**[Note 1] 1♣ OPENING BID**
Shows normally at least 16 HCP but can have less with compensating values.

**Responses to 1♣**
- **1♣ = 0-7/8 HCP**
- **1♥ = a) 8+HCP, 5+S**
  - **b) 14+HCP, balanced.**
- **1♠ = 8+HCP, 5+H.**
- **1NT = 9-13 HCP, balanced.**
- **2♣ = 8+HCP, 5+D.**
- **2♥ = 8+HCP, 5+C.**
- **2♠ = 8-11 HCP, 4441-hand**
- **2NT = 12+HCP, 4441-hand**
- **3♣ = Solid 6-card suit.**
- **3♥ = Solid 7-card suit.**
- **3♠ = 7C with KQ, AQ or AK, no outside strength.**
- **3♥ = 7D with KQ, AQ or AK, no outside strength.**
- **3NT = 7H with KQ, AQ or AK, no outside strength.**
- **3♠ = 7S with KQ, AQ or AK, no outside strength.**

**Subsequent auction**
- **1♠ - 1♣**
- **1♥ = At least 20 HCP**
- **1 NT = 16/17 - 19 HCP**

In general: After all answers we can continue with relays.

**After opponents interference against 1♣:**

```
1♠ - 1♣ - ?
```

```
Pass = 6-8 HCP.
DBL = 0-5 HCP.
1♥..3NT = As without interference..
```

```
1♠ - 1♥ - ?
```

```
Pass = 6-8 HCP with 4S or penalties.
DBL = 0-5 HCP.
1♥ = 8+HCP 5+S, usually at least a 2nd round control in H.
1NT = 9+HCP with heart stopper.
2♣ = 5+D at least invitational
2♥ = 5+C, FG.
2♠ = 5S at least invitational
2NT = 5S 5D, 5-7HCP.
3♠ = 6+D slam try
3♥ = 6+C slam try.
3♥ = 6+S slam try.
3♠ = 4144 and FG.
```

We use similar defence also after overcalls 1♠ thru 2NT.
[Note 2] 1 ♠ OPENING BID
Shows 11-15 HCP and at least 1 diamond.

Responses to 1 ♠
1♥ = a) 6+HCP 4+S.
    b) FG.
1♦ = 6+HCP, 4+H.
1NT = 6-11HCP.
2♣ = F1, 4+C
2♦ = F1, 4+D
2♥ = 6-10 HCP 4S 5+H.
2♠ = Invitational 6+S.
2NT = 10-13 HCP, Invitational.
3♣ = 7-10 HCP, 5+D 5+C.
3♦ = Invitational with 7D.
3♥ = Usually 3145 or 3154, FG.
3♠ = Usually 1345 or 1354, FG.

Subsequent auction
-----------------
1♥ - 1♥
-----------------
1♠ = 4H, may have 4S (2♠=Relay).
1NT = 11-13 HCP no 4M (2♠=Relay).
2♣ = 11-15 HCP, at least 9 cards in the minors (2♦=Relay).
2♦ = 11-13 HCP, 6+D (2♥=Relay).
2♥ = 6+D or both minors, max (2NT=Relay).
2♠ = 4S no 4H, min (2NT=Relay).
2NT = 4S no void, max (3♣=Relay).
3♣ = 4S 0-1C min or 5C, max (3♦=Relay).
3♦ = 4S 0-1H, min (3♥=Relay).
3♥ = 4S void in H, max (3♠=Relay).
3♠ = 4315, min.
3NT = 4450, max.
4♠ = 4360/4270, max.

-----------------
1♥ - 1♥
-----------------
1♦ -
-----------------
2♣ = FG, Relay.
2♦ = Invitational with 5S.

After opponents interference against 1♦:
-----------------
1♦ 1♥ ?
-----------------
Pass = Weak or penalties.
DBL = 4S 6+HCP or 5+S none invitational.
1♣ = 8+HCP no 4S.
1NT = Natural.
2♣ = 5+D at least invitational.
2♦ = 5+C at least invitational.
2♥ = 5+S at least invitational.
2♠ = 6S, invitational.
2NT = Invitational
3♣ = 6+D slam try.
3♦ = 6+C slam try.
3♥ = 6+S slam try.
3♠ = 4144 and FG.

We use similar defence also after overcalls 1♠ thru 2NT.

[Note 3] 1♥ / 1♠ OPENING BIDS
Shows at least 5 cards in the suit except in 3rd position where it can be on 4 cards.
Opener has 11-15 HCP except NV vs. V where he has 9-15 HCP.
With compensating values opener can have less HCP.

Responses to 1♥
1♥ - 1♠ = 4+S, usually max 12HCP.
   1NT = FG.
   2♠ = Any invitational hand.
   2♦ = Natural F1.
   2♥ = Support.
   2♣ = Invitational, 5S 5+C.
   2NT = 4+H, 6-9/10-12 HCP with unknown singleton.
   3♠ = 5+D 5+C and typically 7-10 HCP.
   3♦ = 5S 5+D, invitational.
   3♥ = 4+H, no singleton and typically 7-9 HCP.
   3♣ = Invitational with typically 7S.
   3NT = 4+H, void S, typically 9-12HCP.
   4♠ = 4+H, void C, typically 9-12HCP.
   4♦ = 4+H, void D, typically 9-12HCP.
   4♥ = To play, could be 12-14 balanced with 3 card support.

Responses to 1♠
1♠ - 1NT = FG.
   2♠ = Any invitational hand.
   2♦ = Natural F1.
   2♥ = NF.
   2♣ = Support.
   2NT = 4+S, 6-9/10-12 HCP with unknown singleton.
   3♠ = 5H 5+C, invitational.
   3♦ = 5H 5+D, invitational.
   3♥ = Invitational with typically 7H.
   3♣ = 4+S, no singleton and typically 7-9 HCP.
   3NT = 4+S, void S, typically 9-12HCP.
   4♠ = 4+S, void C, typically 9-12HCP.
   4♦ = 4+S, void D, typically 9-12HCP.
   4♥ = To play.
   4♠ = To play, could be 12-14 balanced with 3 card support.

Subsequent auction:
After 1M – 1NT we can go on with relays to get distribution and strength.
After opening in 3rd and 4th seat, we use 2♠ as invitational with fit and 3x as Minisplinter.
After overcalls:

- **DBL**: Negative through 4♣.
- **Suit w/o jump**: F1 at 2-level (promises new bid), FG at 3-level.
- **2NT**: FG, 3+card support (1♥ - 2♣ - 2NT = Invitational +).
- **3NT**: Natural.
- **Cue-bid**: 9+HCP with 3-card support.
- **Jump cue-bid**: Splinter.
- **Jump new suit**: Natural slam try.
- **4♠/4♥**: Fit-Jump.
- **3M/4M**: Preemptive.

After **DBL**:

- **1♣**: F1.
- **2NT**: Invitational with 3+card support.
- **2♦/3♠/3♥**: Minisplinter (1♥ opening).
- **3NT**: FG with 4+card support, sets up forcing pass.
- **3♠/4♠/4♥**: Fit Jump (1♥ opening).

**[Note 4]** 1NT OPENING BID

14-16hp, in all positions. Can have 5M or 6m. With good suits 1NT opener can have less HCP.

Responses to 1NT

<table>
<thead>
<tr>
<th>1NT - ?</th>
</tr>
</thead>
<tbody>
<tr>
<td>2♣ = Stayman w/relays.</td>
</tr>
<tr>
<td>2♠/2♥ = Transfer.</td>
</tr>
<tr>
<td>2♣ = 6+C weak or invitational, or weak doubleton in D/H/S.</td>
</tr>
<tr>
<td>2NT = 6+D weak or invitational, or strong with both minors.</td>
</tr>
<tr>
<td>3♠ = Single M.</td>
</tr>
<tr>
<td>3♥ = Asks for 5-card major.</td>
</tr>
<tr>
<td>3♥/3♠ = Slam try without singleton (3♠ could be 6+S and 0-1H).</td>
</tr>
<tr>
<td>3NT = To play.</td>
</tr>
<tr>
<td>4♣, 4♥ = Transfer to H/S.</td>
</tr>
</tbody>
</table>

After opponents interference against 1NT:

<table>
<thead>
<tr>
<th>After 1NT - DBL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pass = To play.</td>
</tr>
<tr>
<td>RDBL = Asks for 2♣.</td>
</tr>
<tr>
<td>Others as without double</td>
</tr>
</tbody>
</table>

After 1NT – DBL: Subsequent doubles from our side are negative.
Natural overcall

1NT 2♥ ?

- DBL = Negative (through 4♠)
- 2♣ = Natural NF.
- 2NT = Invitational.
- 3♣ = At least invitational with D.
- 3♥ = At least invitational with C → 3♥ = Min and 4♠ = Max with xx/xxx in H.
- 3♥ = At least invitational with S.
- 3♥ = Asks for stopper in H.
- 4♠ = Slam try.
- 4♥ = Void with both minors.
- 4♥ = To play.

We use similar defence also after interference other natural overcalls at the 2-level.

After artificial overcalls

DBL shows strength.
Defense depends on actual meaning of the bid.

[Note 5] 2♣ OPENING BID

Shows at least 6 clubs unless the opener has a 4405 distribution.
The opener has 11-15 HCP except NV vs. V where he has 9-15 HCP.
With compensating values the opener can have less HCP.

Responses to 2♣

---------------
2♥ - ?

---------------
- 2♥ = Relay, F1.
- 2♥ = 6-11HCP, 5+H, NF.
- 2♠ = 6-11HCP, 5+S, NF.
- 2NT = Natural.
- 3♣ = Support.
- 3x = FG good 6+card suit.
- 4♣ = Pre-emptive.
- 4♥ = Fit-jump.

---------------
2♥ - 2♦

---------------
- 2♥ = (5)6+C 4H
- 2♠ = 6+C 4♠
- 2NT = 6+C 4S
- 3♣ = Min, 6+C
- 3♥ = Max, 6+C 4D
- 3♥ = Max, 6+C 0-1H
- 3♥ = Max, 6+C 0-1H
- 3♥ = Max, 2227/2317/3217
- 4♣ = Max, 7C 0-(1)D
- (2♣=Relay).
- (2NT=Relay).
- (3♣=NF, 3♥=Relay).
- (3♥=Slam try C).
- (3♥=Relay, 3♠= Slam try C, 4♣= Slam try D).
- (3♥= Slam try C, 4♣= Slam try S).
- (4♣= Slam try C, 4♥=Stop signal, 4♥=KCB).
- (4♥=Stop signal, 4♥=KCB).
After opponents interference against 2♣:

2♣ - DBL - ?

RDBL = 10+hp
2♦ = Relay, F1.
2NT = At least invitational with C-support.
3♠ = Support.
3♥ = Fit-jump.
4♦ = Fit-jump.

After overcall

DBL = Negative thru 4♦.
2NT = Natural.
2♥/2♣ = NF.
3-level bid= FG.
Jump = FG with good suit.
4♦ = Fit-jump.
Cue-bid = Asks for stopper / Slam try in C.

[Note 6] 2♦ OPENING BID

The multi 2♦ opening bid shows either 5H or 5S. The strength range of the 2♦ opening bid is 2-10HCP, but depends on the vulnerability:

NV vs. V : 2-8 HCP, 5M, may have 5332 or 4+minor.
NV vs. NV : 4-8 HCP, 5M, may have 5332 or 4+minor.
V vs. V : 5-10 HCP, 5M and 4+minor.
V vs. NV : 6-10 HCP, 5M and 4+minor.

The suit quality depends on the vulnerability.

In the 4th seat the opening bid shows: 11-13 HCP and 6+D.

2♦ - ?

2♥ = P/C.
2♠ = Natural own suit, NF.
2NT = Relay.
3♥ = 6+C NF.
3♦ = At least invitational with own heart suit.
3♥ = P/C.
3♠ = Invitational with own spade suit.
4♠ = Preemptive with both minors.
4♥ = P/C.
4♦ = To play.
2♦ - 2NT

3♣ = 5H, 54 or 5332 hand  (3♣=Relay,3♥=Invitational).
3♦ = 5S, 54 or 5332 hand  (3♥=Relay,3♠=Invitational).
3♥ = 5H 5m  (3♣=Relay).
3♠ = 5S 5C  (4♠=Slam try S,4♦=Slam try C).
3NT = 5S 5D  (4♠=Slam try S,4♦=Slam try D).

2♥ - 2NT
3♣ - 3♦

3♥ = 5332 hand  (3♠=Slam try in H).
3♠ = 5H 4C  (4♠=Slam try in H,4♦=Slam try in C).
3NT = 5H 4D  (4♠=Slam try in H,4♦=Slam try in D).

2♥ - 2NT
3♥ - 3♥

3♠ = 5332 hand  (4♠=Slam try in S).
3NT = 5S 4C  (4♠=Slam try in S,4♦=Slam try in C).
4♠ = 5S 4D  (4♦=Slam try in S,4♥=KCB with D).

2♥ - 2NT
3♥ - 3♠

3NT = 5H 5C  (4♠=Slam try in H,4♦=Slam try in C).
4♠ = 5H 5D  (4♦=Slam try in H,4♠=KCB with D).

When vulnerable the responses showing 5332 are not included.

After opponents interference against 2♦:

2♦ DBL ?

Pass = Opener passes with 4+D, RDBL with 5C otherwise bids his M.
RDBL = Bid the M
2♥/2♠ = To play, own suit
2NT = As without interference.
3♠/3♥ = To play.
3♥/4♥ = P/C.
3♠ = Preemptive, own suit
4♠ = preemptive with both minors.

After overcalls

Negative DBL’s thru 4♦
2NT = As without interference.
Example

\[
\begin{array}{c}
2 \heartsuit \quad 2 \diamondsuit \quad ? \\
\end{array}
\]

\[
\begin{array}{c}
DBL = \text{Pass with 5H, bid } 2 \spadesuit \text{ with 5S (or minor with 5S 5m and maximum)} \\
2 \spadesuit = \text{Own suit, NF.} \\
2NT = \text{Relay, as without interference.} \\
3\spadesuit/3 \heartsuit = \text{Natural, NF} \\
3 \heartsuit = \text{Stopper?} \\
3 \spadesuit = \text{Invitational with own suit}
\end{array}
\]

[Note 7] 2 \heartsuit OPENING BID

NV vs. V it shows: 4+H 4+S 2-8 HCP.
In other vulnerabilities it shows a normal weak two bid in hearts.

Responses to 2 \heartsuit [4+H and 4+S]

\[
\begin{array}{c}
2 \heartsuit - \quad ? \\
\end{array}
\]

\[
\begin{array}{c}
2 \spadesuit = \text{To-play.} \\
2NT = \text{Invitational, max 33 in the majors.} \\
3 \spadesuit = \text{Artificial FG or invitational with 4-card major.} \\
3 \heartsuit/3 \spadesuit = \text{Preemptive.} \\
4 \spadesuit = \text{FG/Slam try in H (also after interference) } \rightarrow 4 \heartsuit = \text{additional values, } 4 \heartsuit = \text{minimum.} \\
4 \heartsuit = \text{FG/Slam try in S (also after interference) } \rightarrow 4 \spadesuit = \text{additional values, } 4 \spadesuit = \text{minimum.}
\end{array}
\]

4\spadesuit/4 \heartsuit sets up forcing pass.

\[
\begin{array}{c}
2 \spadesuit - \quad 3 \spadesuit \\
\end{array}
\]

\[
\begin{array}{c}
3 \spadesuit = \text{Min} \\
3 \heartsuit = \text{44, max} \\
3 \diamondsuit = \text{45, max} \\
3NT = \text{54, max} \\
4 \spadesuit = \text{55, max} \\
4 \heartsuit = \text{56, max} \\
4 \diamondsuit = \text{65, max}
\end{array}
\]

\[
\begin{array}{c}
(3 \heartsuit, 3 \spadesuit=\text{NF, } 4 \spadesuit=\text{Slam try in H, } 4 \heartsuit=\text{Slam try in S}). \\
(3 \spadesuit=\text{Slam try in H, } 4 \spadesuit=\text{Slam try in S}). \\
(4 \spadesuit=\text{Slam try in H, } 4 \heartsuit=\text{Slam try in S}). \\
(4 \spadesuit=\text{Slam try in S, } 4 \spadesuit=\text{Slam try in H}). \\
(4 \heartsuit=\text{Slam try in H, } 4NT=\text{KCB with S}). \\
(4 \spadesuit=\text{KCB with H, } 5 \spadesuit=\text{KCB with S}). \\
(4 \heartsuit=\text{KCB with S, } 5 \spadesuit=\text{KCB with H}).
\end{array}
\]
[Note 8] 2NT OPENING BID
9-12 HCP, 5H 5m

Responses to 2NT
3♥ = P/C.
3♦ = Relay.
4♠ = P/C.

-----------------
2NT - 3♥
-----------------
3♥ = 5H 5/6C → 3♠=Slam try in H, 4♠=Slam try in C.
3♠ = 5H 5D → 3♣=Slam try in H, 4♣=Slam try in D.
3NT = 5H 6D → 4♣=Slam try in D, 4♦=Slam try in H.

After opponents interference against 2NT:

-----------------
2NT DBL ?
-----------------
  RDBL = To play.
  Pass = Bid minor suit.
  3♥ = To play, own suit.

-----------------
2NT 3♥ ?
-----------------
  DBL = For penalty if opener has 5C, otherwise bid 3♦.
[Note 9] Slam conventions in relay sequences

If distribution is known (or close to known) below 4♦:

- 4♦ = Stop signal → transfer to 4♥.
- 1 step (if 4♠ or lower) is slam try in longest suit (♥♠♠♠ if equal length).
- 2 steps (if 4♣ or lower) is slam try in second longest suit.
- 3 steps (if 4♣ or lower) is slam try in third longest suit.
- 4 steps (if 4♣ or lower) is slam try in shortest suit.
- Highest bid for slam try is 4♠.
- With no room for slam try below 4♠, bids of 4♥ or above are Key-Card Blackwood in a suit (same rules as above apply)

Example

-------------
1♥ - 1NT (1♥ = 5H, 11-15 HCP 1NT = FG Relay)
2♦ - 2♥ (2♦ = 5+H 4S, 11-15 HCP 2♥ = Relay)
3♠ - ? (3♠ = 4513, 13-15 HCP)
-------------

3♥ = Slam try in H.
3♥ = Slam try in S.
3♠ = Slam try in C.
4♠ = Slam try in D.
4♦ = Stop signal → Transfer to 4♥.
4♥ = 4 Ace Blackwood.

After slam try

After a slam try below 3NT the following rules apply:

- 3NT shows a low number of controls (depending on strength level).
- Cue-bid shows a certain number of controls (depending on strength level).
- Trump suit at 3-level (or 4-level if minor) shows extra number of controls (depending on strength level).

The controls are counted as follows:

Ace = 2 controls
King = 1 control
Trump Queen = 1 control

Example

-------------
1♥ - 1NT (1♥ = 5H, 11-15 HCP 1NT = FG Relay)
2♦ - 2♥ (2♦ = 5+H 4S, 11-15 HCP 2♥ = Relay)
3♠ - 3♥ (3♠ = 4513, 13-15 HCP 3♥ = Slam try in hearts)
-------------

3♥ = 6 or more controls
3♠ = Cue and exactly 5 controls
3NT = 4 or less controls
4♦ = Cue and exactly 5 controls
4♠ = Cue and exactly 5 controls
4♥ = Maximum with very good suits but only 4 controls