

[1] Multi Landy (depending on 1nt strength)

1nt: Dbl = 5+m and 4+M, 10+  
2♣ - majors (at least 5+/4+, depending on HP strength)  
2♦ - 6+M  
2M - 5+M/4+m  
2nt - minors

[2] Lebenshol

1nt - 2x:  
Double - negative  
2y - NF  
2nt - forces 3♣,  
3z - if z<x, nf, if z>x GF, with stopper  
3x - stayman with stopper  
3nt - stopper x  
3z - GF  
3x - stayman without stopper  
3nt - without stopper x

Lebenshol is used in: 1x - Pass - 2x - Dbl,  
2x (weak) - Dbl and  
1x - Dbl - 2x

[3] Truscott

1♣ (strong) -  
Dbl - ♣ and ♥  
1♦ - ♦ and ♥  
1♥ - majors  
1♠ - ♠ and ♣  
1nt - ♦ and ♠  
2♣ - minors

[4] Defence vs 1nt doubled:

1nt - dbl -  
Rdbl, forces 2♣ => suit to pass  
Pass forces rdbl: 1nt - Dbl - pass - pass  
Rdbl - pass - 2x (x and higher suit)

[5] 2♦ multi (no intervention)

2♥ - P/C  
2♠ - pass if ♠, bid 3/4 if ♥, usually good ♥ support, or opening bid values with no ♠ support  
2nt - F1  
3♣/♠ - weak/nice w2♥,  
3♦/♥ - weak/nice w2♠  
3nt - str NT => puppet

2♦ - 2♥/♠

2nt - 3♣ puppet

3♦ at least one 4c M – 3M I have other M

4♦ bid your M, no SI

3♥/♠ - 5c M

3nt - no M

3♦/♥ - trf =>

3♠ - minor suit stayman, mild SI

3nt – no m => 4m = RKC in M

4♣/♦ - at least 4 cards, RKC

2♦ - double – pass = I have 5+♦

2♦ - double - 3♥ = fishing for M

2♦ - pass – 2nt - 3♣

Pass – w2♥

All the rest as if nothing happened

2♦ - pass – 2nt - 3♦

Pass – w2♠

Double – w2♥

[6] some details on 1M openings

1M - 2nt – 4c supp, (11)12+

3x – singleton => cue

3M – 6+, str

3NT – 15-17

4x – strong, 2<sup>nd</sup> suit

4M – rather weak

3♣ - 4 c supp, 7-9 => asking bid

3♦ - 4c supp, 10-11 => cues

3M – 4c supp, 0-6

Double jump – splinter, opening bid + values => cues

1M – Dbl –

2M – 3crd supp 5-10, else system on

1M – suit – cue = 11+, 3card support => cues

2nt = 11+, 4card supp => system on

1M – 3NT

4+ card support, less than opening bid values, => 4x = asking bid (no ctrl, 2<sup>nd</sup> control, 1<sup>st</sup> control)

[7] 1m – 2m (5+, 11+ (F to 3m))

2x – values

2nt scattered values (12 -14)

3m - weak

3x – splinter, 15+  
3nt – 18-19, scattered values

1m – 1M  
2nt – 18-19, can have 4 cardM  
=>3♣ (even if ♣ is opened) continue bidding 3♦ 3crd in your M.

[8]  
1x – 2y (y>x), weak, 6+c  
2nt – F1  
3♣ - weak,  
3♦ - not so weak

[9]  
1nt - 2♣  
2♦ - 2♥/♠ to Pass  
2nt = invite  
3♣/♦ - 5c, GF/SI  
3♥ - 5♠/4♥  
  
2♥/2♠- suit – (4)5+ cards, at least mild SI  
Jump suit – splinter, mild SI

2NT = min, both Ms => trf => cues  
3♣ = max both Ms => trf => cues

1nt - 2♦/♥  
2NT – max, 4card supp, small doubleton ♦/♥ =>trf => cues  
3♥/♠ - max, 4card supp =>cues  
Suit – max, 4 c support, small doubleton

1nt – 2♠/nt (trf to ♣/♦)  
2nt/3♣ - Hxx in ♣/♦

[10]  
2♣  
2♦ - waiting  
Suit – positive, 5+cards, 8+ points  
Jump suit – 6/7 cards, weakfish

[11]  
2♥/♠

2♠/3♣ - p/c

2nt – relay, asking for 2<sup>nd</sup> suit and strength

2♥/♠ - Dbl:

Pass – to play

Rdbl – relay, asking for 2<sup>nd</sup> suit

Suit – I want to play only this suit

1x – 1y

2z (revers) – 4<sup>th</sup> suit or 2nt (cheaper bid) = introduction into sign off

Higher bid = "4<sup>th</sup> suit"

RKCB –

03 – 14 – 2 woQ – 2wQ

If it is not known possession of Q, first step is asking for Q. =>

no Q, nt or trump suit, cheaper bid,

just Q, nt or trump suit, higher bid,

suit, Q of trumps and that K or other 2

If the possession of Q is known, first step asking for Ks

No K, nt or trump, cheaper bid,

Suit = I have that K or I have other 2

PODI and PORI

Opps overcalled 2suiter

Both suit known: double = optional penalty double on 2<sup>nd</sup> suit (or at least one of them)

cheaper cue = invite or better in our opened suit

higher cue = invite or better in 4<sup>th</sup> suit =>controls

only one suit known,