## 1. Openings

1♣	12-16 H balanced, 5card major possible
	21-22 H balanced
	25+ H balanced
	Two-suited with 4♣ + any 5card suit, less then 6 losers
	Any game-forcing hand
1•	12-22 H, one- or two-suited with diamonds or one-suited with ♣
	23-24 H, balanced
1♥	12-22 H, unbalanced, 3+ ♥
	19-21, 5332 with 5card ♥
1♠	12-22 H, unbalanced, 3+ ♠
	19-21 H, 5332 with 5card ♠ suit
1NT	17-20 H, balanced, 5-card suit possible, major only with minimum
2♣	12-16 H, 3-suited with any shortage (4441 or 5440)
	16-18 H, 6+ ♣
2•	Weak 2 in either major
	17-21 H, 3-suited with any shortage
2♥ (♠)	10-15 H, 5+ ♥ (♠) and 4+ ♣
2NT	9-12 H, 5-5 Minors
3x	Normal preempt
3NT	Gambling without stopper. In pass-out position 1½ to 2 stoppers
4♣ (♦)	South African Texas
4NT	Specific Ace-asking

## Choice of suit to open

	6 - 7 losers, 2 in Major or 1♦	
	$4 - 5\frac{1}{2}$ losers or 17+ H, 1.	
4 / 5+	4 - 7 losers, 1 in 4 card suit	
5er♣ / 5+	6 - 7 losers, 2 in Major or 1♦	
5 / 5+	4 - 7 losers, 1in lower ranking suit	
	3½ or less losers, 1♣ - game-forcing	

## Italian loser count

A K Q	0	KJT	11/2	KJx	2	Qxx	23/4
A Q J	1/2	QJT	2	KTx	21/2-	Jхх	3
A K J	1/2	A K x	1	QJx	2+	XXXX	31/2
AKT	1-	A Q x	11/2	Q T x	$2\frac{1}{2}$	XXXXX	31/4
AJT	11/4	A J x	2-	J T x	3-		
A Q T	1+	A T x	2	Axx	2		
KQT	11/2	K Q x	11/2	Kxx	21/2		

The 4th card in a suit accounts for ½ Loser, for each additional card deduct ¼ loser

## 2. Continuations after 1♣ opening

## Responses to 1♣

1•	negative (up to 10 HCP), usually no game-interest facing 12-16 balanced
	16+ H, balanced
1♥	8+ H, 4 ♥, exceptionally a 3-card suit when planning to bid Canapé
	5 ♥ / 4 ♠ with 8-10
	Descending Canapé of responder on the 2-level is non-forcing
	Revers on 2-level and descending Canapé on 3-level are game-forcing <sup>1</sup>
1♠	8+ H, 4♠, exceptionally a 3-card suit when planning to bid Canapé
	5♠ / 4♥ with 8-10
1NT	10-11 H, no biddable 4-card major
2♣	8+ H, 5-card suit
<b>2</b>	12+ H, at least Txx, a different 5-card or longer suit is possible
2♥	<u>δ Asking</u>
2♠	3♣ is not δ-response but shows the strong 2-suited hand
	Facing a passed hand, Pass is first step
2NT	13-15 H, balanced
	Responses:
	3♣ strong 2-suited, 3♦ Inquiry as to 4-card major, 3M 5 cards, 4x β—Asking
	without 2 <sup>nd</sup> step
3x	6-card suit with AQJ or KQJ, no noteworthy outside values
3NT	Any 7-card suit with AKQ without outside values
4x	Preempt

#### Rebids after 1♣ - 1+

1♥	12-16 HCP, 4-5 ♥, 3-card-suit possible <sup>2</sup>
1♠	12-16 HCP, 4-5 ♠, 3-card-suit possible
1NT	12-16, 4-4 in minors or 5♦ with doubleton ♣ <sup>3</sup>
2♣	Strong two-suited hand
2♦ (♥♠) 3♣	Game-forcing, β–Asking
2NT	21-22 H, balanced
3♦	25+ H, balanced with a 4 card major
	Responder bids a 4-card major if he possesses one
3♥ (♠)	25+ HCP, balanced, 4-4 in minors with 3 cards in major
3NT	25+ HCP, balanced, 5332

after 1♣ - 1♦ - 1♥(♠) a jump-shift shows shortage, a jump-rais is preemptive

after 1♣ - 1♦ - 1NT - 3♣ (16+) asks for distribution [3♦ - 5 diamonds, 3♥(♠) fragment with 44]; 3♦ asks for HCPs, same as above

<sup>&</sup>lt;sup>1</sup> Exception: 1♣-2♦-2♥/♠-3♣ is non-forcing <sup>2</sup> 4333 with 4-card minor or 5332 with 5-card minor

<sup>&</sup>lt;sup>3</sup> in this instance he corrects 2♣ to 2♦

## Continuation after opener has announced a strong two-suited hand (Rebid 2♣)

1♣ - 1♦ - 2♣

2♦ is a relay, 2♥ / 2♠ / 3♦ are very weak with a 6-card suit, 3♠ is to play facing long diamonds, otherwise he bids his major. 4♠ is invitational for 5♠.

1♣ - 1♦ - 2♣ - 2♦

2♥	5+ ♥
2♠	5+ ♠
2NT	5 ♦
3♣	6 ♦, 5 ♣
3♦	1=2=6=4 or 2=1=6=4
3♥	0=3=6=4
3♠	3=0=6=4

After a rebid of  $2 \checkmark / 2 \spadesuit$ , 2NT is a further relay,  $3 \spadesuit$  is to play,  $2 \spadesuit$  or  $3 \spadesuit$  are very weak with a 6-card suit. The raise of the major is very weak, too.  $4 \clubsuit$  is invitational for  $5 \clubsuit$ , 3 of the other major is  $\alpha$ -Asking for the major.

3♣	5422
3♦	5431, 3 ♦
3♥ (♠)	6421 or 6430
3♠ (♥)	5431, 3 other major
3NT	5521 or 6511
4♣	5530, 3-card major, ♦ void (now 4 in 3-card major is to play)
4	5530, 3-card ♦, void in major
4♥	5440, void in major

3♦	2254
3♥	1354
3♠	3154
3NT	2155 or 1255
4♣	0355
4	3055

1♣ - 1♦ - 2♣ - 2♦ - 2♥ / 2♠ - 2NT - 3♥, 3♠ or 3NT (6/4 or 
$$5/5$$
 - 2-1)

- 4♣ asks for controls in short suit
  - 4♦ Single, no control in short major
  - 4♥ Single in short major, no ♦ control
  - 4♠ controls in both short suits

Same bidding after 1 - 1 - 2 - 3 or 1 - 2 - 2 and or 1 - 2 and 1 - 2 and 2 - 3 and 3 - 3 and 4 shows control in both short suits, 4 shortage in announced suit

4 ♦ asks for ♣ - quality (same after 1 ♣ - 1 ♦ - 2 ♣ - 2 ♦ - 2 ♥ / 2 ♠ - 2NT - 4 ♣)

4♥	xxxxx
4♠	Qxxxx
4NT	Cxxxx ( $C = Ace or King$ )
5 <b>♣</b>	CJxxx
5♦	TTxxx (T = Ace, King or Queen)
5♥	TTTxx

4♦ asks for ♣ - quality. Same answers as above, but 4card-suit (the first step is omitted because we don't bid a 4-card suit without an honour)

4♣ asks for ♣ - quality. Answers same as above

Bidding partner's singleton (or void in case of 5530 or 6430) asks about the quality of the 3-card suit.

- 1. Step: xxx
- 2. Step: Kxx
- 3. Step: Axx
- 4. Step: AKx or AQx

$$1 \clubsuit - 1 \spadesuit - 2 \clubsuit - 2 \blacktriangledown (\spadesuit) - 2NT - 4 \clubsuit - 4 \spadesuit (♥)$$
 is to play.

After a positive response i.e. 1 - 1 - 2

2•	Relay as after initial 1♦ response
2♥	Good 6-card suit
2♠	4♥, 6+ ♠ singleton or void in diamonds
2NT	4♥, 5♣, bad or moderate suit quality (only 1 top honour)
3♣	4♥, 5♣, good suit quality (2 top honours)
3♦	4♥, 6+ ♦, singleton or void in spades
3♥	Very good heart suit, playable opposite a singleton heart

### Rebids after 1♣ - 1♥

1♠	12-16 HCP, 4-5 ♠ (4card ♥ possible, but only with maximum)
1NT	12-14 HCP, no 4-card major
2♣	strong 2-suited hand. Further bidding similar to 1♦ response
2•	14-16 HCP, no 4-card ♠ (does not exclude 4 cards in ♥)
2♥	12-14 HCP, 4 or 5 card fit
2♠	Game-forcing, further bidding natural
2NT	21-22 HCP, balanced, 3♠ by responder shows 5♥ + 4♠, 8-10
3♣ (♦)	Game-forcing, further bidding natural
3♥	<u>γ-Asking</u> with game-forcing hand

#### after 1♣ - 1♥ - 1♠

2♠	non forcing, 4♥, 4♠
2NT	13-15, balanced with 5♥
3♠	8-10 with 5♥, 4♠
3NT	Exactly 5–4–2–2
4♣ (♦)	Splinter with 5♠ and 4♥

### Rebids after 1♣ - 1♠

1NT	Minimum no fit			
2♣	Strong two-suited hand			
2•	14-16 HCP, 3-card suit possible			
2♥	14-16 HCP, 4 cards			
2♠	12-14 HCP, 4 or 5-card fit			
2NT	21-22 H, balanced, 3♥ by responder shows 5♠ + 4♥, 8-10			
3♠	γ-Asking			
3x	Any game-forcing hand, further bidding natural			

### Rebids after 1♣ - 1NT

2♣	Strong two-suited hand, further bidding as over 1♦ response				
2•	13HCP, 5-card suit				
2♥ (♠)	13+, 5-card suit, forcing one round				
2NT	14-15 HCP, balanced, 3♣ asks for 5-cards suits(3♦ shows 5 diamonds)				
3x	β-Asking without 2.step				
3NT	16				
4x	21-22 balanced, 5-card suit				
4NT	21-22 without a 5-card suit				

## Rebids after 1♣ - 2♣ (2♦)

A new suit on the 2-level shows minimum, 2NT maximum. 3& always indicates the strong two-suited hand. A new suit on the 3-level shows the game-forcing hand, 3NT shows 21-22 balanced.

The descending canapé by responder (1♣ - 2♦ - 2♥/♠ - 3♣) is non-forcing.

### Bidding after intervention over 1.

#### <u>Double</u>

Redouble 10-12 HCP, balanced

Pass! Negative with 4-cards in ♣ or

12+ HCP, balanced

1♦ negative, less then 4♣

1NT 8-9 HCP

2NT 5-7 HCP, 5/5 minors else As without the double

#### 1-level overcall

pass Negative

Double Either semi-positive (8-11) or weak with any 6-card suit (2-8)

After 1♦ overcall double denies a 4-card major

1NT 9-11 H, promises stopper 2♥ over 1♠ non-forcing else As without intervention

Cuebid 12-15 balanced without stopper in opponent's suit

#### After 1NT overcall

Double is for penalties. A new suit is non-forcing, jump-shifts are forcing when vulnerable, pre-emptive non-vulnerable

#### After 2♣ or 2♦ overcall

Double is negative-double, 2 of a major non-forcing, 2NT 10-11 with Stopper

#### After 2♥ or 2♠ overcall

Double is for penalties, 2NT Lebensohl, if opener breaks the 3♣ puppet he shows the strong two-suited hand

After higher intervention a double shows points.

#### Rebids after 1♣ - pass – 1♦ - double

pass Every maximum

Redouble Minimum with an unspecified 5-card suit

Else As without intervention

#### Rebids after 1 - pass - 1 - 1 (1)

pass Minimum

Double Maximum without Stopper

1♠ 5♠

1NT Maximum with 1½ Stoppers

## 3. Continuations after 1

1♥	0-10 HCP, any distribution			
1♠	8+, natural			
1NT	12-15 H, balanced, game-forcing, 5-card ♥ suit possible			
2♣ 2♦	natural 6+ cards or initiation of a Canapé sequence. In this case Hxx is sufficent			
2♥	8-10 HCP, 6 ♥			
2♠ 3♣	solid or semi-solid 6-card suit, game-forcing			
3♥				
2NT	pre-empt in diamonds (3-8 HCP with 6+ ♦)			
3♦	10-14 HCP, 6-cards suit with 2 top honours, inviting to 3NT			

### Rebids after 1 → - 1 ♥

1♠	12-16 H, 5+ ♠, 6-7 losers		
1NT	5+ <b>▼</b> , 6-7 losers		
2♣	6+ ♣ or 5♣ & 4♦		
2•	12-17 HCP, 6+ ♦ or 5+♦ & 4 ♣		
2♥ (♠)	5-card+ suit 5-5½ losers		
2NT	23-24, balanced		
3♥ (♠)	5-card+ suit, 4-4½ losers		

## Rebids after 1 → - 1 →

1NT shows a minimum opening with 5♥, other bids as after 1♦ - 1♥

#### Rebids after 1 → - 1 ▼ - 2NT

(likewise after 1♣ - 1♦ - 2NT)

3♣ Puppet Stayman, Texas Transfers, 3♠ Puppet to 3NT (slam-try with one or both minors:

4♠(♦) = One-suited, 4♥(♠) = shortage + both minors)

1♣ (♦)	1 ♦ (♥)						
2NT	3♣						
3♦							
		3♥, 4 ♠					
		3♠, 4 ♥					
		3NT no 4-card major 4♦, no 4-card minor(433					
		4♣ asking for 4-card minors, answers → 4♥, 4♣					
		4♦ both 4-card majors 4♠, 4♦					
3♥ (♠)		5-card major					
3NT		No 4 or 5-card major suit					
	4♣	asking for 4/5-card minors, answers → 4♦, a 5-card minor					
		4♥, 4♣					
		4♠, 4♦					
		4NT, both 4-card minor suits					

## 4. Continuation after 1♥ / 1♠

## Responses to 1♥

14	0-10 HCP, any distribution, a 1NT Rebid by opener shows a minimum opening				
	with a 5card spade suit				
1NT	12-15 HCP, balanced, game-forcing, a 5card ♠ suit is possible				
2♣ (♦)	natural or initiation to a strong Canapé, game-forcing except direct suit rebid or				
	raise of partner's long suit				
2♥	8-11 HCP, constructive (!) raise				
2♠	8-11 HCP, 6+ ♠, shortage with heart fit by passed hand				
2NT	16+, balanced				
3x	Solid or semi-solid suit, game-forcing.				
	By passed hand it shows shortage and heart fit				
3♥	forcing raise, usually 5-card fit. A new suit by opener shows 5 cards				
3NT 4 <b>♣</b> (♦)	Transfer splinter 4+ controls				

## Responses to 1♠

1NT	0-10 HCP, any distribution			
2♣ (♦)	natural or initiation to a strong Canapé or 12-15 balanced			
	game-forcing except direct suit rebid or raise of partner's long suit			
2♥	natural, 11+ 5card suit			
2♠	8-11 HCP, constructive (!) raise			
2NT	16+, balanced			
3x	Solid or semi-solid suit, game-forcing.			
	By passed hand it shows shortage and spade fit			
3♠	forcing raise, usually 5-card fit. A new suit by opener shows 5 cards			
3NT 4 <b>♣</b> (♦)	Transfer splinter 4+ controls			

### Continuation after 1 → / 1 ▼ / 1 ◆ openings

A new suit after a forcing jump raise shows the Canapé suit. There is no  $4^{th}$  suit forcing. A new suit by responder is the Canapé suit. A 2NT rebid by opener after a  $1 \checkmark$  or  $1 \spadesuit$  opening shows a 5332 distribution with 19 - 21 HCP.

A 2NT rebid by responder is game-forcing and asks partner to describe his hand further. A raise of opener's long suit is invitational. A jump in a new suit is a Cuebid promising fit for opener's first suit. A jump in his first suit is a fit jump with fit in opener's major.

If opener was forced to show his Canapé suit on the 3-level, a raise of opener's first suit is artificial and asks for a stopper in the 4<sup>th</sup> suit or the unbid major.

For example after 1 - 2 - 3 - 3 = 3 asks for a heart stopper, same after 1 - 2 = 2 = 3

### Bidding after intervention over 1 → /1 ▼ /1 ◆

After double, pass is negative (0-4) with 4-card support, redouble positive, balanced without fit, 2NT positive with fit, raises show 7-9 HCP and 4-card or 5-card support on 2 or 3-level respectively.

After a simple overcall 2 of a major (with or without jump) is non-forcing. Raises are competitive; jump raises pre-emptive, 1NT shows 8-11 points and promise a stopper, 2NT positive with fit.

A double is negative (8+) but does not imply any special shape. A Cuebid in the overcalled suit after a negative double is game forcing. A "non-forcing major" after a negative double is forcing! (e.g.  $1 \leftarrow 1 - 1 - X - p - 2 - p - 2$ )

After a reopening double by opener the cheapest bid is ambivalent: either natural or pass or correct.

Other responses are basically as without intervention.

## **Continuations after 1NT opening**

## Responses to 1NT

2♣	Extended Gladiator			
2•	Takis, invitational hands with a 4card major are possible			
2♥ (♠)	δ-Asking			
3♣ (♦)				
2NT	6-7 H, invitational			
3♥	5 hearts and 4 spades game-forcing without slam interest			
3♠	5 spades and 4 hearts game-forcing without slam interest			
3NT	To play			
4♣ (♦)	South African Texas			
4♥ (♠)	to play			
4NT	Quantitative, a 5NT bid by opener shows maximum with only 1 ace			

A redouble indicates the desire to double opponents

### **Extended Gladiator**

Pass	Weak with diamonds			
2♥ (♠)	To play			
2NT	KDxxx in an unspecified minor, no outside values			
3x	6-card suit with AJ or KQ, no outside values			
3NT	4/5 or 5/4 minors, slam interest			
4x	6-card suit with KQJ or better, no outside control			
	4NT by opener is to play			
4NT	5/5 both minors, slam interest			

#### Answers to Takis

2♥ (♠)	Minimum, 4-card suit			
2NT	Minimum no 4-card major. A new suit by responder is a problem suit			
3♣	Minimum both 4-card majors. 3♦/♥ by responder are transfer to 3♥/♠			
3♦	Maximum no 4-card major. A new suit by responder is a problem suit			
3♥ (♠)	Maximum 4-card suit			
3NT	Maximum both 4-card majors			

## Continuation after δ-Askings

If opener has shown a fit, a new suit is  $\alpha$ -Asking (keine, K, A, AK or AD – shortage not possible).

If opener did deny a fit, a new suit by responder is natural.

## Intervention of 24

Double is Gladiator, all other responses as without intervention

### Intervention of 2

#### 2 shows ♥ or ♥ and another suit

1NT	2•	X	Diamonds
		2♥	game-forcing, any distribution
		2♠	to play
		2NT	Lebensohl, puppet to 2NT
		3♣/♦	natural, invitational
		3♥	4+ ♠, no ♥ stopper
		3♠	natural, forcing
		3NT	Limit-bid, no 4-card ♠ suit, no ♥ stopper

1NT	<b>2</b> ♦	2NT	
3♣	Pass	Pass	to play
		3♦	to play
		3♥	4+ ♠, ♥ stopper
		3♠	invitational with 5 ♠
		3NT	Limit-bid, no 4-card ♠ suit, ♥ stopper

#### 2M natural

1NT	2M	X	Penalty
		2♠	to play
		2NT	Lebensohl, puppet to 2NT
		3m (3♥)	natural, invitational
		2M	4+ cards in other Major, no stopper
		3♠ (2♥)	natural, forcing
		3NT	Limit-bid, no 4-card major, no stopper

1NT	2M	2NT	
3♣	Pass	Pass	to play
		3♦	to play
		2M	4+ cards in other Major, stopper
		3M'	invitational with 5-card suit
		3NT	Limit-bid, no 4-card major, stopper

## Interventions w/o anchor suit or higher then 24

Double shows 6+ HCP with at least a king

## 5. Continuations after 2-level openings

### Continuation after 2♣ opening

2♦, 2♥ or 2♠ to play, but 2♠ promises 9+ HCP

Step-response <sup>1</sup>	Three-suiter with singleton in partner's response suit
3♣	Strong one-suited hand with 4
New suit	Three-suiter maximum, singleton
2NT	Three-suiter maximum with singleton in "step-response" suit
Raise	Three-suiter maximum, singleton ♣

2NT relay: opener bids suit immediately below his singleton with three-suiter (singleon asks number of 2-1 controls: 0-3, 4, 5) or 3NT with strong one-suited hand.

A 3-level response shows a 6-card suit, non-forcing if suit corresponds with partner's singleton. Opener passes with singleton or bids his singleton or 3NT with strong one-suited hand.

Double after intervention is negative double, a new suit forcing one round

### Continuation after 2♦ opening

2♥	indicates the desire to play in ♥ opposite a Weak Two bid, opener:		
	2♠ Weak2, 2NT singleton ♣, 3♣ singleton ♦,		
2♠	indicates the desire to play in ♠ opposite a Weak Two bid, opener:		
	2NT Weak2 ♥, 3♣ singleton ♦,		
2NT	Relay		
	3♣ (♦) a sound weak2, 3♥ (♠) a poor weak2		
	3NT three-suited with singleton ♣,		
3♣/♦	Natural, forcing		
3♥	Pre-empt in partner's major (3NT three-suited with singleton ♣,)		
4♣	Asks partner to transfer into his major		
4	Asks partner to bid his major		
4♥(♠)	Own suit, to play		

Bidding opener's singleton asks for number of 2-1 controls (5, 6, 7, ...)

Double after intervention on the 2-level is a negative double, over higher interventions indicates the desire to double the opponents. 3♥ Pass-or-correct, redouble by opener shows the three-suiter.

## Continuation after 2♥ / 2♠ opening

2♠ natural, forcing 1 round. 2NT relay. Same development as after 1♣ - 1♦ - 2♣ - 2♦ - 2♥ (♠) - 2NT 3♣ to play. Raises are preemptive.

¹ the next denomiation, i.e. 2♥ over 2♦, 2♠ over 2♥, 2NT over 2♠

## 6. Asking bids

### a-Asking

Control-asking: no control, singleton, King, Ace, void, AK The appropriate steps are omitted when responder must not have a shortage Reapplied asking in same denomination: no control, doubleton, Queen

α-Askings appear after β-Asking, after γ-Asking, after δ-Asking, after Blackwood, after  $2 \checkmark$  (\*) by jumping into a new suit and after simple and jump raises following an opening of  $1 \checkmark$ ,  $1 \checkmark$  and  $1 \diamondsuit$  by jump shifts into a new suit

### **β-Asking**

1.Step	xx or xxx
2.Step	Singleton or void
3.Step	H or Hx
4.Step	Txx (T=A, K or Q)
5.Step	xxxx or longer
6.Step	Txxx
7.Step	TT or TTx
8.Step	TTxx or longer
9.Step	AKQ or longer

A new suit is again  $\beta$ -Asking (2NT is  $\beta$ -Asking in response suit).

If the first response was Txx or better, a new suit is  $\alpha$ -Asking. Bidding a game contract is natural and to play.

After intervention Pass indicates an answer below the suit bid (double asks again), double replaces the answer in the suit bid, else as without intervention.

## γ-Asking

1.Step	xxxx or Txx
2.Step	Txxx
3.Step	TTxx
4.Step	Txxxx
5.Step	TTxxx
6.Step	AKQ

 $\gamma$ -Asking appear after  $1 - 1 \cdot (4) - 3 \cdot (4)$ ,  $1 - 2 \cdot - 3 \cdot (4)$ 

## δ-Asking

Minimum no fit, Minimum with fit (TTx), Maximum w/o, Maximum with, Maximum with 4-card support

 $\delta$ -Asking appear only after 1NT − 2 $\checkmark$  (♠), 3♠ (♦) and 1♠ - 2 $\checkmark$  (♠)

## Ace asking

### Answers to Blackwood:

5♣	0 or 3 Aces
5 <b>♦</b> 5 <b>♥</b>	1 or 4 Aces
5♥	2 Aces without additional values or trump length
5♠	2 Aces with additional values or trump length
5NT	2 Aces and a void
6 below agreed	1 Ace and void in the suit bid
trump suit	
6 of trump suit	1 Ace and void in a suit above agreed trump suit