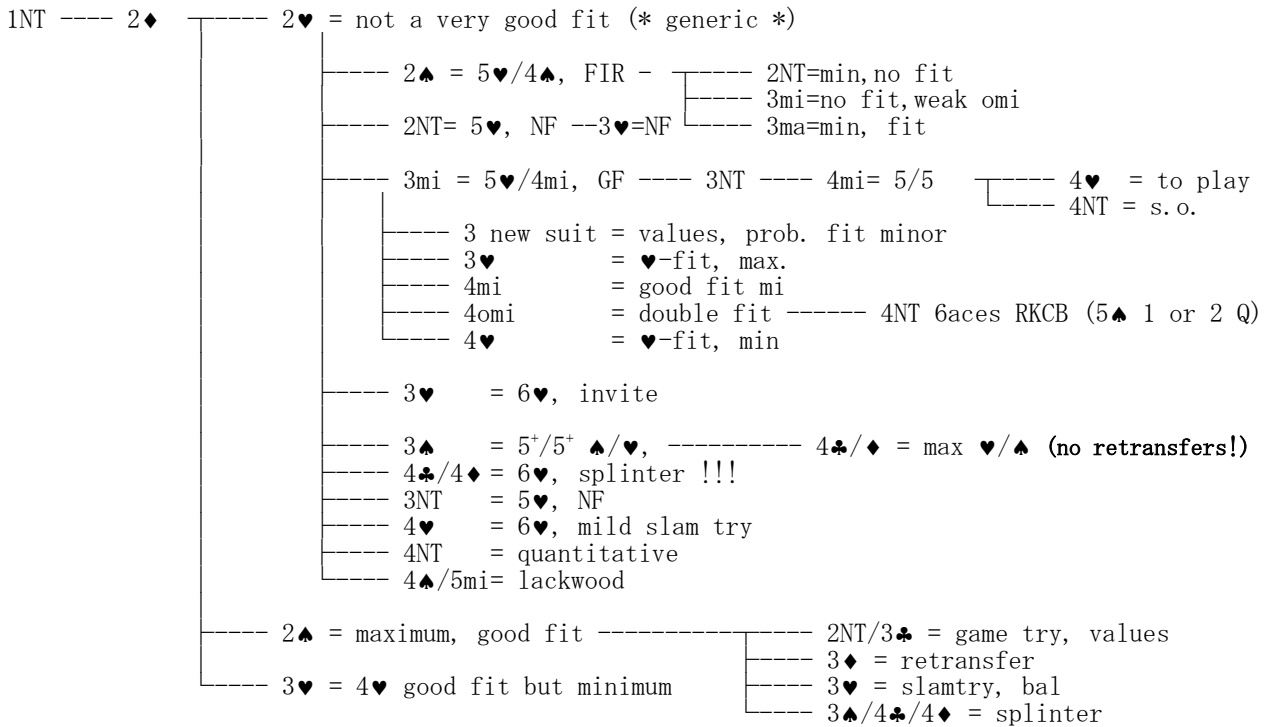
After control asking, Denial Cue Bids are played:

- Responder bids continuously next bid (skipping NT bids);
- NT opener skips a step for each suit with A or K, except for AKQ;
- NT bids the step belonging to the first suit without A or K, or with AKQ;
- Suits are considered in order of length (with equal length from high to low);
- Responder can continue relaying up to 6♦ (including);
- In the second round queens are included, thus:
 - * skip/skip = 2 out of AKQ.
 - * skip/stop = only A or K
 - * stop/skip = Q
 - * stop/stop = no Q
- In the third round of showing a suit Jacks can be shown in the same way, but a suit where AKQ is shown drops out!

Intervention during relaying:

- After a double of a relay bid, we play RIPT (Redouble 1st step, Pass 2nd step);
- After a response is doubled, redouble is for business and pass is a relay;
 - * On this artificial relay, redouble is the first step.
- After an overcall over a relay first and second step we play ript, after a higher overcall everything is natural
- After a pass (as a 2nd-step-answer) over opp. double of a relay rbl. by relayer is for business

2.3. 1NT, Transfer-sequences

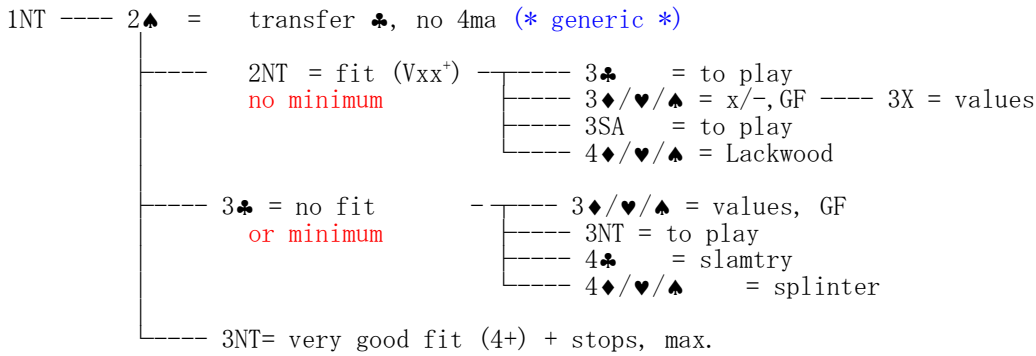


exceptions:

- * 1NT ---- 2♥
- * 2♠ ---- 3♥
- * 4♣ = cue for ♥

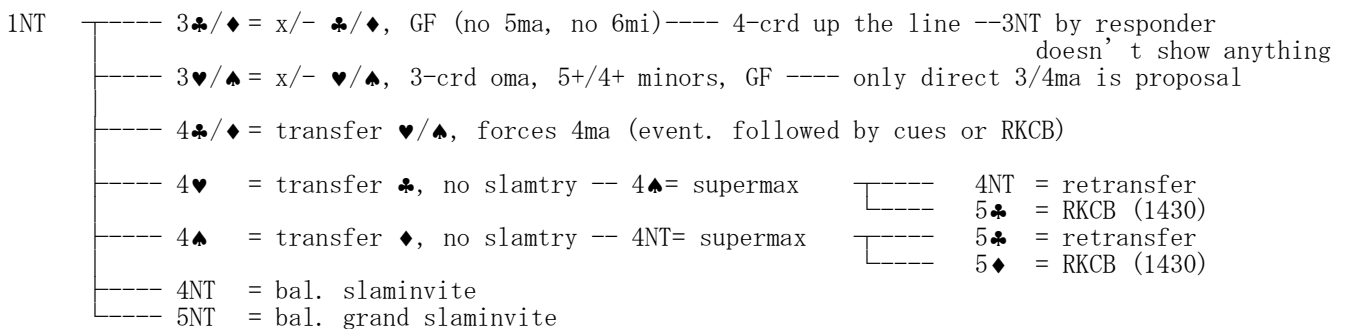
Never retransfers to a suit that has already been bid
Always only one retransfer on the lowest level

- * 1NT ---- 2♥
- * 2♠ ---- 4♥ = splinter!



- nb.: 1NT - 2NT
- 3♣(fit) ----- 4♣ = splinter ---- 4NT = sign off
 - 4♥/♠/5♣ = Lackwood

2.4. 1NT, other sequences



THE 1NT OPENING

2.5. Versus competition over 1NT

2.5.1. General

1NT ---- (2/3X=nat.)

- dbl = take-out
- rubensohl (after 2X)
- 4X = transfer

Rubensohl

1NT ---- (2X)

- 2Y = NF
- 2NT/♣/♦/♥ = transfer
 - jump = limit⁺ without jump i.p. mandator
 - non-jump = can be weak
- 3X-1 = a transfer to their suit promises at least one M-suit
 - 3X = no stop, not 4/4 ♠/♥
 - 3M = natural + stop
 - 3NT = no major, stop
 - 4♣ = 4/4 ♠/♥ asks for transfer
 - 4♦ = 4/4 ♠/♥ partner chooses
- 3♠ = transfer to 3NT, no stop, rather balanced, no 4-crd M
- 3NT = stop, to play

exception: * 1nt-(2♠)-3♦ shows some values, 4♥ allowed with max.

rules: * No Rubensohl in second round except when responder doubled in his first

* 1NT ---- (p2X) ---- p ---- (2X/p)
 dbl = take out

Against a penalty oriented double

1. 1NT ---- (!) ---- 2♣ ---- (p or !)
 p ---- (p or !)

- !! = ♦/♥
- 2♦ = ♦/♠
- 2♥ = 5♥/4♠

2. 1NT ---- (!) ---- 2♦ ---- (p or !)
 p ---- (p or !)

- !! = ♥/♠, equal length
- 2♥ = 4♥/5♠

3. 1NT ---- (!) ---- !! = SOS

rules: * 4-level still transfers after any 1NT- dbl

* never TL-after a 1nt-opening.

2.5.2. Against an artificial double

As without intervention (Stayman, transfers etc)

!! = business (forcing situation)

p and then ! = penalty if behind, take out if in front.

2.5.3. Against an artificial overcall

Against Landy

1NT ---- (2♣) ---- ! = wants to double 1 or 2 suits, FP-situation
 transfer to M in second round = natural
 ---- p, possibly as above, no FP-situation ---- ! = penalty
 ---- 2♥/♠ = natural
 ---- 2NT/3X = Rubensohl (transfer to ♥/♠)
 ---- 4X = transfers
 ---- 4NT = both minors, not interested in slem

No Rubensohl in second round except when responder doubled in his first round

1NT ---- p ---- p ---- (2♣)
 p ---- 2♥/♠ ---- ! = take-out
 ---- 2♠ = minors
 ---- 2NT = natural

1NT ---- (2♣) ---- p ---- (2♥/♠)
 p ---- (p) ---- ! = penalty
 ---- 2♠ = minors
 ---- 2NT = natural

1NT ---- (2♥, dont) ---- 2♠ = natural

Against multi

1NT ---- (2♦, multi) ---- Rubensohl

Against an artificial overcalls promising one known suit

- Rubensohl for indicated suit
- Bid of opponents suit at 2-level: GF, stop asking

Against a two suiter bid with one known suit

Ignore other suit

Against a two suiter bid with two known suits

Lowest artificial bids in their suits (ie 2X or 3X-1) are stop showing.
 Other bids in their suits are natural.

2.5.4. Against a double of an artificial response

1NT ---- 2♣ --(!) ---- !! = business
 ---- pas = no stop ---- !! = ® ---- 2♥ = 4♠ (+4♥)
 ---- 2♦ = NF ---- 2♠ = 4♥ ---- 2♠ = inv.
 ---- 2♥ = both majors, weak ---- 2NT = 4♥, inv
 ---- 2NT = invite, no 4ma ---- system on!!
 ---- bid = ♣- stop (system on)

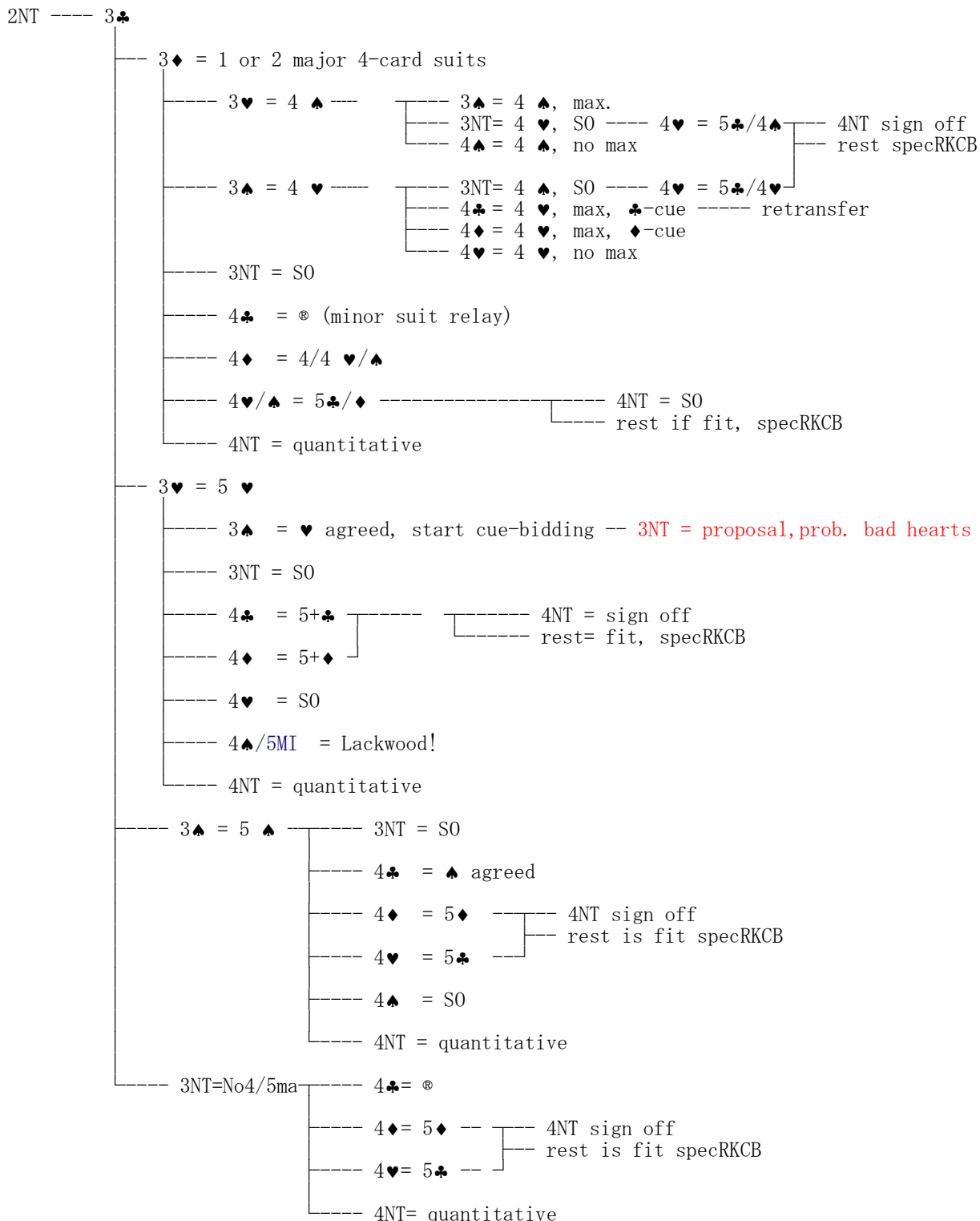
1NT --2♦/♥ -- (!) ---- p = 2-crd ♥/♠ ---- !! = transfer ---- system on!!
 ---- 2♥/♠ = to play
 ---- 3♦/♥ = stop asking
 ---- rest = system on
 ---- 2♥/♠ = fit
 ---- !! = fit, do not want to play (Axx / no stop) ---- system on

1NT --2♠/NT --(!) ---- pas = no fit, no stop
 ---- rdbl = fit, no stop (or don' t want to play)
 ---- 2NT/3♣ = no fit!!, stop
 ---- 3♣/♦ = fit + stop

3. THE 2NT OPENING

(19½-21 HCP, 5MA POSSIBLE, 6MI SELDOM)

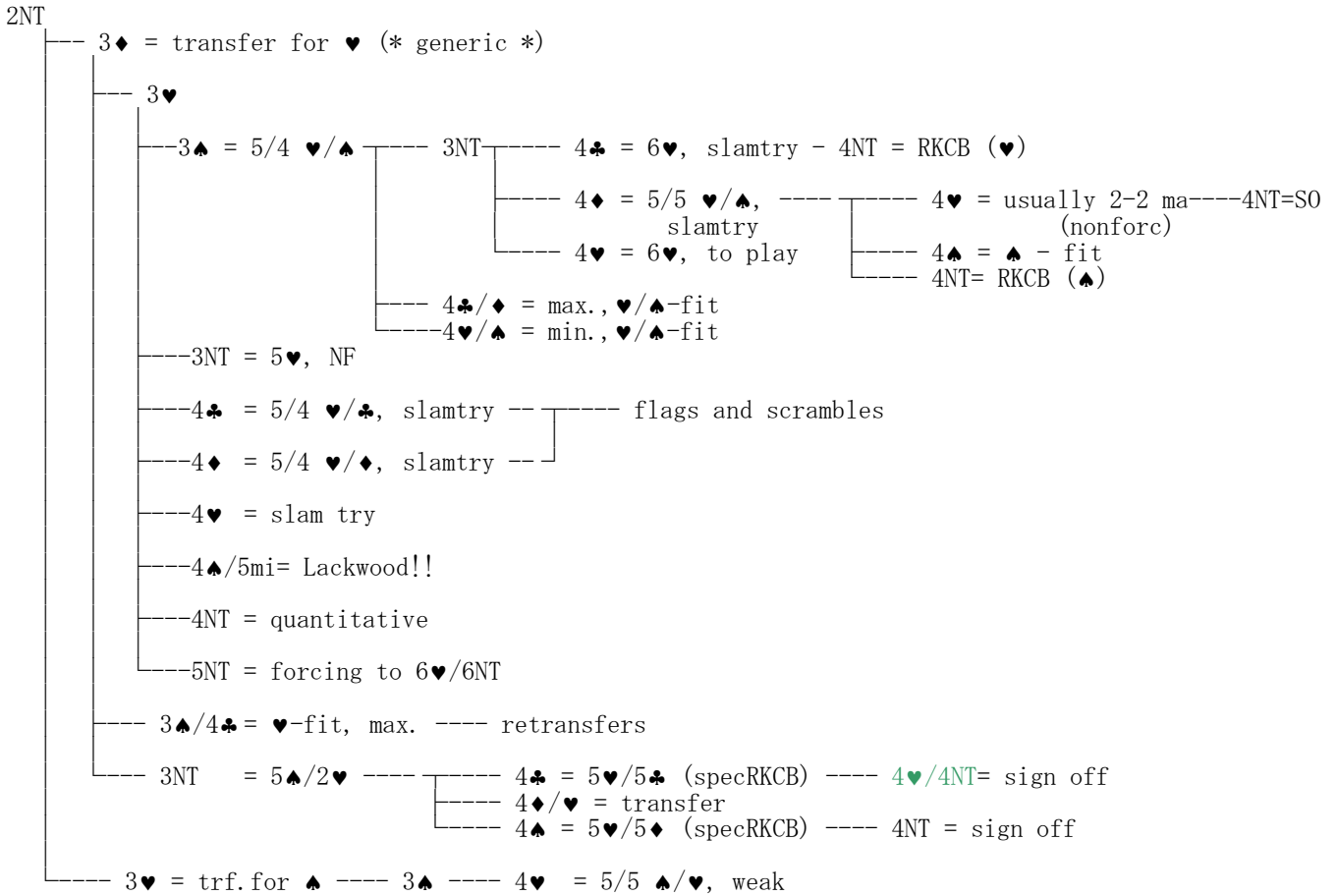
3.1. 2NT, Niemeyer



rules :

* specRKCB = 2- / 2+ / 0-3 / 1-4, thereafter trQ-ask gaat voor 5♠-puppet

3.2. 2NT, Transfer-sequences



- Bidding 4ma without using the retransfer is a slam try (NF).
4NT with or without retransfer remains RKCB.

3.3. 2NT, flags and scrambles

"Scramble" : few controls, no good fit, no interest in slam;

"Flag" : fairly good hand, possibly with fit;

"Super Flag": beautiful hand.

normal scheme: applies for

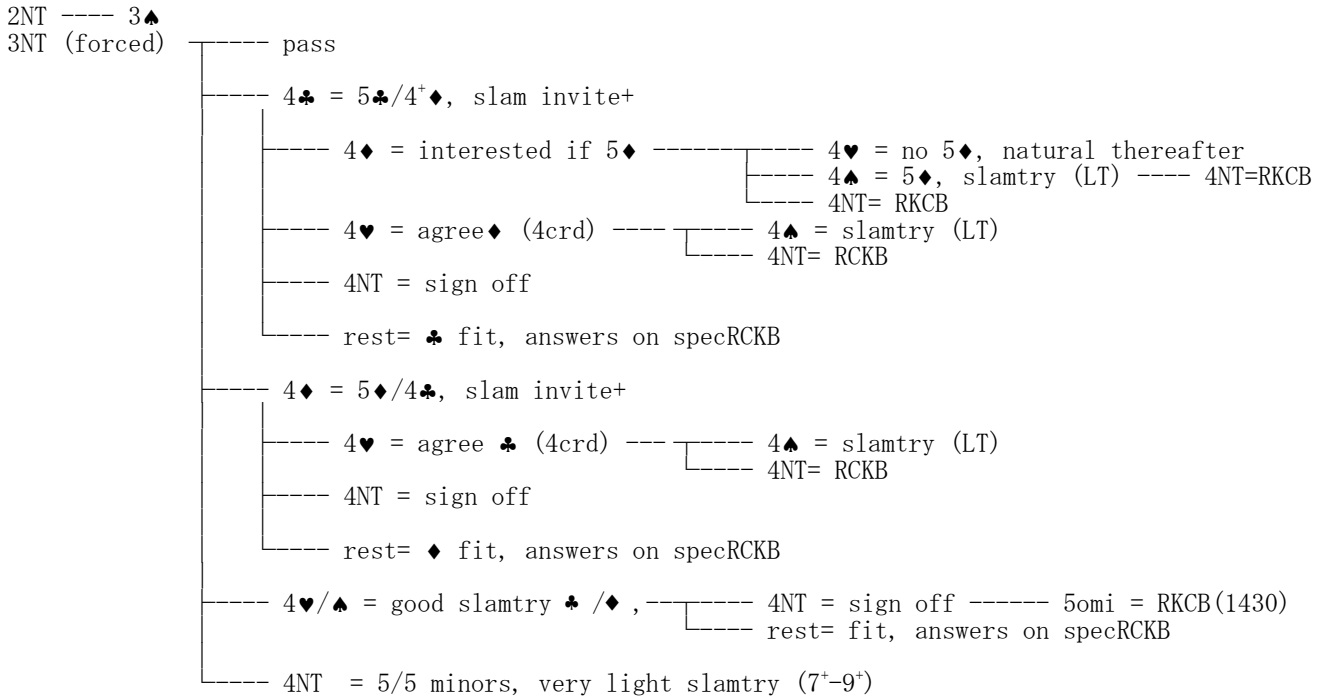
2NT - 3♦	2NT - 3♥	2NT - 3♥
3♥ - 4♣	3♠ - 4♣	3♠ - 4♦

1 st step	- Scramble. The cheapest bid. No proven fit. A further bid may be forced preference (for example 5-2 fit). Possibly hands with fit but very few controls (<=5/6)	- 4NT= to play, also 2NT-3♦-3♥-4♦-4♥-4NT 4ma doesn't promise good suit
2 nd step	- flag for the major, good hand + fit	4NT= RKCB
3 th /4 th step (not 4NT)	- superflag for the minor, good fit and controls, prob. Ax/Hx in ma	next free bid (also 4NT)= RKCB 5mi= NF
3 th /4 th step (4NT)	- flag without fit, good controls, possible a source of tricks of your own	natural
5 th step raising mi)	- flag for the minor,	next free bid is RKCB

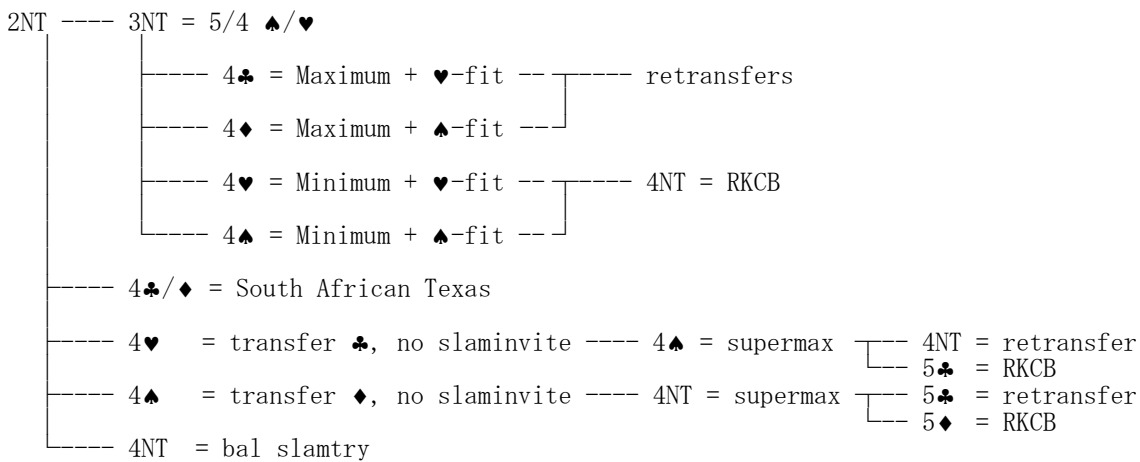
rules:

- super flags for the major are bid by refusing the transfer
- bad hands with fit are bid via a scramble
exception: 2NT -- 3♦
3♥ -- 4♦
- 4♥ = Scramble. May be passed! 4NT= so
- 5♦ = Flag ♠ (or somewhat less). Can't scramble first

3.4. 2NT, strong minor(s)



3.5. 2NT, Other sequences

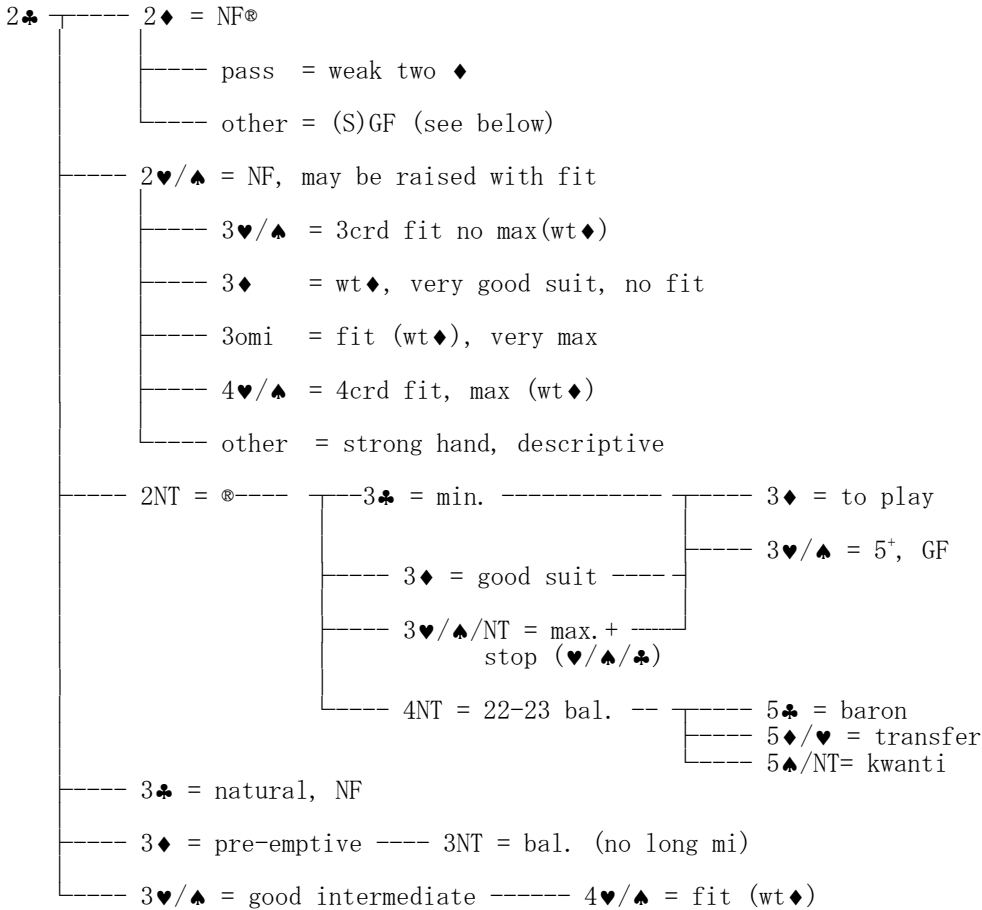


4. OTHER OPENING BIDS

4.1. Other opening bids: 2♣

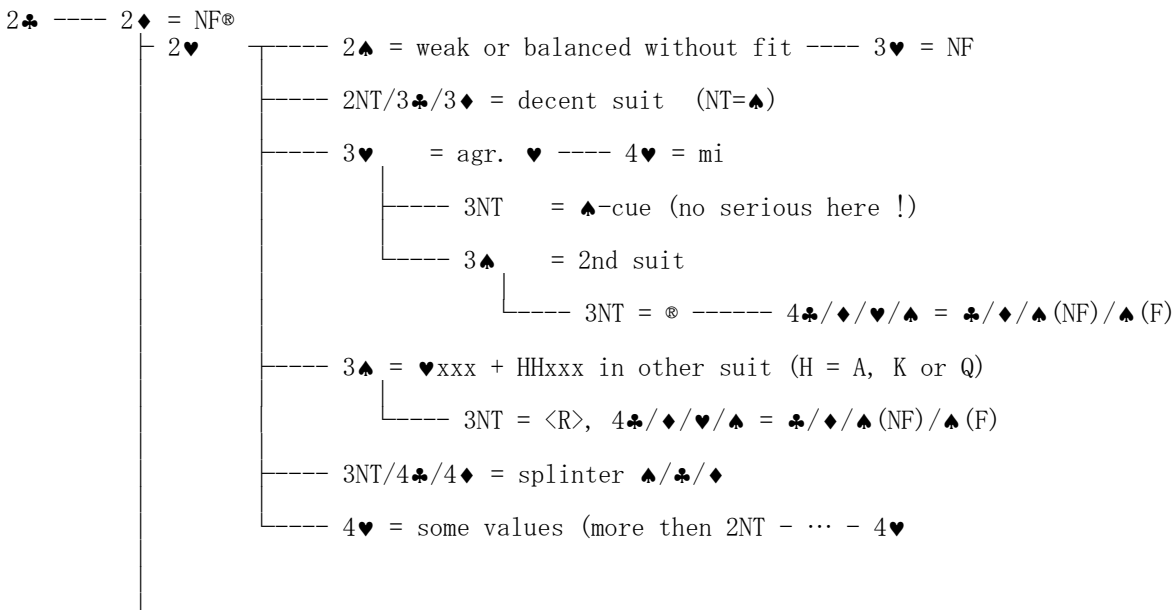
- a: weak two ♦. HCP mostly concentrated in ♦-suit (vuln. always 6-crd suit)
- b: strong hands (no diamonds)

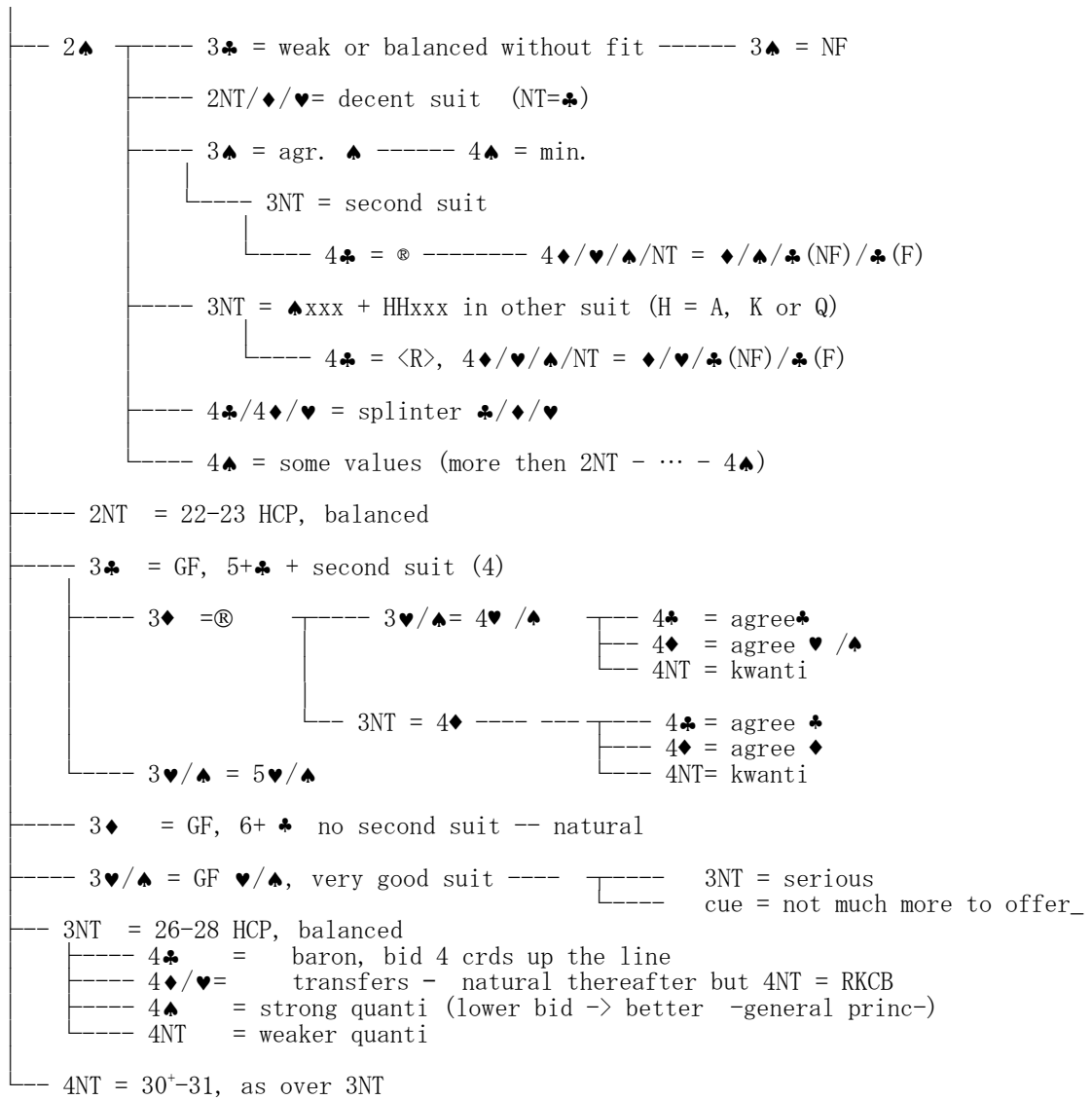
4.1.1. Weak two ♦



4.1.2 Strong hands

- a. semi-GF major (strong two FIR, 8½ tricks)
- b. 22-23 bal / 26-28 bal / 30⁺ - 31 bal.)
- c. any GF (not diamonds)



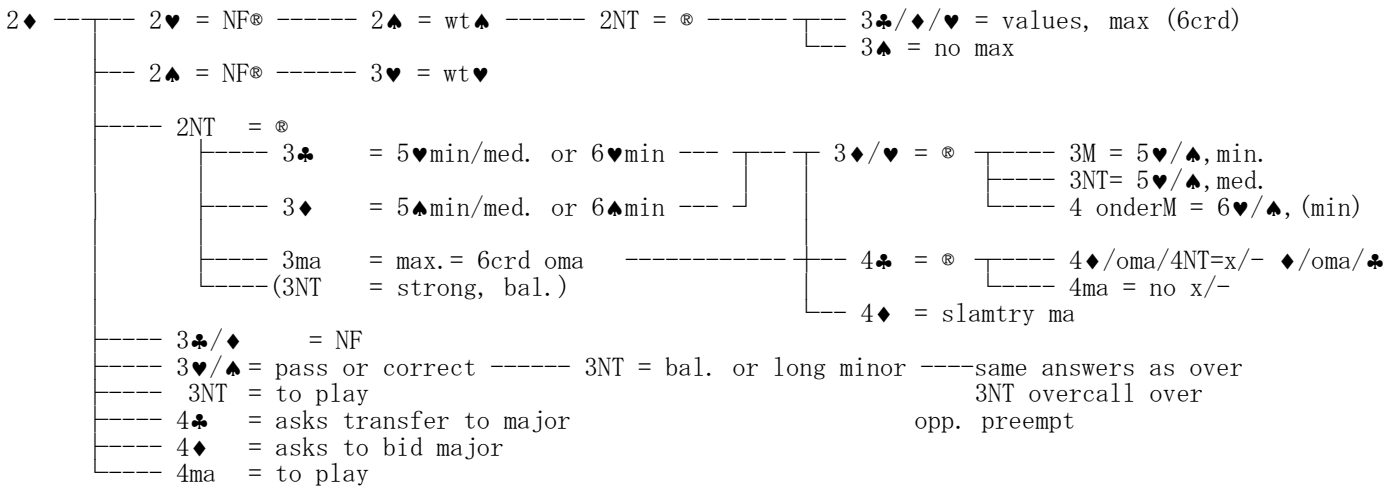


After intervention:

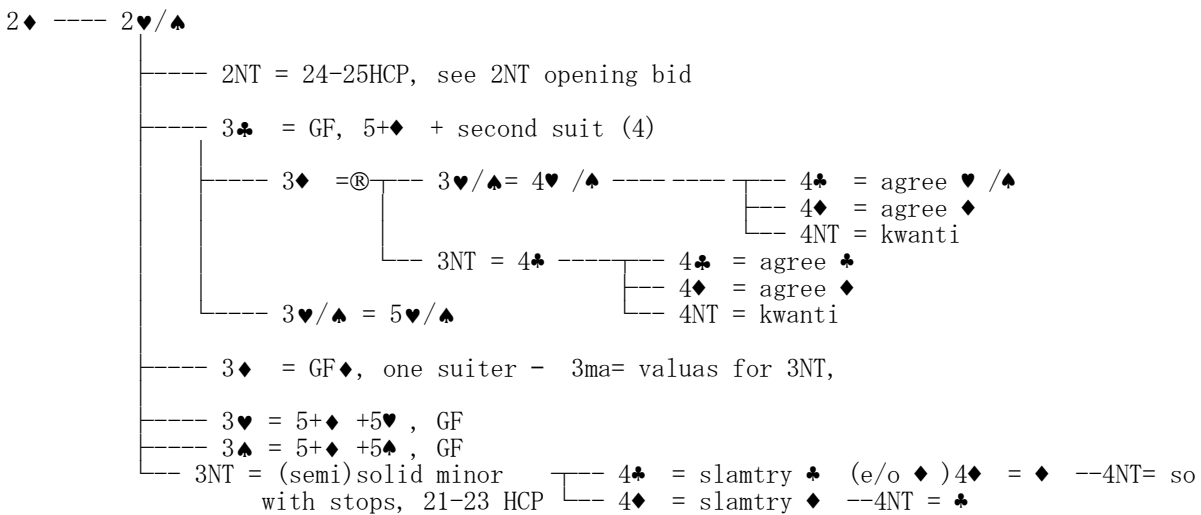
- * 2♣ ----- (2♥/♠) ----- p ----- (p)
 - ! = 22-23 HCP, take-out ----- TL
 - 2NT = 22-23 HCP, prob. good stop
- * 2♣ ----- (p) ----- 2♦ ----- (2♥/♠)
 - ! = 22-23 HCP, take-out ----- TL
 - 2NT = 22-23 HCP, prob. good stop
- * 2♣ ----- (3X) ----- p ----- (p)
 - 3NT ----- same answers as over 3NT overcall over opp. preempt
- * 2♣ ----- (../2X) ----- p ----- (../2Y)
 - 2♥/♠: system on

- 4.2. 2♦: multi
- a. 5/6♥or♠, weak (no max met 5-krt)
 - b. 24-25 bal. (29-30 bal)
 - c. GF ♦
 - d. (semi)solid minor with stops (21-23 HCP)

4.2.1. weak two major

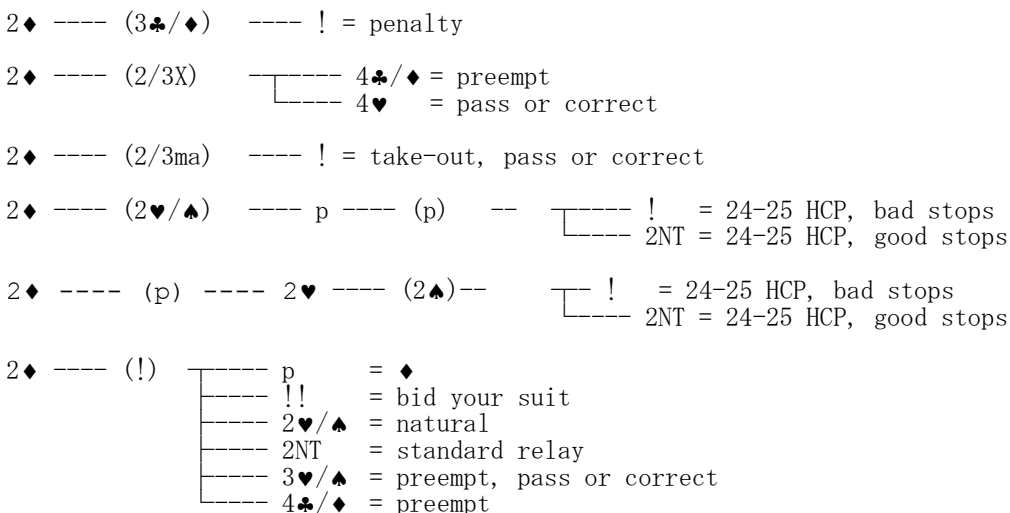


4.2.2. Strong hands



* rule: 2♦ -2NT - 4mi = natural (if clubs the suit-with-stops-hand)

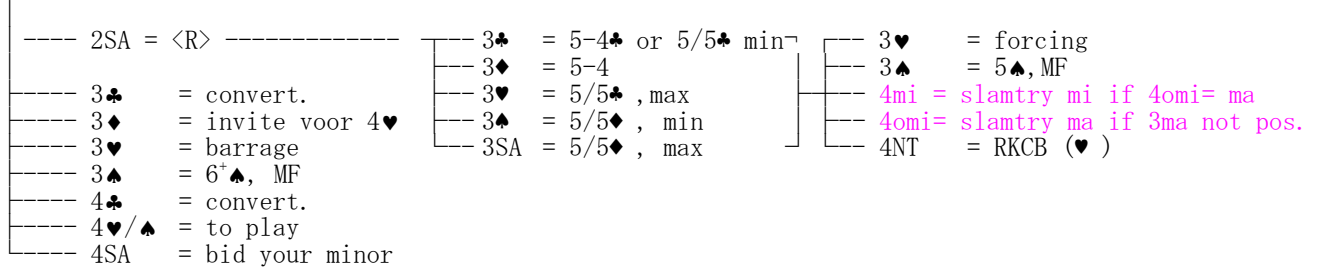
4.2.3. Competitive sequences



4.3. :2♥ -opening :Muiderberg * 5♥/♠ + 4/5mi ---n. kw: 4-8, kw. 7-11 (afh. van pos./distr.)

* not vuln 3th pos.: may be 5-3

2♥ ----- 2♠ = nat. NF ----- steunen met fit



exceptions: * 2♠ - 3♥ = non forc.

* op 2ma -- 2NT -- 3mi -- = 4mi invite en 4omi slamtry mi

competitive situations:

* 2ma --- (dbl) ----- rdbl = business
 ----- 2NT = asks minor ----- thereafter 3ma is invite
 ----- 3mi = to play

* 2ma --- (3mi) ----- ! = negatief
 ----- rest = nat., NF

* 2ma --- (2/3oma) ----- dbl = straf!

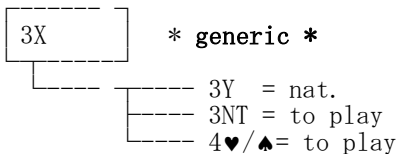
* 2♥/♠ --- (p) ----- p --- (3♣/♦)
 p --- (p) ----- ! = negatief

* 2♥ --- (!) ----- !! = 5♠, korte ♥
 ----- 2♠ = to play
 ----- 2SA = asks minor

* 2♥ --- (2♠) ----- ! = straf
 ----- rest als zonder
 interventie

* 2ma --- p --- p --- dbl
 p --- p rdbl = ♠ + mi ----- 2NT = 2♠ + 5 mi

4.4. 3 in a suit preempt



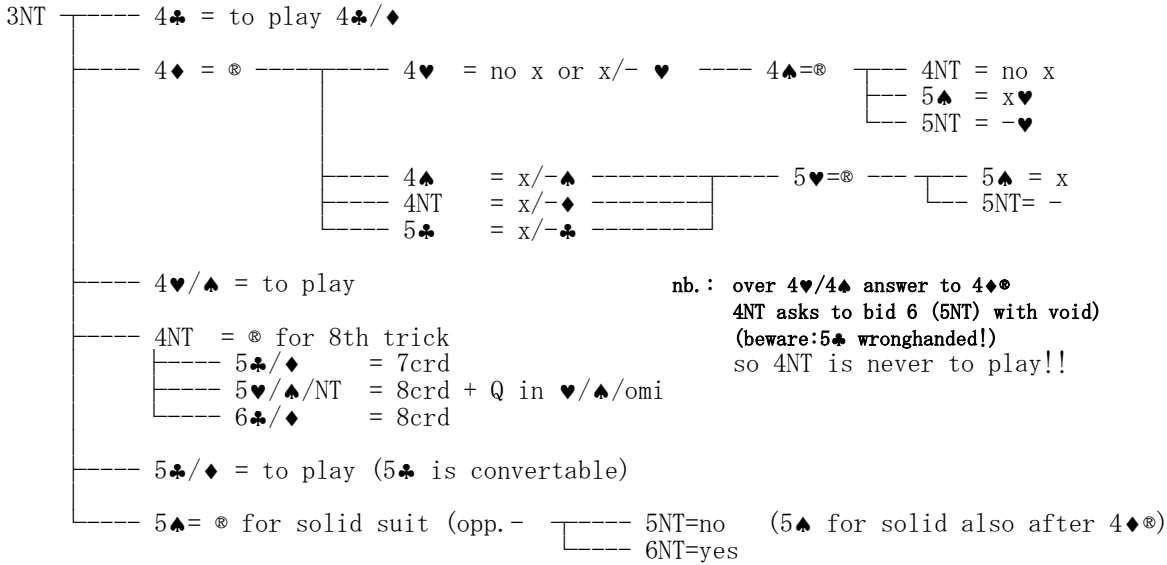
3♣ ----- 3♦ = ®for 3crd major --- ----- 3♥ = 3♠
 ----- 3♠ = 3♥
 ----- 3NT/4♣ = natural
 ----- 4♦ = 3/3 major

3X -- 3Y = NONFORC. if non. vuln

3MA ----- 4♦ = general slamtry ----- suit = min.
 ----- cue = max.

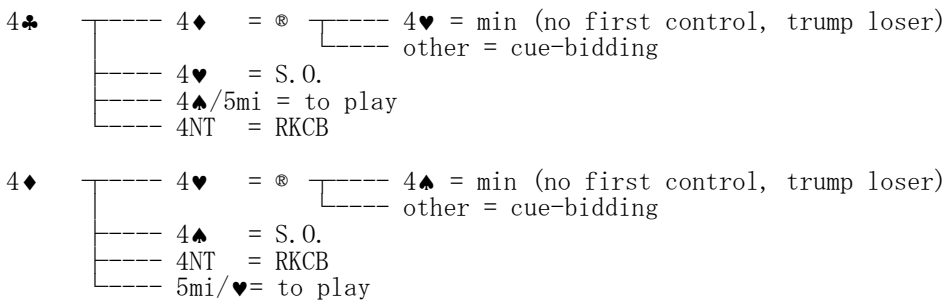
3X ----- 4♣ = ® for suit (4♦ over 3♣) ----- 1st step: Q or less
 ----- 2nd step: A or K
 ----- 3rd step: AQ or KQ
 ----- 4th step: AK ----- cue' s thereafter

4.5. Other opening bids: 3NT gambling : At least AKQxxxx, no outside A/K



4.6. Other opening bids: 1st, 2nd and 4th: 4♣/♦ (South-African Texas)

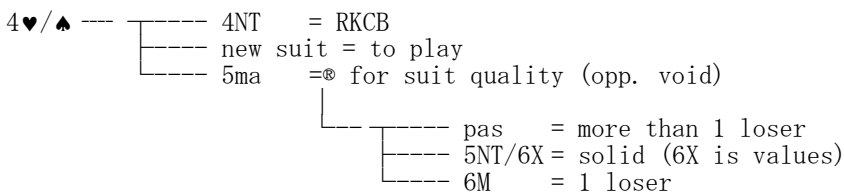
4♣/♦ = - good preempt
- about 7½-8½ playing tricks



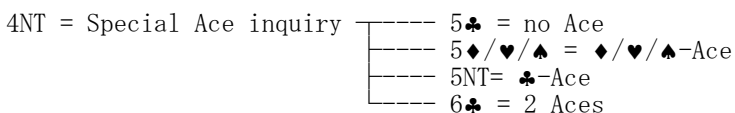
* 5NT ® (Josephine) after 4mi-texas:

- 6♣ = A or K missing
- 6♦ = AK 7
- 6♥ = AK 8
- 6♠ = AKQ 7
- 6NT = AKQ 8

4.7. Other opening bids: 4♥/♠ (pre-emptive)



4.8. Other opening bids: 4NT (special ace inquiry)



4.9. Other opening bids: Higher than 4NT

When you feel like it

5.2. After intervention of a take-out double

1mi ---- (!) ----- 2mi = 7-9 HCP
 ----- 2Y (without jump) <= 8 HCP (but TL if applicable)
 ----- 2Y (with jump) = weak
 ----- 3mi = 0-6 HCP (5+♣/4+♦) nb.: 1♦ (dbl) 3♣ = weak
 ----- 2NT= limit+, fit
 ----- 3NT= to play

1ma ---- (!) ----- 2ma = 7-9 HCP
 ----- 2Y = weak (also with jump) (but TL if applicable)
 ----- 2NT = Limit+, fit
 ----- 3♣/♦/ma = normal bergen
 ----- 3NT = 12-15 4crd fit
 ----- 4OM = natural

1X -- (!) -- rdbl -- jump ----- pas = NF
 ----- ! = take out (both positions)

5.3. Defences after special overcalls

5.3.1. After two suiter bids with two known suits

Rules:

1. ! a penalty double against at least one suit. Creates a forcing pass situation at the 3-level.
2. pass might be a penalty double against one or both suits, but avoids the forcing pass situation. A subsequential double is for business
3. cheapest cue limit+ for partners suit.
4. expensive cue GF, 5+crd in 4th suit.
5. 4th suit & raises NF

Exceptions:

- * 1♣ ---- (2NT)---- 3♣ = limit, 8-10 HCP (3♦ limit not possible)
- 1♣ ---- (2NT)---- 3♦ = stop, ♣-support
- * 1♣ ---- (2♣)---- 2NT (generic) = ♣ & 4th suit, at least 5-3, constructive (8-10), first pass then 2NT is less
- C. 3-level (eg 1♦ ---- (3♦)) Rules do not apply

5.3.2. Against 2♦ (♣)= majors

- * 2 ma = natural and forc. (rebid is not forc!) **NO TL**

5.3.3. Against two suiter bids with only one known suit (Michaels)

As against jump overcall in that suit **so TL**

5.3.4. Against a natural 1NT overcall

1mi ---- (1NT) ---- 2mi = majors
 1ma ---- (1NT) ---- 2NT = limit+
 1x ---- (1NT) ---- 3y = preempt

5.3.5. Against a Gardener NT + French fries NT

- A new suit is forcing upto 2NT
- 2NT is Truscott (at least Gt) and a jump raise is pre-emptive
- A three level jumpshift is weak
- Double shows values and the auction may not die undoubled below 2NT (forcing pass)

5.4. Situations

* 4♣/♦ (fit) in competitive situations can be NF by opener, but is FORCING by responder (also after early intervention)

* 1♣ ---- 1♦ $\begin{array}{l} \text{---} (2♥) \text{---} \\ \text{---} (2♠) \text{---} \end{array}$! = not min, 4♠
! = values, balanced

* 1Y ---- 2X
3X = NF after any intervention

* 1X ---- 1NT ---- (2any) ---- ! = take out, not very min, no TL

* 1X-1Y-(1NT)- != support (if conv.) or penalty (if natural)

* rule: no splinters in new suits after RHopponent's intervention.
then splinters change to fitbids, values roughly the same)

nb. : 1♠ ---- (p) ---- 2NT ---- (3♥) and 1♠ ---- (2♥)--- $\begin{array}{l} \text{---} 4♦ = \text{fitbid} \\ \text{---} 4♥ = \text{splinter} \end{array}$
4♦ = suit/fitbid (both about 9⁺-12)

but 1♥ ----(1♠) ---- 2♠ ---- (p)
4♦ = still splinter

* after 1ma - (3X) - 4X is about 12+, good 7-loserhand or better

* after 1♦-2♣-2♦ = 2ma, semi-nat.--4 card support may only raise $\begin{array}{l} \text{---} 3NT = \text{to play} \\ \text{---} 4♣ = \text{cue for major} \\ \text{---} 4♦ = ♦ \text{ fit, slentry} \end{array}$

6. DEFENSIVE BIDDING

6.1. The take-out double vs a natural 1 in a suit opening bid

(1mi) ---- ! ---- (P)
 ----- 2Ma = 9-10 HCP, NF
 ----- 3Ma = 6-9, like a weak two
 ----- 2mi = **FIR, promises another bid.**

(1♣) ---- ! ---- (p) ---- 1♦
 (p) ---- 2♦ = extra values, 16-17 (* generic *) no extra values if competitive.

(1♣) ---- ! ---- (1♥)
 ----- ! = 4-crd ♥
 ----- 2♥ = natural, 5-crd (NF)
 ----- 3♥ = natural, 6-crd (NF)
 ----- 4♥ = natural

(1ma) ---- ! ---- (p) ---- 2ma = 8-10, minors or FIR --
 ----- 2♠ = strong
 ----- 2NT/3mi = NF

After a take-out double and a game response, a new suit is still natural but NF (obviously additional values):

(1♣) ---- ! ---- (p) ---- 4♥
 (p) ---- 4♠ and 5♦ = to play

(1♣) ---- ! ---- (p) ---- 2♣
 (3♣) ----- ! = GF
 ----- 4♣ = majors

(1♣) ---- ! ---- (p) ---- 1♥
 (2♣) ---- ! = take-out, prob. 3♥, 17+

rule : penaltypass after partner' s take-out dbl not after rdbl except 2-level behind !

6.1.1. Responsive doubles

(1X) ---- ! ---- (2X) ---- !

over 2♥ dbl. denies 4♠ if weak

Higher resp. dbl' s always for more options:

- After 2/3 ♣/♦, ! is either 4/4 MA or inviting with 4♠
- After 4♣/♦, ! is values. 4-crd MA is promised nor denied

6.1.2. Direct position: rebids

After [1X]-!-[p]-1Y or [1Y]-!-[p]-2X:

Cheapest NT bid = 18-20;

also after intervention eg (1♥) ---- ! ---- (2♥) ---- (p) ---- 2NT.

More expensive NT bid= 22-24.

After a cuebid by the doubler:

The rebid is very negative (does not promise any extra length);

* after which a raise is about 22 points with 4 trumps;

* other bids by the doubler (except NT) are forcing.

A new suit by the responder below the first suit does not show extra strength.

Other bids are gameforcing.

A jump raise shows a 4-crd or 5-crd (2 levels skipped) with about 18-20 points.

New suits by the doubler show a hand too strong for a direct overcall but are NF.

except : (1X) ---- ! ---- (..)---- 1NT

(p) ---- 2mi= NF (also after ! in 4th pos.)

Jumpshifts are very positive but non forcing.

6.1.3. Balancing position: rebids

After [1m]-p-[p]-!-[p]-1X:
 - Cheapest NT bid= 15-18
 - More expensive NT bid= 22-24 (direct 2NT = 19-21)

After [1♥]-p-[p]-!-[p]-1♠:
 - Cheapest NT bid= 17-19
 - More expensive NT bid= 22-24 (direct 2NT = 19-21)

After [1Y]-p-[p]-!-[p]-2X:
 - Cheapest NT bid= 17-19
 - More expensive NT bid= 22-24 (direct 2NT= 19-21)

6.1.4. Answers by a weak partner after doublers NT rebid

- new suit without reverse is NF
- reverse is forcing
- rebidding your suit is NF
- jumpshift in a new suit at the three level is GF
- cuebid is GF
- jumpcuebid shows shortage with GF values

6.2. The simple suit overcall

1 level : maybe light
 2 level : sound, usually 6-crd

(1X) ---- 1/2 Y ---- (p) ----

-----	1ns	= constructive
-----	1NT	= constructive (8-12, dep on vuln.)
-----	2ns	= constructive, NF
-----	2X	= good hand, mostly 3-crd Y (sure with passed hand)
-----	2Y	= 3-crd Y (maybe 4 with secondary values)
-----	2NT(jump)	= invite 11-14, dep on vuln.)
-----	2NT	= 9-12
-----	jumpshift	= good suit, FIR
-----	3X	= limit Y, 4+ Y
-----	3Y	= preempt, 4+ Y
-----	3ns (no jump)	= FIR

(1X) ---- 1ma ---- (any but pass) -

-----	2NT	= 8-10 4crd fit also after (1♠)-2♥-(2♠)
-----	3X	= invite, 4crd fit, 11+

If a choice of two equivalent cues is available, the suit with the least number of losers is bid.

(1X) ---- 1Y ---- (1/2Z) ---- ! = take-out (with 5-card in 4th suit, maybe 4-card if 4th suit is a major)
 slight tolerance for Y.

(1X) ---- 1Y ---- (!) ---- !! = Ax, Kx, Qx support in Y (Rosenkranz), supporting Y doesn't deny A/K/Q)

(1X) ---- 1Y ---- (p) ---- 2X
 (!) ---- 2Y= min

Maximum overcall double:

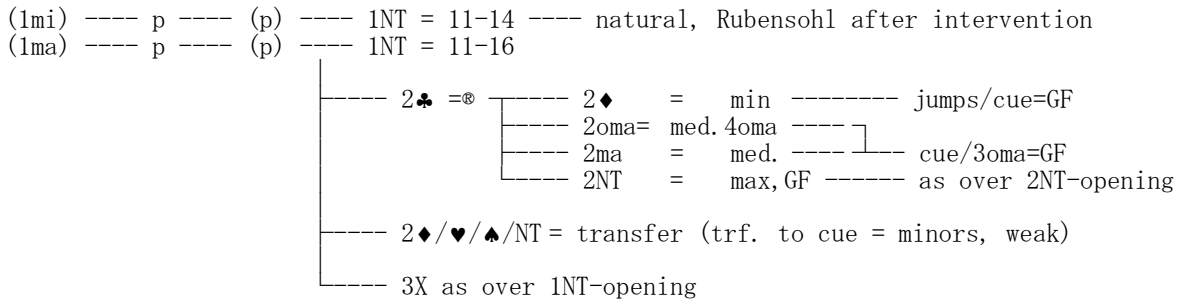
- (1♥) -- 1♠ -- (3♥) -- ! = ♠-fit, game try
- (1♠) -- 2♥ -- (2♠) -- ! = take-out (possibly game try with support)
- (1♥) -- 1♠ -- (2♥) -- ! = minors or invite, 3-crd ♠

Fitbids:

In ANY competitive auction after opp. opened the bidding (only one opp. is enough) we play fitbids:

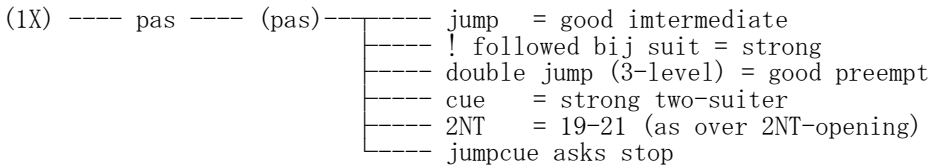
- any jump to 4mi
- with passed hand any 4 mi bid and any jump to the 3-level

6.6.2. 1NT



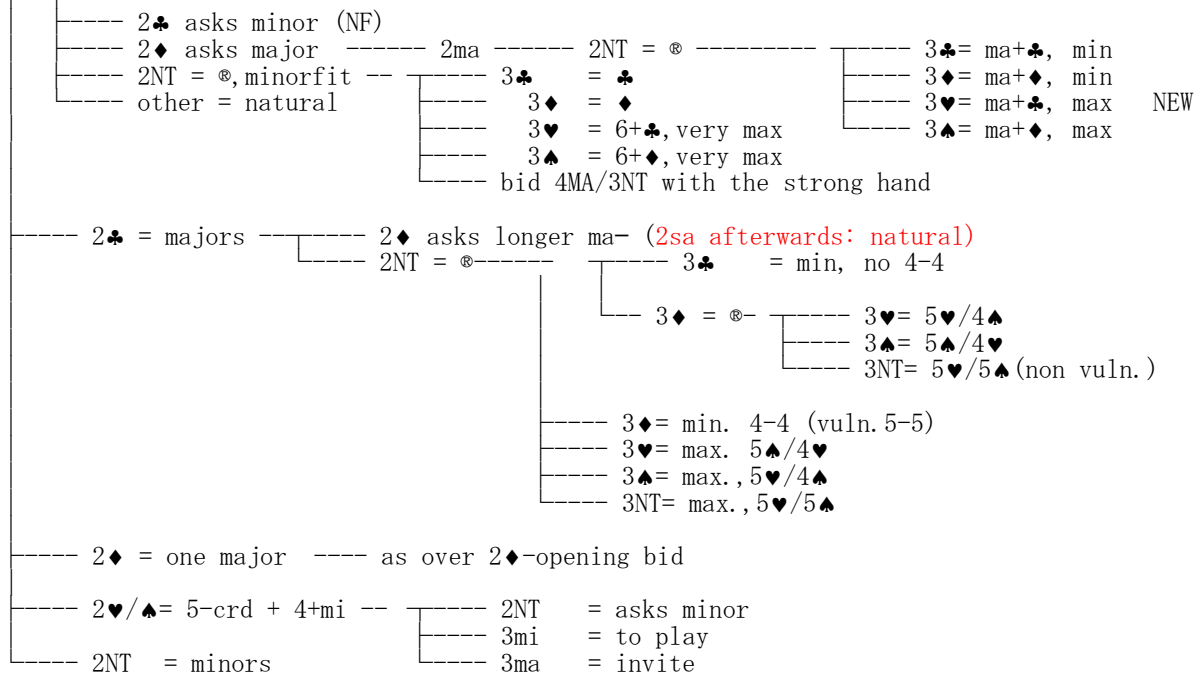
(1X) ---- p ---- (p) ---- 1NT
 (!) ---- as after 1NT-opening

6.6.3. Jumps



6.7. Bidding vs 1 NT

Against a 1NT opening bid with a lower boundary of at least 14 HCP
 (1NT) ----- ! = any 5+mi + 4ma or very strong one suiter (18+), rebid at 3level
 balancing with 5+mi 4+ mi via 2nt (will be very exceptional).
 Bidding major at 3level after 2♦ ("multi"): less strong (16/17)



Against a 1NT opening bid with a upper boundary of at most 15 HCP:

(1NT) ----- ! = penalty orientated/ points
 ----- other = as above

* (1NT) ----- ! ----- (2Xnat) ----- ! = neg. promises fit (if resp. doesn' t have X)
 (1NT) ----- ! ----- (2Xconv) ----- ! = neg. promises fit (if resp. doesn' t have X)
 ----- bid asks corr.

* (1NT) ----- ! ----- (!!) ----- p = pull

6.8. Leaping Michaels (world conv.)

Two suiters max 4 to 5 losers (dep. on vulnr. and level)
 If two options to show your suits direct way is stronger (3-4 losers)
 (first pass, then 2-suiter = 5/6 losers)
 After:

- any natural preempt on 2 or 3level (2nd and 4th pos.)
- 2♦ = multi and two level corrections of a multi
- 2♣ = weak ♦ (a.o.) and after 2♣-3♦
- weak two raised to 3-level (direct over raise)
- multi ---- 3ma (no suit known)
- (1X)---- (2X) if weak

nb.: not after 2level-opening bids with normal opening strength

no known suit	Minor known	Major known
4mi = nat + major	4X = majors	4mi = nat. + oma
	4omi = nat. + major	4ma = minors (stronger than 4NT)

- after 4♣ (with a major) 4♦ = ®
- after 4♦ (with a major) 4ma = asks corr.
- new suit is nat. and NF
- 4NT = 6 aces if both suits are known

6.9. Defensive bidding: bidding versus a natural opening bid over 1NT

6.9.1. Versus a weak two (also Muiderberg)

(2X) ----- ! = take-out ----- TL (see chapt. 7)
 ----- 2NT = see 6.10.5a

6.9.2. Versus pre-emptives

(2/3X) ---[evt. p ---(p)] ---3NT

----- 4♣ = <R>	----- 4♦ = no 4-crd MA	----- 4ma, is nat, F
	----- 4♥ = 4-crd	
	----- 4♠ = 4-crd	
	----- 4NT = long minor	----- 5♣/♦ = convert.
----- 4♦/♥ = transfers, thereafter 4NT RKCB		
----- 4♠/4NT = quantitative (4♠/lower = stronger)		
		after 3NT jump ----- 4♠ = 13-14
		----- 4NT = 11-12
		after 3NT non jump a bit more

(3♣) ----- 3♠ --- (p) ----- 5♥ = ♥ trump, slam try
 ----- 5♠ = asks ♣ contr.

(3♥) ----- ! ----- (p) ----- 4♥
 (p) ----- 4♠ ----- (p) ----- 5♦ = good 5♦-bid

6.10. Defensive bidding: bidding versus a conventional opening bid

6.10.1. Versus a strong 1♣ opening

(1♣) ----- ! = majors

----- 1♦ = good overcall in major, responses as with multi
NB: * 1NT = <R> ----- 2♥ = 'strong' with ♠
* 1♦ ----- 3♥: convertible
----- 1♥/♠ = natural 4+, poss. with longer minor
----- 1NT = minors
----- 2X = weak

6.10.2. Versus a precision 1♦ opening

After a precision 1♦-opening bid, ♦ remains the forcing suit unless we both pass first

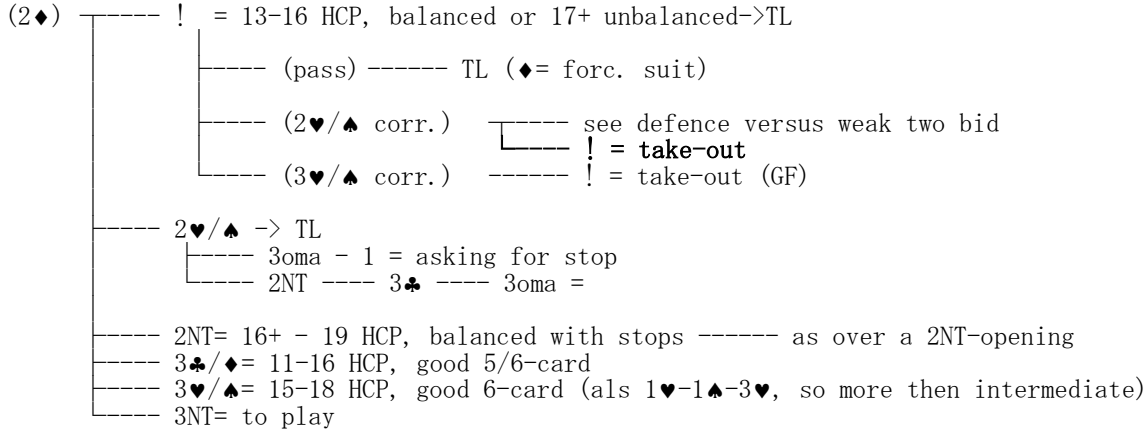
- (1♦) - pas - (1X) - pas
- (1Y) - 2♦ = natural

6.10.3. Versus a 2♣/♦ opening bid which is either weak in a suit or strong

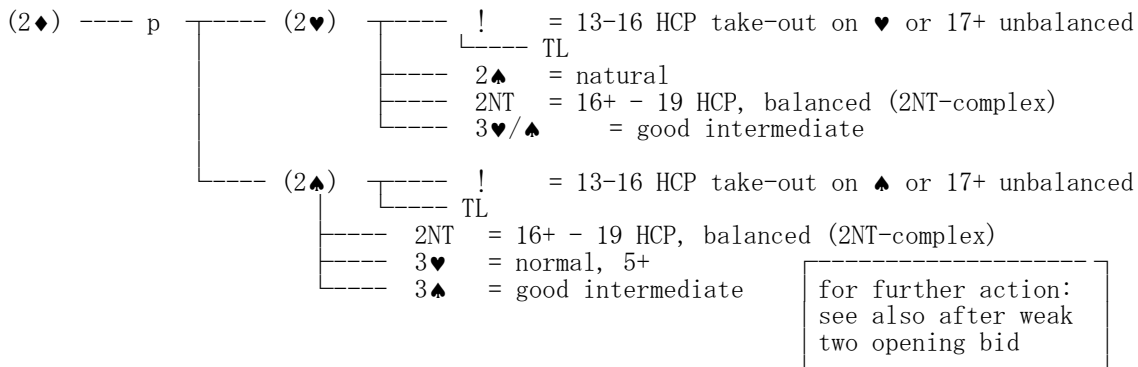
(2♣/♦) ---- (jump) = preemptive in poss. weak suit, otherwise good intermediate

6.10.4. Versus a standard multicoloured 2♦ opening bid

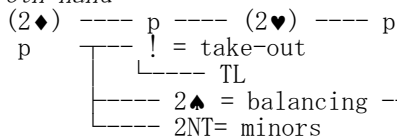
2nd hand



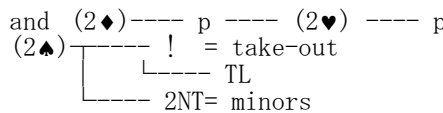
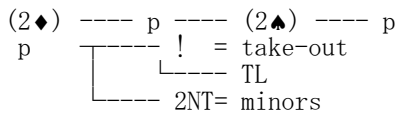
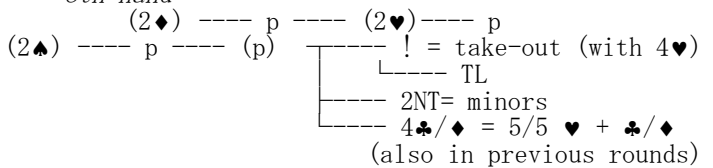
4th hand



6th hand



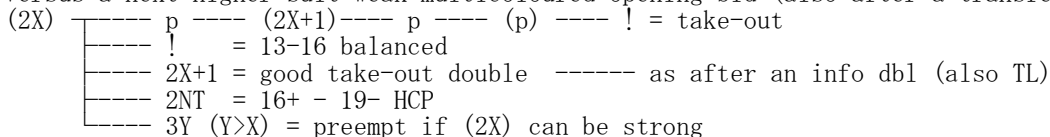
8th hand



(2♦) ----- 3mi ----- (p) ----- 3ma = stop --- mat be raised with fit (without stop oma)

6.10.5. Versus other conventional opening bids

Versus a next-higher-suit-weak-multicoloured opening bid (also after a transfer 3X bid)



Versus 2♣-random
 ! = balanced 13-16, TL

Versus 2♠-random
 (2♠) ----- ! = balanced ----- TL
 ----- 2NT = transfer to ♣
 ----- 3♣/♦/♥ = transfers
 ----- 3♠ = 5-5 ♥/♠ GF

Versus a 2NT opening bid promising 5/5 minors
 (2NT) ----- ! = take-out
 ----- 3♣ = GF with ♥ (at least 4)
 ----- 3♦ = GF with ♠
 ----- 3♣ = take-out, 5♥
 ----- 3♦ = take-out, 5♠
 ----- 3ma = prob. 6-crd suit

Versus a 3NT-opening bid (solid suit or any minor preempt)
 (3NT) ----- 4♣ = take-out, majors

Versus a 4mi SA-texas
 (4mi) ----- dbl = weak take-out
 ----- pass, then dbl = strong take-out
 (4♣) ----- 4♥ = 5♠ + 5mi

6.10.5.A after 5+ (weak) 2 major opening (2♥/2♠)

-2NT : ----- 3mi = natural
 ----- 3♥ = 4crd oma or something else
 ----- 3♠ = 5krt major gf
 ----- 3NT = natural
 ----- Other: as after 2NT opening.

----- 3♣ = fit ----- 3NT = proposal.
 ----- 3NT = no fit. ----- msa (4cue=♣)

exception: after 4ma transfer for mi any max is enough for refusal

6.10.6. Doubling +bidding) in the second round

(1♠) ----- p ----- (1NT) ----- p
 (p) ----- ! = penalty (♠)

(1♠) ----- p ----- (1NT) ----- p
 (2♠) ----- ! = penalty

(1♦) ----- p ----- (1♥) ----- p
 (1NT) ----- ! = take-out on ♥
 ----- 2♦ = natural (only in a minor!)
 ----- 2♥ = weak take-out...

(1♣) ----- p ----- (1♥) ----- p
 (1NT) ----- p ----- (p) ----- ! = penalty
 ----- 2♣ = balancing, weak

(1♦) ----- p ----- (1♥) ----- p
 (1NT) ----- p ----- (p) ----- ! = penalty
 ----- 2♣ = natural, weak
 ----- 2♦ = bal. prob. + ♥

6.10.7. Other situations

(1♥) ----- p ----- (1♠) ----- 3♥/♠ = promises stop

(1♥) ----- (4♣, splinter) ----- ! = NV vs V, asks for take out in ♣
 = otherwise asks for lead in suit below splinter (♠)

! on fit showing bids :take out

7.3. Competitive situations without fit (we)

1♣ ---- (3♦) ---- p ---- (p)
 3NT= potentially weakish with ♣, anticipating trap pass.

1♣ ---- (1♠) ---- p ---- (2♠)
 p ---- (p) ---- != penalty

1♠ ---- (3♥) ┌----- 4♥ = game values
 └----- 4♠ = like 4♠ undisturbed or a bit stronger

1X ---- (1Y) ---- p ---- (p)
 2Y = strong take-out
 2SA = Gambling, long suit (also after major opening bid), about 17 HCP

Rules for stops when two suits bid by opponents:

two equivalent cue bids available:
 •promises stop
 one possible bid:
 •promises stop if after bid suit
 •asks stop if before bid suit

1♦ ---- (1♠) ---- 2♣ ---- (2♦)
 != good ♦, p may bid 3♦

1♦ ---- (1♠) ---- p ---- (2♦)
 != take-out

7.4. Forcing pass

A pass over an opponent's preempt is forcing after:

- our bidding was GF;
- we (both) bid a vulnerable game and they are non vulnerable, except when a hand showed poss. less than 7 HCP, a pass by that hand isn't forcing;
- We are vuln; they are not, and they preempt after out two-over-one, or after our negative double at the two level.
- we both have shown values and there is an obvious preempt (except they are vuln. against not)

1♦ ---- (3♣) ---- 3♠ ---- (5♣)
 p* ---- (p) ---- ! ---- (p)
 5♥ = cue for ♠

7.5. General rules after intervention

- When a forcing relay or strong conventional bid is doubled for penalties, we play R. I. P. T.

- When there is intervention after a forcing relay or a strong conventional bid:
 D. I. P. T. if intervention didn't took space more then two steps, for instance:

4♣ <R> ┌----- (4♦) ---- DIPT
 └----- (4♥) ---- DIPT
 └----- (4♠) ---- natural

(1NT complex, 2NT relay after preempt p

- When not vuln. 4NT **after an own overcall** is take-out, prob. 3 suits.
 When vulnerable 4NT is a two suiter (more diff. in length)

Five basic situations for Transfer Lebensohl (TL):

1. De opponents opened with a 2-level bid, that opening contains a weak option, and partner has bid or doubled;
2. After a 1 level opening bid by partner and a 2 level jump overcall from RHO (also if jump is intermediate/strong or after a Michaels cue-bid)
3. Partner has doubled a bid at 2 level for take-out, support, responsive or negative and the right-hand opponent passes (not with an established fit). See exception;
4. Partner has doubled an openings-bid at the 1-level (obviously for take-out) and right-hand opponent bids at the 2-level;
5. Whenever the following conditions apply:
 - a. We opened the bidding at the 1-level suit bid (thus not 1NT) (or shown similar values) and the responding hand has shown some values as well;
 - b. The previous non-pass bid has been by the one of the opponents, and was not **a double or redouble** by the right-hand opponent;
 - The previous bid was on the 2-level;
 - We did not clearly establish a fit;
 - A game must still be a real option for our side (e.g., not a bid subminimum against a passed hand).

• When game is not a real option anymore; this is a general rule after doubles that are primarily balancing. Then no TL. example:

p ---- (1♠) ---- p ---- (2♠) ---- ! no TL

• support dbl doesn't create a fitsituation, so TL

• No TL after inverted minor

• No TL after NT-opening

• no TL by already limited balanced hand (1nt rebid, pd still can use TL!!):

1X ---- (p) ---- 1NT ---- (2♣) **still TL by 1NT-response**
 dbl---- (p) ---- no TL

• no TL after 1x - 2jump (weak)

• no TL after take-out dbl over opp. (normal) two-over-one

• **after weak(strong) 2-opening of opp. also TL in second round of bidding if suit is unknown**

• If extra (forcing) bid is available in partners suit it shows real fit:

1♣-(2♥)-3♥-(p)-3♠= real fit (so 3NT=serious)

• after opp has bid ♣ a forcing bid via 2NT does not show real suit but a stopper

as in 1♥ ---- (2♣) ---- ! (pas) --

-----	2♦ = ♦, NF
-----	3♣ = ♦, inv.+
-----	2NT= then 3♦ = stop, GF

• **TL after Michaels (only major known).**

8.3. Slambidding: various

Serious NT

3NT is a serious slamtry if:

- we agreed a 4+ - 4+ // 3+ / 5+ majorfit at the 3-level and the 3NT bidder isn't clearly limited. If there is sure fit and 3NT-bidder is limited is still shows a relative good hand (more waiting!)
- both players are unlimited and a sure majorfit (8+) is established
- in specific situation to discriminate 12-14 and 18-19 hands

• 3NT serious toont een slamtry tegenover minimale hand van partner

• 3♠-cue gaat voor serious NT

• na voorkeur op niveau dus geen serious

• **no serious NT by NT-bidder (proposal)**

Last train

Last train is common sense last cue available cue under the game bid.

(but last cue may be denied if minimum, $1\heartsuit - 3NT - 4\clubsuit - 4\heartsuit$ is permitted with \diamond -cue)

(or if a minor is agreed under 4NT) When 2 cue's available de last cue can be LT, but exceptionally used.

- if partner skipped one cue last train is obvious
- if partner didn't skip a cue last train is not played by a clearly limited hand (upper and lower boundary) (for example 7-9/10-11)
- last train at 5 level is always played if only one cue available

Cue in partners suit

A first round cue in partners suit is general A or K. This may not be the case if partner clearly can't take over command of the bidding

A second round cue may be x or -

8.4. Slambidding: RKCB + subsequential bidding

8.4.1. RKCB

4NT is usually Roman Key Card Blackwood; one of the suits will usually be treated as the established trump suit.

4NT	-----	5♣ = 1 or 4 keycards
	-----	5♦ = 0 or 3 keycards
	-----	5♥ = 2 or 5 keycards without tr-Q
	-----	5♠ = 2 or 5 keycards with tr-Q
	-----	5NT = 1 or 3 + any unknown and usefull void (not after splinter)
	-----	6 X = 2 or 4 + void (as above) in the suit bid
	-----	6 X = in impossible void shows trQ and the obvious void (below trump suit in unclear!!!)
	-----	6 TR=2 or 4 + void above trump suit

Next-higher (not in the established trump suit) = trQ®

(exception: 3 or 4 aces will answer trQ® unless opened strong (2♣/♦/NT)

so if ♥trump : 4NT - 5♦ ----- 5♥ = Q-ask if 3.
----- 5♠ = puppet to 5NT (but Q-ask after ↗)

Other bids below 6 in the trump suit ask for specific cards (K) at that suit.

After trQ® and a negative answers a further asking asks for the queen in that suit

- nb. : - A bid of the RKCB-bidder can be a proposal for the final contract when there isn't a very sure fit (sure fit = 9+, bij 4-4 of 5-3 kun je proposal doen) and/or trQ is missing:
- * a suit that could not be agreed before RKCB
 - * another suit that had been agreed
 - * the own first suit
 - * the own second suit in a 2-suiter but when in doubt do not pass the relay!!

8.4.2. Subsequent bidding after 4NT

General rules

- After RKCB in principle:

next bid	=trQ ®
5NT	= general grand slam try, probably something that cannot be asked for specifically
rest	= K ask
5♠	= trumps puppet to 5NT (if you bid on it was a asking for ♠K)

- responses on trQ®: 1st step = no
2nd step = yes, no extra values
rest = yes + that K or the other two
5NT/6tr = replaces lowest suits took by first 2 steps
(6tr can be all K's if enough space)

9. UITKOMSTEN EN SIGNALLEN

9.1. Uit- en nakomsten

9.1.1. Algemeen

- 1st, 3rd, 5th, subsequent: 1st, 3rd, 5th (current);
- A asks attitude;
- K (vs. SA) asks Q or attitude (A or J);
- K (vs. trump) asks count; **If ace in dummy->attitude!!!**
- **K (vs trump) from shortness in partners long suit: attitude.**
- V asks for J (vs. NT) or attitude from A, K of event T.

9.1.2. Tegen NT

tegen kleur

xx	Txxx	HVx	BTxx	HVxx	xx	Txxx	HVx	BTxx	HVxx
xxx ¹	Tx	VBx	Hxx	AHBx	xxx	Tx	VBx	Hxx	AHBx
xxxx	Txx	BTx	Hxxx	AHBTx	xxxx	Txx	BTx	Hxxx	AHBTx
xxxxx	HT9x	AH	Hxxxx	AHxx	xxxxx	HT9x	AH	Hxxxx	AHxx
AVBx	VT9x	HVT9	Hxxxxx	ABTx	AVBx	VT9x	HVT9	Hxxxxx	ABTx

* 1 : lvan xxx alleen de hoogste (tg. SA) als de 3-krt bekend is!

* 2 : 109x tegen troef x (tenzij lengte leider bekend). Tegen SA kan 10 wel.

9.2. Signalen

9.2.1. Algemeen

- 1 laag-hoog aanmoedigend
- 2 laag-hoog even
- 3 elke kaart gebruikt om hoog te signaleren ontkent de kaart erboven.

9.2.2. op starts

- 1 indien nodig of mogelijk: attitude, anders count.
- 2 op hoge start de vrouw bijspelen belooft de boer.

9.2.3. bij discards

- 1 in principe eerste (twee) kaart(en) attitude, daarna count.
- 2 als attitude niet van toepassing of niet van belang is: count (l-h = even)
- 3 troef-echo : h-1= 3-krt (alleen bij introever-situaties)

9.2.4. countsignalen

Als in een kleur niet met de count begonnen wordt (prent/aan-af) en in tweede instantie pas count gegeven wordt blijven we laag-hoog even spelen (tenzij deblokkadesituatie om iets anders vraagt.

9.2.5. volgorde van kleine kaarten

3e/5e naspel, soms att. met name door de leider

nb.: als de exacte lengte bekend is of direct wordt , wordt er geen count gegeven en is de normale volgorde van laag naar hoog.

9.2.6. Lavinthal-signalen

Lavinthal situaties:

1. bij het geven van (te verwachten) introevers
 - n.b.: bij gedwongen hoge kaarten (bv. HVxxxx na start van Ax) is de eerste kaart het signaal! (en niet de nagespeelde kaart)
 - n.b.: middenkaart is neutraal, maar kan om troef vragen.
2. Na start met A en een singleton in de dummy
3. Met kleine kaarten na count
 - n.b.: In sommige gevallen wordt sneller een Lavinthal-signaal gegeven: als count duidelijk overbodig is, bv. met een lange kleur in dummy met entree's.
4. In lange kleuren (6+-kaart)
 - middenkaart is aan (eventueel voor troefswitch in dringende gevallen)
 - hoog en laag is lavinthal

