

| OP. | TICK IF ART | MIN NO OF CARDS | NEG DBL THRU | DESCRIPTION | RESPONSES | SUBSEQUENT AUCTION | PASSED HAND BIDDING |
|-------|-------------|-----------------|--------------|---|---|--|---|
| 1♣ | X | 0 | 5♠ | 1)12-14 bal may be 5♦; 2)4414 11-15; 3) 16+; any | 1♦=0-7; 1♥/♠=8+HCP, 4+; 1nt=8-10 no 4cM 2m=4+FG; 2♥=8-11, 54♣/♦; 2♠ inv+; no4cM bal 2nt - 55♣/♦ 3-7 3m =6+INV; 3M=6+weak | 1♣-1♦=note 3; 1♣-1M=note 4; 1♣-1nt=note 5; 1♣-2♥=note 6; | |
| 1♦ | | 4 | 5♠ | 11-15HCP, 4+♦ unbal | 1nt - F1; 2♦=5-5♥+♠ weak; 2♥-5♠+4♥, invit; 2♠ - inv with CI, 2nt - FG with sup, no singl 3♣=PRE or FG with supp; 3♦=inv to 5♦ | 1♦-1♥/♠-1nt=4+♣; 1♦-1♥/♠-2♠=6+♦; 1♦-1♥-2♦=543♥1,max; 1♦-1♠-2♥=543♠1,max; 1♦-1♠-2♦=4♥ | |
| 1♥/♠ | | 5(4) | 5♠ | 11-15 5+ | 1nt=F1: normal 1nt resp or 3-7 with support or 10-12bal or inv with supp or any weak suit 2NT - 4♥/♠, 10-12, no singl, 3♣ - 4♥/♠, 6-9, with singl, 3♦ - 4♥/♠, 7-10, no singl, 3♥/♠ - PRE | 1M-1nt-2♣=no other nat bid; 1M-1nt-2x-3M=inv with 3c supp 1M-1nt-2nt -6M+5any; 1M-1nt-3s - 6s+5M 1M-2M→2-Way Game Try | may be weaker with good suit; may be good 4c; 2♣=Drury |
| 1NT | | | 5♠ | 15-17 bal | 2♣=NF Stayman; 2♦/♥=TRSF♥/♠; 2♠=TRSF♣ or inv 3nt; 2NT - TRSF♦ or 5-5 mm 3♣/♦=(54)+♣♣, S♥/♠; 3♥/♠=GF♣♦ Lebensohl vs 2lev O/C (note12) 1nt-(DBL): Transfers; Pass=Forcing to RDBL | 1nt-2♣-2♦: 2♥=(44)+ Majors, weak; 2♠=GF Relay 1nt-2♣-2♥: 2♠=4♠ inv; 2nt=GF Relay; 1nt-2♣-2♠-3♣=GF Relay | 3♣/♦=nat, inv 3♥/♠=shortness |
| 2♣ | X | 5 | 5♠ | 11-15HCP 6+♣ or 5+♣-4M | 2♦=ART, F1; Jump shift=6+ GF 2nt=ART; 1) bad raise; 2) 9-11 6+♦; 3) 55♥♠ inv+ | 2♣-2♦: 2♥/♠=4♥/♠; 2nt/3♣=max/min with 6♣ 2♣-2nt-3♣-3♦=9-11 6+♦; 2♣-2nt-3♣-3♥/♠=inv/GF 55♥♠ | |
| 2♦ | X | 0 | 2♠ | 3-10 6(5)+ Major | 2♥/♠=P/C; 2nt=Art GF; 3♣/♦=5+♥/♠, GF; 3♥/♠=P/C 4♠=asks to TRSF M; 4♦=bid own M; 4♥/♠=to play | 2♦-2nt: 3♣/♦-♥/♠ good hand, 3♥/♠ - ♥/♠ bad hand | |
| 2♥/♠ | X | 5 | | Vuln: 3-10HCP (55)+ with m NV: 3-10HCP 5+M-4+m | 2♠=nat, NF; 3m=nat, NF; 4m=P/C; 5m=nat 2nt=Asking, F1 3M=inv; 3 other M = GF | | |
| 2nt | X | | - | 5-10 55+ minors | 4♣/♦=inv 3♥/♠=GF with ♣/♦ support | | |
| 3♣/♦ | | 6 | | 1-2pos constr 3 pos= Random | | | |
| 3M | | 6(5) | | Vuln 1-2 pos= Classic NV 1-2 pos= Destr 3 pos= Random | | | |
| 4suit | | 7 | | pre | | HIGH LEVEL BIDDING | |
| | | | | | | CUE= 1st or 2nd round; RKCB= 1430 (exceptions - note 7), then asking for K: 0 or 3, lowest or 2 other, middle or 2 other, high or 2 oth | |
| 3nt | X | | | Solid 7c minor | 4♣=P/C; 4♦=Asking for side singl | Relays followed by agreeing RKCB; | |

SUPPLEMENTARY SHEET

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Note 1:

Lebensohl:

We play it in following positions: 1nt-(2x(nat)); (2x)-DBL-(Pass); (2x)-Pass-(Pass)-DBL-(Pass)

2nt= sign-off in any suit or GF with 4M, asking to bid 3♣

after 3♣: 3x=sign-off or inv (if higher then opponents suit), cue=GF without stopper, 3nt=GF with stopper

3m= nat, shows values

3M= nat GF except (2♠)-DBL-(Pass)-3♥= inv

Cue= GF without stopper and 4M

3nt= GF with stopper without 4M

Note 2:

2-Way Game Try:

After 1M-2M bidding we play 1st step shows Singl somewhere, Puppet to next step, then Singl is shown by steps.

Other bids= asking for support, after 1♥-2♥ 2nt =asking for ♠ supp.

Note 3:

1♣-1♦- 1♥ - nat, may be 3cards if 12-14

1♠ = nat, may be 3cards if 12-14 and 2♥

1nt = 18-20 BAL, than as after 1NT opening

2♣ = any GF, after 2♦-waiting

2♦ = 5+ ♦, 16+ ,NF

2♥ = good 6+ or 5-5 F1

2♠ = good 6+ or 5-5 F1

2nt = 21-23 BAL, than transfers and Reversed Stayman

Note 4:

1♣-1M- 1♠ = 4+, F1

1nt = 12-14 BAL

2♣ = GF relay with 3+M:

2♦=-4M 8-10, 2♥=-4M 11+, 2♠-5+M 8-10, 2nt-5+M 1-suiter 11+, 3suit-5+M 4+suit 11+

2♦/3♣ = 5+ ♦, 16+ , no 3M

2M = 12-14 BAL 4M, than two-way game-try

2nt = 16+, no 3M, no nat bid

Note 5:

1♣-1nt- 2♣ = GF relay

2♦ = 16-19 with shortness, 1 or 2 minors: 2♥ -relay

2♥ = 16+, 5+

2♠ = 16+, 5+

2nt = 16-19 without shortness, 1 or 2 minors: 3♣-relay

Note 6:

1♣-2♥ - 2♠ = GF relay: 2nt – 5-5 minors,

3♣ – 5+♣ 4=♦, than 3♦ - relay;

3♦ - 2-2-5-4,

3♥- 3-1-5-4,

3♠-1-3-5-4

2nt, 3m – to play

Note 7: 1. When 4NT is RKCB on clubs, then 0314. 2. Responses on «exclusion RKCB». – 0314.

Note 8:

1♦-1♥-1nt = 4+♣
2♣ = 6+♦
2♦ = 543♥1,max
2♥ = 4♥,min
2♠ = 4♥,max with shortness
3♥ = 4♥,max without shortness

1♦-1♠-1nt = 4+♣
2♣ = 6+♦
2♦ = 5+♦4♥
2♥ = 543♠1,max
2♠ = 4♠,min
3♥ = 4♠,max with shortness
3♠ = 4♥,max without shortness

Note 9:

1♥-1nt-2nt = 6+♥5+minor
3♣ = P/C
3♦ = Relay GF (3♥ = ♣, 3♠ = ♦)

1♠-1nt-2nt = 6+♠5+any
3♣ = P/C
3♦ = Relay GF (3♥ = ♣, 3♠ = ♦, 3nt+ = ♥)

Note 10:

1nt - 3♣ = (54)+ ♣♦,short ♥
3♦ = (54)+ ♣♦,short ♠
3♥ = GF, 6+♣, no shortness
3♠ = GF, 6+♦, no shortness

Note 11:

2♥/♠ - 2nt (Relay, 0+ HCP)
3♣/♦ - 3♥/♠ = GF, supp ♥/♠
3♠/♥ = GF, supp ♣/♦
4♣/♦ = INV
3♦ (after 3♣) = GF, ♦
4♣ (after 3♦) = GF, ♣

2♥/♠ - 2♠ (after 2♥) = NF
3♣/♦ = nat, NF
3♥/♠ = INV
3♠/♥ = GF, ♠/♥

Note 12:

1♣-(dbl)- pass = 0-7 any
redbl = 10+
1♦ = TRF ♥, 8+
1♥ = TRF ♠, 8+
1♠ = TRF NT
1nt = TRF ♣
2♣ = TRF ♦
2♦ = 4-6 6+♥
2♥ = 4-6 6+♠
2♠ = 6-4mm
2nt = 5-5 mm

1♦-(dbl)- redbl = TRF ♥
1♥ = TRF ♠
1♠ = TRF NT

1nt = TRF ♣
 2♣ = TRF ♦
 2♦ = 4-6 6+♥
 2♥ = 4-6 6+♠
 1♦-(1♥)- dbl = TRF ♠
 1♠ = TRF NT
 1nt = TRF ♣
 2♣ = TRF ♦
 2♦ = TRF ♥, GF, promise at least ½ stopper ♥
 2♥ = supp ♦, inv +
 2♠ = 4-7 HCP, 6+♠
 2nt = nat
 3♣ = GF, solid ♣
 3♦ = preemptive
 3♥ = splinter
 1♦-(1♠)-1nt = TRF ♣
 2♣ = TRF ♦
 2♦ = TRF ♥
 2♥ = TRF ♠, GF, promise at least ½ stopper ♠
 2♠ = supp ♦, inv +
 2nt = nat
 3♣ = GF, solid ♣
 3♦ = preemptive
 3♥ = GF, solid ♥
 3♠ = splinter
 1♦-(2♣)-2♦ = TRF ♥
 2♥ = TRF ♠
 2♠ = TRF ♦
 2nt = nat
 3♣ = supp ♦, inv +
 3♦ = preemptive
 1♦-(2♥)-2♠ = nat, NF
 2nt = TRF ♣
 3♣ = TRF ♦
 3♦ = TRF ♥, GF, promise at least ½ stopper ♥
 3♥ = supp ♦, GF
 3♠ = GF, good suit
 1♦-(2♠)-2nt = TRF ♣
 3♣ = TRF ♦
 3♦ = TRF ♥
 3♥ = TRF ♠, GF, promise at least ½ stopper ♠
 3♠ = supp ♦, GF
 1♥-(1♠)-1nt = TRF ♣
 2♣ = TRF ♦
 2♦ = TRF ♥
 2♥ = TRF ♠, GF, promise at least ½ stopper ♠
 2♠ = supp ♥, inv +
 2nt = inv, 4♥
 3♣ = GF, solid ♣
 3♦ = GF, solid ♦
 3♥ = preemptive
 3♠ = splinter
 1♥-(2♣)-2♦ = TRF ♥
 2♥ = TRF ♠

2♠ = TRF ♦
 2nt = nat
 3♣ = supp ♥, inv +
 3♥ = preemptive
 1♥-(2♦)-2♥/♠ = nat, NF
 2nt = TRF ♣
 3♣ = TRF ♦, GF, promise at least ½ stopper ♦
 3♦ = supp♥, inv +
 3♥ = preemptive
 3♠ = GF, good suit
 1♥-(2♠)-2nt = TRF ♣
 3♣ = TRF ♦
 3♦ = TRF ♥
 3♥ = TRF ♠, GF, promise at least ½ stopper
 3♠ = supp♥, GF
 1♠-(2♣)-2♦ = TRF ♥
 2♥ = TRF ♠
 2♠ = TRF ♦
 2nt = nat
 3♣ = supp ♠, inv +
 3♠ = preemptive
 1♠-(2♦)-2♥/♠ = nat, NF
 2nt = TRF ♣
 3♣ = TRF ♦, GF, promise at least ½ stopper ♦
 3♦ = supp♠, inv +
 3♥ = GF, good suit
 3♠ = preemptive
 1♠-(2♥)-2nt = TRF ♣
 3♣ = TRF ♦
 3♦ = TRF ♥, GF, promise at least ½ stopper ♥
 3♥ = supp♠, inv +
 3♠ = preemptive
 2♣-(2♦)-2♥/♠ = nat, NF
 2nt = TRF ♣
 3♣ = TRF ♦, GF, promise at least ½ stopper ♦
 3♦ = supp♣, inv +
 3♥/♠ = GF, good suit
 2♣-(2♥)-2♠ = nat, NF
 2nt = TRF ♣
 3♣ = TRF ♦
 3♦ = TRF ♥, GF, promise at least ½ stopper ♥
 3♥ = supp♣, inv +
 3♠ = GF, good suit
 2♣-(2♠)-2nt = TRF ♣
 3♣ = TRF ♦
 3♦ = TRF ♥
 3♥ = TRF ♠, GF, promise at least ½ stopper ♠
 3♠ = supp♣, inv +
 2♦-(2♥)-dbl = P/C, relay
 2♠ = nat
 2nt = TRF ♣
 3♣ = TRF ♦
 3♦ = TRF ♥, GF, promise at least ½ stopper ♥
 3♥ = supp ♠, GF

$4\clubsuit/\diamond = \clubsuit/\diamond + \text{supp } \spadesuit$
 $2\diamond\text{-}(2\spadesuit)\text{-dbl} = \text{P/C, relay}$
 $2\text{nt} = \text{TRF } \clubsuit$
 $3\clubsuit = \text{TRF } \diamond$
 $3\diamond = \text{TRF } \heartsuit$
 $3\heartsuit = \text{TRF } \spadesuit, \text{GF, promise at least } \frac{1}{2} \text{ stopper } \spadesuit$
 $3\spadesuit = \text{supp } \heartsuit, \text{GF}$
 $4\clubsuit/\diamond = \clubsuit/\diamond + \text{supp } \heartsuit$
 $2\diamond\text{-}(3\clubsuit/\diamond)\text{-dbl} = \text{penalty}$
 $3\heartsuit/\spadesuit = \text{P/C}$
 $2\diamond\text{-}(3\heartsuit/\spadesuit)\text{-dbl} = \text{penalty}$
 $2\heartsuit\text{-}(2\spadesuit)\text{-dbl} = \text{penalty}$
 $2\text{nt} = \text{relay}$
 $3\clubsuit/\diamond = \text{nat, NF}$
 $3\heartsuit = \text{inv}$
 $3\spadesuit = \text{supp } \heartsuit, \text{GF}$
 $4\clubsuit/\diamond = \text{P/C}$
 $5\clubsuit/\diamond = \text{nat}$
 $2\heartsuit/\spadesuit\text{-}(3\clubsuit/\diamond)\text{-dbl} = \text{penalty}$
 $3\heartsuit/\spadesuit = \text{inv}$
 $4\clubsuit/\diamond = \text{P/C}$
 $5\clubsuit/\diamond = \text{nat}$
 $2\spadesuit\text{-}(3\heartsuit)\text{-dbl} = \text{penalty}$
 $3\spadesuit = \text{inv}$
 $4\clubsuit/\diamond = \text{P/C}$
 $5\clubsuit/\diamond = \text{nat}$

Note 13:

$1\clubsuit/\diamond\text{-}(1\text{nt})\text{-}2\clubsuit = \heartsuit + \spadesuit$
 $2\diamond = \heartsuit \text{ or } \spadesuit$
 $2\heartsuit = \heartsuit + \text{minor}$
 $2\spadesuit = \spadesuit + \text{minor}$
 $1\heartsuit/\spadesuit\text{-}(1\text{nt})\text{-}2\clubsuit = \clubsuit + \text{another major}$
 $2\diamond = \diamond + \text{another major}$
 $(1\clubsuit/\diamond)\text{-pass}\text{-}(1\text{nt})\text{-}2\clubsuit = \heartsuit + \spadesuit$
 $2\diamond = \heartsuit \text{ or } \spadesuit$
 $2\heartsuit = \heartsuit + \text{another minor}$
 $2\spadesuit = \spadesuit + \text{another minor}$
 $(1\heartsuit/\spadesuit)\text{-pass}\text{-}(1\text{nt})\text{-}2\clubsuit = \clubsuit + \text{another major}$
 $2\diamond = \diamond + \text{another major}$
 $(1\clubsuit)\text{-}1\diamond\text{-}(1\text{nt})\text{-}2\clubsuit = \heartsuit + \spadesuit$
 $(1\clubsuit)\text{-}1\heartsuit\text{-}(1\text{nt})\text{-}2\clubsuit = \clubsuit + \spadesuit$
 $2\diamond = \diamond + \spadesuit$
 $(1\clubsuit)\text{-}1\spadesuit\text{-}(1\text{nt})\text{-}2\clubsuit = \clubsuit + \heartsuit$
 $2\diamond = \diamond + \heartsuit$
 $(1\diamond)\text{-}1\heartsuit\text{-}(1\text{nt})\text{-}2\clubsuit = \clubsuit + \spadesuit$
 $(1\diamond)\text{-}1\spadesuit\text{-}(1\text{nt})\text{-}2\clubsuit = \clubsuit + \heartsuit$

Note 14:

Special agreements

- 1) After relays bidding $4\diamond =$ is always game-stopper, if the shape description is completed (exclusion: if a 6-card suit with no shortness is showed we consider it as a full showed shape)
- 2) In competitive bidding a direct bid is weaker than pass then a bid sequence
- 3) Void responses on Key Card relay:
 - $5\text{nt} = 2$ key cards with no trump queen + void
 - $6\clubsuit = 2$ key cards with trump queen + void

6♦ = 3 key cards + void

4) After natural 2NT overcall if the opponent's suit is unknown we play Reversed Stayman.

If the opponent's suit is known Stayman bid is transfer to opponent's suit

5) After semiforcing NT from passed hand

1♥ – 1NT

2♣ - 2♦(10-12 relay)

2♥ = 54 min

2♠ = 3514 or 2524 max

2nt = 5332 max

3♣ = 55 min

1♠ - 1NT

2♣ - 2♦(10-12 relay)

2♥ = 5314 или 5224 max

2♠ = 54 min

2nt = 5332 max

3♣ = 55 min

6) 1SUIT – (1NT) – (double then 2SUIT from is NF from the responder)

1SUIT – (double) – (redouble then 2SUIT from is NF from the responder)

7) 1NT – (pass) – 2♣ – (double)

pass = ♣ stopper

2♦/♥/♠ = natural, no ♣ stopper

1NT – (pass) – 2♣ – (double)

pass – (pass) – redouble = Stayman, INV+

2♦/♥/♠ = natural, NF

8) When our que-bid is doubled, pass = no que-bid, redouble = 1st class que-bid, direct bid = 2nd class que-bid or Q

9) We play 1 and 3 level new suit is forcing, 2 level – NF.

10) 1♥ - 3♠ - supp in H and any void, 3NT-relay

1♥ - 3NT – splinter in ♠

1♠ - 3NT - supp in S and any void, 4♣ - relay

Doubles over 3NT

I) When our suit is unshowed

1) If opponents showed natural or seminatural suit (suits), double asks to lead dummy's suit (any)

2) If the bidding is 1NT-3NT style, we guess the lead in view of the fact if partner could participate in

auction

II) When one our suit is showed

1) Double from the suit owner – Lightener's double (don't lead my suit)

2) Double from the suit owner's partner

a) if the suit was supported – business double (lead our suit)

б) if the suit couldn't be supported – don't lead your suit (we guess the lead in view of the fact if partner could show his suit and suppose that we should lead our suit if the contract is undoubled)

в) if partner could support our suit but didn't – don't lead your showed suit

III) When two suits are showed by one

1) After forced choice – lead the other suit

2) No forced choice – lead your second (or unknown) suit

3) After 2♣ (majors) or 2NT (minors) – lead the higher suit (♠ or ♦)

IV) When suits are showed by both – lead the first from showed suits

Double over Splinter

Lead the higher suit (excluding trumps and splinter's suit)