SUPPLEMENTARY SHEETS
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Contents:

1.1   1♣ in comp

If opener acts over interference with anything but a raise or acceptance of an invitation he shows 17+.

<u>Over (1X)</u> being ♦ or ♥ and (D=♣) we use a transfer structure. "Accepting" transfer at 1-level shows 3, else SYSON. Responder may continue with own raise=F, cue+NT=F1, cue+own=NF, new suit=F, NT=NF.

1♠	= neg D (transfer to 1NT) (=♦ if D=♣) without showable M
D	= 4+(X+1), 8+hp, may have longer m.
1X+1	= 4+(X+2)
1NT	= 5+♣, 8+hp (may prefer 1♠, then 2♣)
2X-1	= 4M and 5+m, INV (m or M may be unknown)
	-2cue =ASK, wk or str
2m	= 5+ (m+1), 8+hp
	-raise looks like jump but isn´t.
2♠	= SYSON
2cue	= 4441, FG
2♥ (jmp)	= 5+♠, FG
2NT	=2suiter as if 1X were an opening

<u>Over (1♠)</u>

D	= transfer to 1NT
	--then m=NF, M=F
1N/2any	= as above

<u>Over (1NT)</u>

2any	= as against 1NT opening
3any	= NAT, NF opposite 11-13
4any	= SYSON

<u>Over (2m)</u>

2any	= NF
3cue	= ASK for 3+M (no m NTstopper)
D	= 8+hp
3om	= INV
3M	= FG with m stopper (OR slam try)
4m	= SYSON

<u>Over (2M)</u>
Transfer Lebensohl see **REF 4.2**

<u>Over 3X</u> (by unpassed)

D	= points, 11-13 opener passes
4♣	= T/O, looks for fit, cue by both =♣
4D	= 1-suited (any) or both m
4M	= F1
	-4♠ = cue
	-4NT= signoff
	-5X= RKCB response
5m	= NF, but strongly INV

<u>Over 3X</u> (by passed)

4♦ (jmp)	= M + ♦
4cue	= MM
4♥ (cue)	= ♠ + m

1.2   1♣ - 1M and continuation

1♣ -- 1M	= 4+suit, 8+, m may be longer.
-1♠	= 4suit, 11-13 OR 5suit, 17+
-1NT	= 11-13, no 4M

Responder uses "x-y"-NT over both 1♠ and 1NT:

--2♣	= PUP to 2♦, (17+ breaks) then NAT, INV (3m=canape)
--2♦	= FG ASK
--2M	= NAT,wk
--2NT	= PUP to 3♣, (17+ breaks) then:
	--P =clubs, wk
	--3new =55, FG
	--3ownM =55 w clubs, FG
	--3NT =NAT(maybe joking)
	--3♠ supp =slamtry
	--4new =spl w ♠supp
--3X	-- INV, 5+5+ if new, else 6+
--4m	= Void with own M after 1NT = Void with ♠ supp after 1♠

OBS
(1♣--1♥-1NT--3♠ = Void. Invitation via 2♣)

2.1   1♣ - 1NT = F1 (6-10 OR 16+)

-a/ 6-9(10), no M

Later	-- P
	-- pref 2/3X
	-- 3♦
	-- 2NT= relay to 3♣, then P, 3♦, 3Msupp possibly 3NT if opener reversed

b/ 16+

bal (may have 4414 or unjumpable 5+M)

Later	-- 2M or
	-- 2NT=relay to 3♣, then 3M or 3NT unless opener reversed

any shape with 4+♦ support

Later --3♣ = xfer to 3♦

Opener uses transfers at 2-level (except opposite a passed partner):

-2♣	=♦, (possibly 4441 w stiff club)
-2♦	=♥ reverse (15-16)
-2♥	=♠ reverse (15-16)
-2♠	=4441, short ♣, 15-16
-2NT	= 4+♣, any m may be longer
-3♣	= 5+♣, 4-5,5 losers
-3♦	=NAT

After

1♣ --1NT-2♣ =5+♦, (possibly 4441 w stiff club)

--P	with long ♣,
--2♦	=wk,
--2M	=16+, Nat 5+,FG
--2NT	demands 3♣, then
--P	= long ♣
--3♦	=NF constructive ♦ raise (maybe 3)
--3M/NT	=16+NAT.
--3♣	= 16+ ♦ raise (4+supp), ASK shortness
	-3NT= short club
--3♦	= 4♦, normal raise (6-9??)
--3M	=16+,♦ supp, spl

1♣ --1NT -2♦ =4♥, (14+)15-16

--P	=wk
--2♥	=wk preference (3316 or maybe 3325)
	-3♣ =Nat, 3(+), NF, game try
--2♠	=16+, Nat, 5+suit
--2NT	=demands 3♣. (-3♦)

Opener may "preaccept" ♣ via 3♦ with 1453!

Over preaccept	
	--4♦ =NF, inv;
	--4♣=signoff;
	--5♣=NAT;
	others as below
-Over normal 3♣	
	--P= wk, (long♣),
	--3♦ = NF constructive ♦ raise
	--3♥=WK (4♥ and longer ♣)
	--3♠ =16+, 4card ♠
	--3NT= NAT ("wk" or 16)
	(perhaps looked for ♣);
--3♣	=16+, ♦raise (3+support), ASK shortn.
	-3NT= short club -----
--3♦	= wk, 6-7, often 4♦.
--3♥	=NAT,16+, ASK shortness
--3♠/4♣	=16+, splinter, ♥support
--3NT	="wk " or misfit 16
--4♥	=WK (4H and longer C)

1♣ --1NT -2♥=♠, (14+)15-16

Same structure as after ♥ reverse above.

1♣ --1NT -2♠ = 4441, (14+)15-16

Same structure as after ♥ reverse above, but

--2NT	= ART, demands 3♣, then
	--3NT= GOOD 3NT
--3NT	= "wk " or misfit 16
--4♦	=INV

1♣ --1NT -2NT= 4+♣ (minor lengths unclear)

--3♣/♦	= to play
--3M	=16+, values or 4 (then 4m for 53 m fit)
--4m	=FG, 16+
--4M	=16+, **Void** with ♦ support OBS

1♣ --1NT -3♣ = longer ♣, 4-5,5 losers

--3♦	= sign off (4supp)
--4m	= FG
--3M	= values wk OR NAT, 16+.

1♣ --1NT -3♦ = good hand

--3M	= values wk OR NAT, 16+
--4♣	= Q OBS
--4M	= splinter
--4♦	= FG

2.2   <u>1♣ -2♣</u> = F1, 10-15

After
<u>1♦ -2♦ -2♥</u> = Min with any shortness
--2♠   = ASK for spl, shown by steps:
          -2NT, 3♣ , 3♦ = ♣,♥,♠ spl.
--2NT   = also ASK for spl by steps
          -3♣ = short
          -3♦ = short M, but wk min
                --3♥/♠ = values
                    -3♠/N=M spl
                    -4X=♥spl over 3♠
          -3M = spl and good min
--New suit = values/Nat, may pass 3♦

After
<u>1♦ -2♦ -2♠</u> = Extra values;
--2NT   = ASK,
          - 3♣=No shortness,
                --3♦ =NF
          - 3♦ ,♥,♠ = short ♣,♥,♠
--New suit = values/Nat, FG
--3♦   = NF
--3new   = values (this suit and trumps), FG

<u>1♦ -2♦ -2NT</u> = seminatural, stoppers and
                tricktaking possibilities

<u>1♦ -2♦ -3♣</u> = FG, 5+suit, good hand, (not
necessarily max=4-5,5 losers), longer than ♦

<u>1♦ -2♦ -3M</u> = 5card suit   <u>OBS</u>

3.1   <u>1♥/♠ --2NT</u> = 3+support, INV+.

-3♣   = min,
          --3 of agreed M = <u>INV</u>(AFTER 3♣).
                          Opener may raise.
          --3♦ = ASK
                  -3♥/♠/NT = spl ♣/♦ / oM
                  -4new   = Qbid (A or K)
          --3♥/♠/NT = spl ♣/♦/oM (<u>see
                exception above</u>)
          --4new = Qbid (A or K),
                  (Q may be spl in ♣ after 1♥
                  or in ♦ after 1♠)
-3♦   = no shortness, extras
          --3♥/♠/NT = spl ♣/♦/oM
          --4new   = Q (A or K), no spl
-3♥/♠/NT = spl ♣/♦ /oM, extra values
-4m   = void
-4♥   = oM void (♠ if ♥ , ♥ if ♠ agreed)
-4♠ if our M =decent 6+suit, no spl, 2-3 KC,
          4-6 contr. (AQJxxx-Ax-KTx-xx)

3.2   1M-2♣

1♥/♠ --2♣ =ART relay
a. limit w ♣ (rebids 3♣ or raises shown 6+M)
b. FG relay, very rarely with own long suit
outside ♣, <u>may</u> contain M-support.
If relay is doubled, until defined, ignore Double:
-2♦   =a. Bal. (11-13), OR
            b. 4+ ♣ (not max w 5(+)5(+)), OR
            c. 4+ ♦ (not max w 5(+)5(+))
-2♥   =4+oM (so 1♥ -- 2♣; 2♥ = 4+ ♠)
-2♠   = 6 card M with no side suit (11-16)
            …also 1♥ - 2♣; 2♠ = 6♥
-2NT   = Any 5440
-3♣   = 5+, Nat 5-5 w good suits (14-16)
-3♦   = Nat 5-5 w good suits (14-16)
-3oM   = Nat 5-5 w good suits (14-16)
-3M   = Good 6+ card suit 14++
-3NT   = 6M+4♣ with a void
            --4♣ then asks low-high
-4♣   = 6-5♣ 1-1
-4♦/oM   =6-5♣ w void (Lo-Hi)

1M-2♣-2♦   = 4+♣, or ♦, or bal
--2♥ (ART FG) asks (if doubled - P=bal,
        unsuitable or no stopper)
        -2♠   =4+♦ ,
                  --2NT=relay ASK (See
                      Flannery below)
-                 -others "NAT"
        -2NT   = bal min (5332 in principle)
                  --3C =ART ASK
                        -3♦ =good M
                        -3♥ =C supp
                        -3♠ =max, Hx in ♣
--2♠ (ART) = shows suit or values in
        unopened M, hand with ♣
        - Continue NAT
--2NT   = FG (probably w ♣)
        -3♣   =3/4suit
        -3♦   =5
        -3M   = 6 (+ 4♦)
        -3oM   =ART better 4+♣support hand
--3♣   =NF
        -3♦   =5+ ....but unusual
        -3M   = 6-7+4♦
        -3oM   = ART♣ support
        -4♦,oM = Q
        -4M=6-7 and ♣
--3♦ = "Nat"   (may be looking for 3NT)
--3M = Nat, 3-support, FG
--3oM = 6♣ +5oM

1M-2♣-2♥ = 4+oM
--2♠   = Support of opener´s second M!
            ASKing (See Major Flannery below)
--2NT   = FG, ASKing. See Flannery below.
            Normally no 4-supp. in 2nd M.
--3♣   =NF
--3♦   =4th suit FG
--3M/oM =support, FG.
            -4m   = shortness,
            -3NT   = 5422 extra.
--4♣= Que, ♣+oMsupp
--4♦ = Que

1M-2♣-2♠   = 6 card M with no side suit
            (11-16) …also 1♥ - 2♣; 2♠ = 6♥
            Raise to 3M is NF. (Only NF after 2♠).
--2NT=FG ASK, later 3M = support
        -3♣=Min
            --3M sets trumps, ask spl/bal..
            --3♦/3oM ="NAT", values/suit
                (normally ♣hand), bid nat
        -3♦ =bal good
            --3M sets M, others = ♣hand
        -3♥/♠/NT=extra w short ♣, ♦, oM
            -- 3♠ =NAT if supp, Q if oM
            -- 3NT/4♣/4M=NAT;
            --4♦/oM= Q, M-support.)
            --4NT=NAT
--3♣   = NF
--3new   = "NAT" F
--3raise M= INV
--4any   = Q with M support

(1M-2♣   continued...)

1M-2♣--2NT = Any 5440
--3♣ =NF
        -w ♣ void: Pass or 3M or 3NT.
        -w supp. bid void;
          (4♦/4♣=max,void ♦ /oM).
--3♦
        -w ♦ void bid 3NT/3M
        -w supp. bid void, (4♦ =max,void ♣)
--3oM
        -with void bid 3♠/3NT
        -with supp. bid void suit (jump if max).
          Raise = "jump" in ♦
--3M
        -bid void (with jump if max).
        3NT=void oM, raise = jump in oM

1M-2♣-3♣ =5+♣, Nat 5-5 w good suits (14-16)
--3♦ asks short suit
        -3♥/♠ = low-high singleton (♦/oM)
        -3NT =55 and a void
        -4♣=6511
        -4♦ = 65 + ♦ void
        -4♥ =65 +M void
--3M sets trumps
--3oM= "NAT", bid NT with ♦ stopper
--4♦/oM= Q with ♣support
1M-2♣-3 ♥♥ =Nat 5-5 with good suits (14-16)
        No room for relays.
-- 3M sets trumps, FG
-- 3oM ask stopper as resp probably has clubs
-- 4♣ = F
-- 4♦ = F
-- 4oM = Q, ♦ -support

1M-2♣-3oM=Nat 5-5, good suits (14-16)
MMM continuation, see page 2.

1M-2♣-3M= Good 6+ card suit 14++
Compare 1M-2♣; 4M (3support)
--4♣=F
--4new= Msupport, Q

1M-2♣--3NT = 6M+4♣ (14-16) with a void
--4♣ then asks low-high   ♣=trumps, except
                     4NT, 4M, 4♣+M
-- 4♦ /oM=Q
--4NT=RKCB/M
        4♦ /oM=6-5♣ w void (Lo -Hi)
        Avoid usage

MMM – Major Messup Method

After Flannery responses there may be little space to set trumps and invite slam or sign off. The following method is used if trumps are not yet agreed:
If the bid is defined as relay ASK, this has priority.
When 3M is available (not bypassed or relay) it is natural, FG. 4 of that M is signoff.

When 3M is not available
--4M in possible trump is slam try,
--direct 4NTover 3♠ = ♠RKCB, and
--4♦ is relay to 4♥ (followed by
        --4♠=signoff, by
        --4NT=♥RKCB, by
        --5X= Qbid with ♥ as trumps).
--4M in impossible M = sets ♦ as trumps (if possible)
--3♥   = NAT over 3♣, mostly relay over 3♦
--3♠   =NAT, slam try
--3NT   =NAT
--4NT if jump from 3♥ or lower=NAT
--4NT from 3♠/NT= ♠ RKCB
--4♣ insists on ♣
--4♦ =demands 4♥
        -4♥
            --P   =♥signoff
            --4♠   =signoff
            --4NT   =♥ RKCB
            --higher = Q with ♥
            --4♥   = NAT slam try
            --4♠   = NAT slam try
            except when 3♠ was available

"Flannery" Responses:

After Opener has shown two suits Responder
may relay for shape and strength.
(Special "Major Flannery" page 3 with ♠ + ♥
after 1M-2♣-2♥-2♠)
With M+♣ responses are made directly over 1M-
2♣;2♦-2♥.
With M+♦ after 1M-2♣; 2♦-2♥;2♠-2NT
With ♠ + ♥ after 1M-2♣-2♥-2NT

Structure:

-3♣	= 5-4 min hand –then
	--3♦ asks shortness - lo, hi, no
	--3firstM= sets trumps,
	-Q ♠/short m/3NT=good bal.
	--3secondM=♣hand (NOT supp. Must
	be shown after 2♥)
	--4♣=Nat, F
-3♦	= 6-4 or 5-5 ---then
	--3♥ asks:
	-3♠=5-5,
	-3NT=6-4, min;
	-4 lowest= 6-5
	-4cue = 6+ - 4, good
	-4M = 6+M-4m, no wish to
	play 3NT, decent M
-3♥	= singleton low (5-4-3-1) 14-16
	then MMM continuation page 2
-3♠	= 3N=singleton high (5-4-3-1) 14-16
	then MMM cont. on prev page
-3NT	= 5-4-2-2 with 14-16
	then MMM cont. on prev page
-4m	= 65 (low, high VOID)

Major support Flannery

Used after 1M-2♣-2♥-2♠ = supp. for second M
After 2♣ + Msupport (2♠) direct 4♥jump=6511,
and 5611 !!!
4m-jump = 65+void
55 bids 3♣, then on 3♦ bids 4m=void (not 3♥)
64 bids 3♣, then on 3♦ bids 3NT=any void (not
3♥/♠)
Relay steps: (Flannerish but start one lower,
special bid for good 64)

-2NT	=min, 5431, 5413, 5422
-3♣	= (min), extra shape, but not 65, 66
-3♦	=extra values, 54 short ♣
-3♥	=extra values, 54 short ♦
-3♠	=6-4/4-6, max
	--3NT =ask short suit
-3NT	=max, 2-2
-4m	= void + 65, 66
-4♥	= 6511 Or 5611 !

After min 2NT

-3♦ = short ♣
-3♥ = short ♦
-3♠ = 5422 min
--3♦/♥/♠ = Qbids (♣control unknown)
--4m = void

--3♦ = ASK
-3♥ =xtra card in ♥ (no void),
--3♠ asks spl. (lo, hi)
--others = Q
-3♠ =xtra card in ♠ (no void)
-                -3NT asks spl. (steps lo, hi)
--others = Q
-3NT= 64/46+a void 4♣=ASK
-4m = 55 + void

After 3♠=6-4

-3NT = ASK for shortness

3.3   **1♠ --2♣**

F1, may pass 2♠ or bid 2NT/3♥ = NF

-2♠   = min hand (no 3 ♥ fit) -
         may have only 5 card ♠ (NF)
-3♥   = NF, min hand, 3 card supp.
         (may have singl) OR <u>VERY</u> bad 5422
         --3♠ =ASK
                  -3NT   = good min
                  -4♥   = real bad,
                  -4m   =shortness
-3♠   = NAT(!)
-3NT   = 4supp with a void (4**S** asks lo-hi)
         .
-4♣/♦ = spl. + 4 card supp
-4♥   = 5-4-2-2 min hand
         or possibly 3card supp,
         min+, and a singleton
-2NT   = 14-16 with either
         a. bal OR
         b. ♥ raise (3 or 4) OR
         c. 6 ♠ OR
         d. unsuitable 514/3
         --3♣ asks :
                  -3♦   = Bal, has 2♥.
                         Maybe 6♠
                         --3M=Nat, F
                  -3♥   =3supp. may have spl
                         --3♠ asks as above
                  -3♠   = no ♥supp but 6 ♠
                  -3NT   =14-16, 51(43)
                  -4♣/♦ = Splinter with 4♥
                  -4♥   = 5-4-2-2
         --3♦   = "Nat"
         --3♠   = FG
                -3NT =bal, possibly short ♥, F
                -4m = spl and ♥supp (3-4)
                       ♥ temporary trumps,
                       if RKCB 6 keycards
                -4♥ = bal supp, good
         --4m   =cue w 3card ♠supp. <u>**OBS**</u>
         --3NT   =Nat

3.4   **1♠ --3♣**   =FG, very good suit
                 (3NT is no more playable)

-3♠   = would rather play ♠
         --4m = OK. Q-bid accepting ♠
         --3NT = ART, insisting on ♥
-3NT   = ART accepting ♥, start Q-bidding
-4m   = Nat, 5+suit
-4♥   = signoff (often singleton heart)

4.1   NT methods

1 NT = 14-16 May contain any 5card suit, special xfers,
SMOLEN at 2- and 3level etc (but not when we have overcalled 1NT)

--2♣= ASK M, does not guarantee own M.
--2♦ =   A. Wk, 5+ ♠/♥ OR
       B. INV+, 5+♥ OR
       C. FG 5+/5+ ♠/♥ OR
       D. bal 4/4 ♣/♦ OR
       E. Gerber
--2♥=   A. INV+, 5+♠, OR
       B. INV, 5+/5+, MM
--2♠=   A. ♣, wk OR INV+ OR
       B. ♦ , INV
--2NT=   NAT, inv, normally no M
--3♣= 6+♦ , wk OR FG+, forces 3♦
     -3♦
             --pass w Wk, else splinters
--3♦ = INV, 6+♥
--3♥= INV, 6+♠
--3♠ = FG, mm
--4m= transfer to ♥/♠
     -4♥/♠
             --new suit = Voidwood
--4♥/♠ =NAT
--4+NT=NAT

1NT--2♠ = ASK for M (Does not promise 4M)
-2♦ = no 4/5 Major
        --2M = 4M and 5(+) oM, INV
        --3♣ = ART ASK ♣ supp. or 5card ♦
           Continuation see below.
        --3M = 4M and 5+oM, FG
          -3NT/Qbid/supp.
             --4m =Q, slam try w oM
-2♥/♠ = 4/5suit (2♠ denies ♥)
        --2♠ = 4+♠, FG
          -3X = Nat
        --2NT = INV, promises ♠ after 2♥
        --3♣ = ART, ASK ♣supp. or 5card M
          Continuation see below
        --3♦ = 4+suit, FG
          Continuation see below
       --raise   = INV
       --4X   = splinter
       --3oM = ART slam try, agreeing M.
          normally no m splinter
          -3NT = ♠-Qbid   (Over
            3♠=ART ♥-support)

After --2♣ - 2♦ /♥/♠
--3♣ = ART, ASK for ♣supp. or opener´s 5suit
      -3♦ = 5card M (or 5 ♦ after 2♣-2♦)
         --3♥ = shows 5♣
           -3♠ =ART ♣supp
           -3/4NT = Nat
           -4♣ etc ♣interest
         --3♠ =agrees opener´s 5suit
        --3NT = had clubs
      -3♥ = 4♣
         --3♠ = ASK w ♣ interest
          -3NT = worst half
          -4♣ = best half
      -3♠ = 3-"support" in ♣, good
      -3NT = denies the above
After --2♣ - 2♦ /♥/♠
--3♦ = 4+suit, FG+
      -3♥ = 4card support. not ma x
         --3♠ = how bad?
           -3NT = bad
           -4X = OK
      -3♠ = 3support, good
      -4X = 4support, good
      -3/4NT=NAT

1NT --2♣ =ART relay (assumed by Opener to be light inv in ♥: Step1=No, step2=yes)
A. Wk, 5+ ♠/♥ OR
B. INV+, 5+♥ OR
C. FG 5+/5+ ♠/♥ OR
D. bal 4/4 ♣/♦ OR
E. Gerber

<u>1NT --2♦ -</u>

Opener bids--------→	<u>2♥</u>	<u>2♠</u> (=♥-accept w. 3+supp.)
Responder´s actions with:		
Wk ♥	--P	--2NT (=retransfer to 3♥)
		-(Opener´s 3♣ =ART very good;
		--3♦ is then re-transfer)
Wk ♠	--2♠	--P
5♥ INV	--P/2NT	--3NT (or 2NT=xfer+4♥)
5♥ FG (bal)	--3/4/5NT	--3/4/5NT (or retransfer +Qbid or RKCB)
6+ ♥, slam interest	--3♥	--3♥ (or retransfer +Qbid or RKCB)
Very good ♥, light slamtry. Opener accepts slam try only with acy hand	-4♥	-4♥
5+♥ and 4+minor, FG	--3m	--3m
5 / 5 in MM, FG	-4♦	-4♦
Gerber	-4♣	-4♣
4 / 4 in minors, slam try	--3♠	--3♠

1NT --2♥ =INV+, 5+♠   (Opener accepts inv with ART 2NT or 3♠)
A. INV+, 5+♠, OR
B. INV, 5+/5+, MM
<u>1NT –2♥-</u>

Opener bids: ---------→	<u>2♠</u>	<u>2NT</u> (Accept)	<u>3♠</u> (4+supp.)
Responder´s actions with:			
5♠, INV	--P/2NT	--3NT	-4♠
55 MM, INV	--3♥	-4♥	-4♠
5♠, bal, FG	--3/4/5NT	--3/4/5NT or xfer + Q/RKCB	-4♠/Q/RKCB
6+ ♠, slam interest,	--3 ♠ (4m=0)	--3♠ or (4m=0) RKCB	--Q/RKCB
Very good ♠, light slamtry. Opener accepts slam try only with acy hand	-4 ♠	-4♠ or xfer + 4♠	--5♠/Q/
5+♠ and 4+minor, FG	--3m	--3m	--3NT/4♠/Q/RKCB

1NT --2♠ = ♣, wk, INV+ OR ♦, INV
A. 6+♣, wk OR INV+ OR
B. 6+ ♦, INV

Opener bids:	<u>3♣</u>	<u>2NT</u>(=accept)
Responder´s actions with:		
♣, wk	--P	--3♣
♣, INV	--P	--3M=splinter / 3NT
♣, FG	--3M(spl)/4♣/	--3M(short)/4♣/
	--4X=void/3NT	--4X=void/3NT
♦ INV	--3♦	--3♦ / 3NT

4.2   **Transfer Lebensohl**

1♣ OR
1NT - (2♥/♠)
    --3new M = ASK stop in enemy suit!
    --3Q   =5+♣ and 4oM, FG
    --3NT,4m/oM = SYSON
    --4Q   = 5+/5+ minors, better than …
    --4NT   = 5+/5+ minors
    --2NT   = A: INV+, 5+ ♣
                = B: sign off in ♦ OR ♥
    --3♣   = INV+, 5+ ♦
    --3♦   = INV+ with 5+oM

4.3   **2NT   20-21**

same methods used after
2NT=20-21
2♦ --2M - 2NT   = 22-23
1♣--1♦ -2NT (nearly)   =24+
(1X)-p-(p)- 2NT   = (19-21)
(1X)-p-(p) - 1NT; (p)-2♣-(p)-2NT = 15-16
(2♥/♠ wk) - 2NT   = 15-19
(multi-2) - 2NT   = 15-19

--4m = xfer, M and NT are Nat.
--3♦ =ASK M OR m one-suiter
--3♣ = FG (normally) relay, mostly w two+ suits
        A: 5♠+4♥   (--3♣-3♦ -3♠)
        B: 5/4 mm   (--3♣-3♦ -3♥)
        C: slam try any 4441 or 4432
        (--3♣-3♦ -3NT = F (**NOT after 1§-1⁻⁻**)
        D: 6/4 m   (--3♣-3♦ --4m =6+)
        E: Gerber   (--3♣-3♦ --4NT)
        F: Good M 1-suiter, NF but Inv slam:
                        (--3♣-3♦ --4♥/♠)
        G: Sign off in ♦ (Pass)
2NT--3♣   = puppet to 3♦
-3♦ = forced
        --3♥ =FG with 4+/4+ m (54,45,55)
                -3♠ = ART interest, no 4supp
                        --4♣/♦ = 5suit
                        --4♥/♠ = 55 m,spl
                --3NT = did my bit
        --3♠ = FG w 5♠ and 4♥
                -4♣/♦ =ART Msupp (♦ =♠)
        --3NT = Slam try, F, bid suits
                -4X =NAT
                if hit,5x=RKCBresp by both

(2NT--3♣- 3♦ - continued)
        --4♣   = NAT, FG, 6+♣ and 4♦
                -4♦ = ♦ supp
                        --4NT =2+ keycards
                        OBS Reduced!!
                -4♥/♠/=Q with ♣ supp
                        --4NT =2+ keycards
                        OBS Reduced!!
                -4/5NT = NAT
                -5♣/♦ = Nat, bad
        --4♦   =NAT, FG, 6+♦ and 4♣
                -4♥/♠   =ART accept ♣/♦
                OBS NOT as above
                (then --4NT=as above)
                -4/5NT   = Nat
                -5♣/♦ = Nat, bad
        --4♥/♠ = Slamtry, good suit
                -RKCB, Q-bids
        --4NT   = 4-Ace-Gerber

2NT--3♦   = ASK M
                 (with M OR one -suited m)
-3♥ =4/(5)♥
        --3♠   = NAT (4suit)
                may have longer m.
        --3NT   = ☺support, slam try
        --4♣   = 5+♣   (one-suited)
                - 4♦   = ♣support, Q-bid
                - 4M   = ♣support, Q-bid
        --4♦   = 5+♦   (one-suited)
-3♠ = 4(5)♠, denies ♥
        --4♣/♦   = NAT, 5+suit
                -4M=Q
                        --4NT=2+ keycards
                -4/5NT=NAT
        --4☺   = ª-supp, slam interest
        --4NT   = NAT
-3NT   =No 4M
        --4♣/♦ = NAT, 5+suit
                -4M   =Que
                        --4NT=2+ keycards
-4/5NT   =NAT

2NT--3♥   = NAT, FG
        -3♠ = NAT
                --5X   = RKCB resp
                --4m/4/5NT = Nat
                --4♥   = Nat light slamtry

..2NT continued

2NT--3♠	= NAT, FG
2NT--3NT	= NAT
2NT--4♣/♦	= Transfer to ♥/♠
2NT--4♥/♠/5♣/♦	= to play
2NT--4NT	= NAT

NOTE: 1♣--1♦ ;
       2NT--3♣ ;
         3♦   --3♥ = Serious minor interest.
                --3NT = choice m/NT, bad.

5.1   2§   = 5+suit, 11-16

Must have 4M if only 5♣.Denies 4♦ .

--2♦	=ART, ASK
--2M	=5+suit, F1
--2NT	= F1, A: NAT INV OR
	B: (nearly) FG with ♣support
--3♣	=NF support, (5)6-9(10)
--3♦	=INV, good 6+suit
--3M	=FG, good 6+suit
--4♣	=INV based on shape

2♣--2♦   = ASK

-2♥	= 4♥ OR 6+♣, minimum
-2♠	= 4+♠
-2/3NT	=NAT, no M, no splinter
-3♣	=medium, no M
-3new	=max, splinter
-4M	= 56

2♣--2♦ - 2♥   = 4♥ OR 6+ ♣, min
--2♠ = **ASK**
      -2NT = ♥, min
          --3♣/♥   =to play
          --3♦/♠ =values (maybe w ♥)
          --4♦ =ART ♥-supp.
      -3♣ = min, 6+suit
          --3♦ =ASK M spl
          --3♥ =ASK ♠/♦ spl
               (4♣ with ♦)
          --3♠ =ASK ♦/♥spl
               (4♣ with ♥)
      -3♦ = 1435, good
      -3♥ = extras,**x4x6-type** (maybe 2425,
            wk ♦ ,♠)
      -3♠ = 3415, good

(-2♣--2♦ - 2♥ --2♠ continued)
         -3NT = Nat, max, 2425, stoppers
         (particularly ♦)

2♣--2♦ - 2♥--
--2NT=INV
      -PASS = ♥, min
      -3♣ = minimum, 6+suit
      -3♦ = extras, 1435
      -3♥ = x4x6, tillägg
      -3♠ = extras, **3415-type**
      -3NT = Nat, max, 2425 type
--3♣ = INV (probably has ♠ + no ♦-stop)
--3♦ = ART. FG
      -3♥/♠ =splinter
--3♥/♠ = FG, values(suit) + ♦ 5+suit,
      -3♠ = cannot bid 3NT, but can you?
      -4♥ over 3♠ = Que with ♦ supp.**OBS**
      -4♥ over 3♥ = 4♥, suggests 4-3

2♣--2♦ -2♠   = NAT, 4-suit
--2NT = INV
      -3♦ / ♥ = 3suit
--3♣ = not forcing
      -3♦ / ♥ = 3suit
      -3♠ = 4-6type, good
--3♦ = ART, FG
      -3♥ = 3suit
      -3♠ = 4-6type
--3♥ = values/suit w 5+ ♦ suit
--3♠ = Support, invitational
--4♦/♥ = Support, Q-bid

-2♣--2♦ -2NT   = xtras, stoppers,
--3♦ = ART, ASK (probably ♣-interest)
      -3♥/♠ = good values for suit play
--3♥/♠ = values, showing ♦ 5+suit
      -3♠/4X= ♦ interest

2♣--2♦ -3♣   = 6+suit, no 4M, good, not best
--3♦ = ART ASK
      -3♥/♠ = splinter
--3♥/ᵃ = values, showing ♦ 5+suit

-2♣--2♦ -3♦/♥/♠ = splinter, max

-2♣--2M   = F1, NAT
     -jump new   = splinter
     -2NT/3♣ =natural
             --3♦   = ART, FG
                  -3 OLD M = 2supp
                  -3oM   = "NAT"
-3♦ = ART, very good, no NAT bid (=♣)

<u>-2♣--2M</u> ..continued
-3♦
       --3old M = NF
       --4♣   = F
-jump new   = spl
-4♣   = M support, good

<u>2♣--2NT</u> = NAT, INV+ OR
       almost FG ♣-support
-3♣   = minimum
       --3X = ASK, value showing
            -3/4new = spl outside X
            w X spl, bid NT
-3♦/♥/♠ = splinter, extras
       --4♣ = NF   **OBS**
       --4X = Que

<u>2♣--3♦</u> = NAT, INV, 6+suit (good)
     (FG with ♦ is bid thru 2♦ + later M)

<u>2♣--3♥/♠</u>   = NAT, FG, 6+suit (good)
   -3♠   = "NAT" OR Q, will go on
         over 3NT or 4♥.
   -4♦/♥   = cue (over 3♠).
         4♦ might possibly be ART
         (w KTx-Qx-xx-AKQxxx)
   -4♦   = ART good raise to 4♥
         (over 3♥) without ♠control.
       -4♠   = splinter (over 3♥)

5.2   **Disturbed 2S**

Over (D)
--2X   =NF,
--2NT   =SYSON
--jump   =PRE
--RD   = good   (+ later suit=F1)

Over (2/3X)
--D=neg,
--2/3Y over (2X) = SYSON, F1, jump=FG
--3Y over (3X)   =F1
--2NT, 3NT   =SYSON

Over (higher bids)

 --D   = points

5.3   **Competition in 2¨ -bidding:**

<u>After 2♦ -- 2NT</u>
(D)   SYSON (RD=strong bal)
(3♣)   SYSON (D=strong bal)
(3♦)   SYSON (P=♥, D=)
(3♥/♠) D= suit or NT
         3 =wk, p=oM
<u>After 2♦ -</u>
(D)   SYSON but 3♣/♦ =NF, 2M=likes 3oM.
(2M)   D is for pen, 3m = NF, else SYSON
(3m)   D=PEN, 3M=p/c, but repeated=NAT
       4m SYSON if jump or Q-bid, else NF
       4M = **NAT over 3S**
       4M = P/C over 3♦
       3M followed by 4M is NAT
If responder passes, D =22-23,
(3M)
       D = responder doubles for money
       4QM= good 4oM
       3♠/4M = P/C (Rebid M is NAT!!)
       4m = NAT, NF
       4NT= both minors

<u>4m</u> (one-suiter or 2-suiter)
       D is negative
       4♦ NF
       4M =NAT, to play!!

6.   2♣ = both minors (12)13-16 with 5+ ♦ and 4+♣, (♣ never longest), 4 - 5,5 losers.

--2NT relay forces   -3♣   (Öh may break relay with, say 7-4)

A.wk preference to either m	next bid is	--P/3♦
B FG in either m	next bid is	--4m/4M **(RKCB-3041)**
C FG, 5+M and stopper in oM	next bid is	--3M
D "Pick a game" 4414	next bid is	--3NT

--3♣   =FG,ASK shape
--3♦   =light INV
--3♥/♠=NAT FG, 5+suit, often no NT-stopper in other M
--3NT   =to play
--4X   =NAT, NF (INV in minor)
--4NT   =4-Ace Blackwood   (0/4-1-2-3)

2♣--2NT = relay to 3♣

-3♣ as requested
        --pass = End
        --3♦ = sign off
        --3♥/♠ = NAT, FG, + stopper in oM
        --3NT = suggestion to play with 4414
        --4♣/♦ = support, FG
        --4♥/♠ = ♣/♦ RKCB
                -steps (0/3, 1/4, 2, 2+Q)
                        --After step 1/2 next
                        non trump bid =Ask
                        for Q (step 1=No)
-3♦ = approx. 7-4
        --cont. as above (**pass maybe ♣-s/o**)

2♣--3♣ = FG, ASK shape

-3♦   =6suit
        --3/4NT= NAT!!
        --4♣/♦ FG, sets trump

-3♥/♠   =3-suit
        --3♠ ,then 4♥ =good ♥-raise
        --4♥ = good ♠-raise
        --3/4NT= NAT!!
        --4♣/♦ FG, sets trump
-3NT = 5/5
        --4♣/♦ FG, sets trump
                -Q bids, then 4NT=3Kc
-4♣ = 6/5
        --4♦ = Sets ♦, demands Q or 4NT=3 Kc
        --4M= Q agreeing ♣
-4♦ = 7/4
        --4♥ = RKCB ♣ (3041)
        --4♠ = RKCB ♦   (3041)

2♣ -3♦ = very light INV
        -"NAT" INV back

2♣ -3♥/♠ = F1,
-3♠ = ASK for help stopper or good raise
-4♥ (oM) =good raise

2♠--3NT = to play

2♠--4X = NAT, NF (INV in minor)

END...