

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1 / 2 level; Reopening)
At 1 level : 6-15 HCP and a 5 ⁺ card
At 2 level : 10-15 HCP and a 6(5) ⁺ card
Can be done with fewer HCP if favourable vuln or good distribution
Responses from partner on overcalls are natural.
1NT OVERCALL (2nd / 4th seat; Responses; Reopening)
2 nd and 4 th seat 15-17 HCP with stop in the bid suit(s)
Responses the same as after 1NT
Reopening : 10-12 HCP with stop in bid suit(s) – systems on
JUMP OVERCALLS (Style; Responses)
Single jump : 8-10 HCP with at least a 6 card. Responses natural
At 3 level : preemptive (except 3♣ see below)
TWO SUITER (bico) after opening opponent
GHESTEM : Cue-bid = lowest and highest suit ; 2NT = 2 lowest suits ; 3♣ = 2 highest suits
After 2 bid suits by opponents : Double = at least 4-4 other suits ; 1NT = natural ; cue-bid = asking stop, can support other suits
VERSUS NT (versus Strong/Weak; Reopening; Passed Hand)
Multi-Landy : Double = length minor (6 ⁺ card); 2♣ = both Majors (at least 5-4 ; exceptional 4-4 if strong) 2♦ = length Major (6 ⁺ card) 2♥/♠ = 5 card Major and 4 ⁺ card minor (cfr Muiderberg) 2ZT = both minors (at least 5-4)
VERSUS PREEMTS (Doubles; Cue-bids; Jumps; NT bids)
Natural
Double after 2 ♣/♦ = ♣/♦ ; Cue-bid after 2 ♥/♠ = both minors
2NT = 16-18 HCP with stop – systems on (see 2NT opening)
Double after 2 ♥/♠ = other Maj (3 ⁺ card) & 12+ HCP → Lebensohl
➤ 2NT = either 0-8 HCP or 12 ⁺ with 4 card other Maj → Relay 3♣ → 3 Cue = 12 ⁺ & 4c ♠/♥ & no stopper; 3 NT = same with stopper
➤ 3 colour = 8-11 HCP & 4 ⁺ card ; after 2 ♥ → 3♠ = 5 ⁺ card 3 Cue = 12 ⁺ HCP & both minors ; 3NT = to play no 4c ♠/♥ 4 ♣/♦ = one-suiter, forcing and slamgoing
VERSUS ARTIFICIAL STRONG OPENINGS i.e. 1♣ or 2♣
Natural
OVER OPPONENTS' TAKEOUT DOUBLE
Truscott
Redouble = (8)9+ HCP
New suit is natural (5+ card) and NON FORCING

OPENING	“ X ” IF ARTIFICIAL	MIN. NUMBER OF CARDS	NEG. DOUBLE THRU				
				DESCRIPTION	RESPONSES	SUSEQUENT ACTION	AFTER INTERVENTION OPPONENTS
1 ♣/♦		3	3 ♠	(12)-19 HCP 1 st and 2 nd seat: rule of 20 3 rd and 4 th seat: rule of 18	Natural. After 1 ♣ preference is given to the Major (Walsh) (→ 1 ♦ denies in principle a 4 card Major) Weak jump new suit (6+card and ≤ 5HP)	➤ After 1? – 1Maj – 1NT → 2 ♣ = Roudinesco (2 ♦ = 12HP no 3cM; 2 Maj = 12HP & 3cM; 2 other Maj = 14HP & 3cM; 2NT = 14HP no 3cM) ➤ After 1? – 1Maj – 2NT → 3 ♣ = Checkback Stayman ➤ After Jacoby 2NT (=12+ HCP and 3c sup) : < 16 HCP → cue bids ≥ 16 HCP → 3NT followed by cue bids	➤ Support and NT : natural. ➤ New suit on 2 or 3 level is NON forcing. ➤ Cue : forcing for one round and asking partner to bid NT with stop. ➤ Double : all hands with more than (8)9 HCP and which do not fit here above. Shows interest for a penalty double thereafter.
1 ♥/♠		5	3 ♠	(12)-19 HCP 1 st and 2 nd seat: rule of 20 3 rd and 4 th seat: rule of 18	Natural (2 ♣/♦ 3 card ♣/♦ possible); Jacoby 2NT; 3 ♣ = 4c support 7-9 HP; 3 ♦ = 4c support 10-11 HP; Double jump = splinter, fit and 11-13 HCP Truscott over opponents' takeout double. 2 ♥/♠ = 2(3)-6(7) DHP with support 3 ♥/♠ = 7(8)-9 DHP with support 2NT = 10-11 DHP with support		
INT				15-17 HCP Balanced 5-3-3-2 (5 card Major possible)	2 ♣ = Stayman (can be weak); 3 ♣ = Niemeyer GF 2 ♦, 2 ♥, 2NT = transfers ♥, ♠ and ♦; 2 ♠ = either 8-9 HCP w/o 4c Maj or transfer ♣; 4 ♣/♦ = two 5 cards Major and short in ♣/♦; After double opponents: systems still on After bid opponents : Rubensohl 4NT = quantitative	➤ After 1NT - 2 ♣ – 2 ♦ PAS or 2 ♥/♠ = to play (0-7 HCP) 2NT = 8-9 HCP and 1 or 2 Majors (4-card); 3 ♥ = 4c ♥ + 5c ♠; 3 ♠ = 5c ♥ + 4c ♠ ➤ After 1NT - 2 ♣ : 2NT = 15-16; 3 ♣ = 16-17 ➤ After 1NT - 2NT : 3 ♣ = 3 ⁺ c ♦ with A, K, Q ➤ After minor transfer → new colour = shortage	1. Double = negative ; 2. Suit 2-level = to play 3. 2NT through 3 ♥ = transfer (transfer suit opp = stayman) 4. 3 ♠/3NT = 9+ HP without/with stop ; 1-2-3 not possible
2 ♣	X	0		Either (a) Weak with both Majors (b) 16+ HCP with 8-9 tricks (c) 22-24 HCP balanced	2 ♦ = meaningless relay with all possible hands	2 ♥ = weak (6-10) with both Maj (at least 5-4) < 15 HCP → PAS or 2 ♠ ≥ 15 HCP → 2NT 3 ♣/♦ = min pref ♥/♠ ; 3 ♥/♠ = max pref ♠/♥ 2 ♠/3 ♣/♦/♥ = 8/9 tricks (16+ HCP) 2NT = 22-24 HCP balanced (see 2NT)	
2 ♦	X	0		Either (a) Weak with 6+ card Major (b) 16+ HCP with 10+ tricks (c) 25+ HCP balanced	2 ♥ = weak relay with all possible hands 2 ♠ = weak relay with support ♥ 2NT = strong relay	PAS/2 ♠ = (a) ; 3 ♣/♦/♥/♠ = (b) ; 2NT = (c) PAS/3 ♥ = (a) ; 3 ♣/♦/♠/4 ♥ = (b) ; 2NT = (c) (a) → 3 ♣/♦ = min ♥/♠ ; 3 ♥/♠ = max ♠/♥ ; 4 ♣/♦/♥/♠ = (b) ; 3NT = (c)	
2 ♥/♠		5		Weak (6-10) with 5 card ♥/♠ and 4+ card minor (Muiderberg)	2NT = strong relay (15+ HCP) 3 ♣ = to play minor suit opener 3 ♦ = inviting for game ♥/♠ 3 ♥/♠ = preemptive raise ; 4 ♥/♠ = to play	3 ♣/♦ = min with ♣/♦ ; 3 ♥/♠ = max with ♣/♦ PAS or correction 3 ♦ 3 ♥/♠ = minimal ; 4 ♥/♠ = maximal PAS	
2NT				20-21 HCP balanced 5-4-2-2 or 6-3-2-2 possible (5 card Major or 6 card minor)	3 ♣ = Niemeyer 3 ♦ and 3 ♥ = transfers for ♥ and ♠ 3 ♠ = minor(s) with slam interest (puppet for 3NT) 3NT = 5 card ♠ + 4 card ♥ 4 ♣/♦ = two 5 cards Major and short in ♣/♦	➤ After 2NT – 3 ♣ – 3 ♦ : 3 ♥ = 4c ♠ ; 3 ♠ = 4c ♥ ; 3NT = no 4c Maj ; 4 ♣/♦ = both Maj with or w/o slam interest. ➤ After 3 ♠ – 3NT : 4 ♣/♦ = single suited ♦/♣ 4 ♥/♠ = two 5 ⁺ cards minor and short in ♥/♠	
3 ♣/♦/♥/♠		7+		Preemptive (rule of 2 and 3)	Natural. New suit = forcing 1 round	HIGH LEVEL BIDDING	
3NT	X	7+		Gambling without outside stop	4/5 ♣ = to play or correct	Trial, Splinter and cue bids	
4 ♣/♦/♥/♠		8+		Preemptive (rule of 2 and 3)	Natural.	Roman Key Cards (with agreement) : 41 – 30 – 2 w/o trump Q – 2 with trump Q Roman Blackwood (without agreement) : 41 – 30 – 2 same colour – 2 # colour	