

Openings 1♣♥♦♠: Responses = SECOND bids

1♥/♠ - ?	1M = 13-21 HD, 5+k, [poss. weaker in 3 rd pos]
raises to 234	2M=6-10, 3M=11-12, 3+c support; 4M=5-9, 5+c
123 N	6-10, 11-12, 13-15H, balanced, no support
1♠-1♥	6+, 4+c, F, mostly denies support for ♥
new 2nd LV	11+, 4+c (2♥ to 1♠=5+c), F to 2M
new jump	16+, 5+c strong suit (possibly with support), GF
new dbl jump	<i>splinter</i> , 12+H, 4+c support, GF

1♠♦ - ?	1♠ = 13-21HD, 4+♦ (except 443+2)
	1♠ = 13-21HD, 3+♠, with 3♦♣ open 1♣
raises to 2345	4+c support, denies 4c♥♠, 2m=6-10, 3m=11-12; 4m, 5m=5-9, 5+k, preemptive; ♦ [2m=10+, F]
123 N	6-10, 11-12, 13-15H, balanced, without 4c♥♠
new 1st LV	6+, 4+c, F, longest suit (4c suits up the line); (after 1♣ with 6-10 bid 1♥♠/1N before 4/5k♦)
2♠ to 1♦	11+, 4+c; F to 2N
new jump	16+, 5+c, GF (like after opening 1M)
new dbl jump	<i>splinter</i> , 12+H, 5+c support, F

Responses after an overcall of the right opponent

1♣♥♦♠ (overcall) - ?	1♣♥♦♠ (double) - ?
raises	single raise natural, higher preemptive, all NF
invt+	cue, F to 3Mm
123 N	natural with stopper 1N = 6-9, balanced
new 1st LV	6+, 4+c, nat, F = same
new 2nd LV	10+, 5+c, nat, F = same ♦ [0-8, 6+c, NF]
new jump	0-8, 6+c, preemptive = same, (dbljump= <i>splinter</i>)
X	<i>negative double</i> , F XX = 10+ (penalty or GF)

negative double requirements:

- level: up to 3♣ overcalls, higher is penalty
- strength: 6/8/10+ at 1./2./3. level; if strong jump/cue send time
- distribution: 4-4 in unbid suits (also 4-5, 4-3, but always 4c major); also weak one suiter which is bid in second round
- special distributions in some sequences:
 - 1♠-(1♦)-X (≡4♥4♠); 1♠-(1♦)-1♥/♠ (≡4+K, denies 4♥4♠)
 - 1♠-(1♥)-X (≡4♠); 1♠-(1♥)-1♠ (≡5+♠)
 - 1m-(1M)-X, 1M-(2m)-X (≡second 4c major)
 - 1♦-(2♠)-X (≡4♥4♠ or one 4c major and ♦ support)
 - 1♥-(1♠)-X, 1♠-(2♥)-X (≡4♠4♥)
- opener bids to a negative double are **natural**: - new suit (major!); - no trump, - opng. suit repeat, - jump/cue GF with 16+
- ♦ [new 2nd LV = 6-11, 6+c good suit, NF 1, *negative suit bid*]; if played NSB then resp. new suit after neg. dbl is almost GF

Openings 1♣♥♦♠: THIRD bid (opener's rebid)

1x-1y	1x-1N	After responses at level 1
new:	nonreverse	13-18(!), 4+c, NF (1♥-1♠-2♠, 1♠-1♥-1♠ is F)
	reverse	17+, 4+c (rarely 3c), F (1♠-1♥-2♦)
	jump	19+, 4+c (rarely 3c), GF (1♠-1♥-2♠)
	reverse+jump	19+, at least 6-4, GF (1♠-1♥-3♠)
	dbl jump	16+, <i>splinter</i> - support for y (1♠-1♥-3♠/4♦)
no trump:	1N	12-14H (12-16 after 1♥-1♠), balanced
	2N	18-19H, (17-18 after 1♥-1♠), balanced, IN; raise 1N to 2N with 15-16 (1x-1N-2N)
	3N	16-19, strong 6c opng. suit, poss. single y
opng. suit(x):	2x	13-15, 6+c (♣ and ♦ possibly only 5c)
	3x	16-18, 6+c (or 7-tricks hand) invitation
	4♣♦	6c op. suit. 4c support for y, GF (1♠-1♥-4♦)
	4♥	8-trick hand, 7+c heart (1♥-2♠-4♥)
resp. suit raise:	2y	13-15, 4+c support (1♦-1♥-2♥, 1♠-1♦-2♦)
	3y	16-18, 4+c support., invitation (1♦-1♥-3♥)
	4♥	19-21, 4+c support, no splinter (1♦-1♥-4♥)
	After responses at level 2	
	1♠-2♠ (F to 2N)	1♥-2♠ (F to 2♥) 1♠-2♠♠ (F to 2♠)
	?	?
- minimal	opener (12-13): allowed to bid up to his opening suit (may bid 2♥/2♠ with 5c, NF 1; 2♦ repeat is artificial & F)	
- maximal	opn. (14+): could bid higher ("reverse", 2N etc.), all GF	
- 3rd+ lev. suits:	opn.=6+c, new=4+c, raises=3+c; jump=splinter	
- specific:	1♦-2♠-3N=18-19, 1♦-2♠-4♠=55♠♠ (excp. NF)	
1x-2N	?	all bids up to 3x=12-13, NF; anything else is GF

Openings 1♣♥♦♠: FOURTH bid (responder's rebid)

1x-1y	1x-1M	1♥-1♠	1x-1y
1z-?	2♠-?	2m-?	1N-?
NF: 2xyz	2♠	2♥	2y
	-all bids of "old" suits at level 2		
INV: 3xy	3♠m	3♥m	3xy
	-all bids of "old" suits at level 3 (and also 2N)		
F	-all bids of new suits (only NF exception 2♥ in 1m-1♠-1N-2♥)		
-jump	with 13+, GF, 5-5/6-4; at 4 th level <i>splinter</i> for opn's 2 nd suit		
-artificial 2♣ F	bid in sequences 1♠-1♠-1N-2♠ and 1♥-1♠-1N-2♠		
1x-1M	After opn's reverse 2y	1x-1N	
2y-?	e.g. 1♦-1♥/1N-2♥	2y-?	
NF (5-6H): 2M	- rebid of 5+c major	NF: 3x	- first suit
	3x - 3+c support for first suit	2N	- no support
F (7+H):	other bids (3y, fourth suit)	F:	other bids

Opening 1N: Responses

1N - ?	1N = 15-17, balanced (4333, 4432, 5♦♦332)
2♣	8+, (≡ <i>Stayman</i>); responses: 2♦ (no), 2♥, 2♠
2♥, 2♠	T2, T♠ (≡ <i>Jacoby T</i>)
2♠	T3♠, weak with ♠♦ suit (1N-2♠-3♠-Pass/3♦)
3♠, 3♦	5-8, 6c with AK/AQ/KQ, invitation to 3N/5♦, NF
3♥, 3♣	15+, 6+k strong suit, GF, slamish
2N, 3N	2N=8-9 IN; 3N=10-15
4N, 5N	invitation to 6N or 7N (5N is F to 6N)
4♣	asking for no. of aces (≡ <i>Gerber</i>), answ: 0/4, 1, 2, 3
4♥, 4♥	T4, T♠ (≡ <i>Texas T</i>), non slamish
invitations:	2♠ then 2♣=5♦4♥; T2 then 2♠=5♥4♠, F 1
GF:	2♠-(2♥) then 3♥/♠=5♥4♥/5♥4♠ = <i>Smolen</i>
slamish:	2♠ then 3♠=nat, 2♠-(2♦) then 4♠/4N = <i>Gerber</i> /16F
(15+HD)	T2♥ then 4N/4♥♠=5c/6c suit, IN but NF 1
	T2♠ then jumpshift (3♠, 4♥)="auto" <i>splinter</i>
	weak 2♠ then Pas=435♦1, 2♠-(2♦) then 2♥=4♥4♠

Responses after an overcall/double of the right opponent

1N (overcall) - ?	1N (double) - ?
X	6-8, negative, NF!
new 2nd LV	weak, 5+c, "escape" new 2 nd LV = weak, 5+c, "esc."
new 3rd LV	9+, 5+c, GF Pass = weak, no 5c suit
♦ 2N	8-9, nat, IN new 3 rd LV = as without double
cue	10+, " <i>Stayman</i> ", GF
♦ [2N=T3♠ (Lebensohl convention)]	responder options:
	- new 2 nd LV=NF, new 3 rd LV=GF; 2N then new 3 rd LV = NF
	- immediate cue/3N denies stopper
	- 2N then cue/3N promises stopper

Opening 2N: Responses

2N - ?	2N = 20-22H, poss. with 5k♥♠, response as after 1N
3♣	<i>Stayman</i> , 3♥/3♥= T3♥♠, 4N/5N=invitation etc..
3♠	minor <i>Stayman</i> , slamish
[3♠	<i>Baron</i> , after 3♣ bids 4c suits up the line]

Opening 2♠: Responses

2♠ - ?	2♠ = 23+ or 9+ tricks, GF (except 2♠-2♦-2N-Pass)
2♥, 3♣♦	"negative"; 0-7H; -scnd negative=3♣ over 2M, 3♦ over 3♣ with 0-4H, anything else implies 5-7H
2N, 3N	8-9, 10+, balanced
2♣-2♥-?	(opener rebids after response to 2♠)
2N, 3N	= 23-24, 25-27, both NF; use <i>Stayman</i> /transfers
new	= 5+c suit, F; jump shows solid suit, GF

INTERFERING after opponent's opening

1.) suit overcalls
 (1x) - new 1st LV = 8-16, good 5+c suit, NF
 (1x) - new 2nd LV = 10-16, good 5+c suit, NF
 respns: raises = NF, preemptive, by LawTT
 2xcue = IN, F, 3+c; weak overcaller repeats 'y'
 new = 9-11, 5+c (6+ at higher lev.), NF, no support
 new jump = 12-14, 6+c, IN, NF
 1N = 9-12, stops 'x' suit (2N^{over} 2.lv.ovc = 11-12H)
 N jump = 13-15H, stops 'x' suit

(1x) - new jump = same as preemptive opening
 (1x) - 2xcue = twosuit: 5♥5♠ after 1♣, 5M/5m after 1♥

2.) take out double
 (1x) - X = 11-16, 3+c in other suits, or 17+ any hand
 respns: new = 0-8, longest suit
 new jump = 9-11, mostly 5card suit, NF
 2xcue = GF, at least 12H (with 14+ jump next round)
 1N = 7-10H, stops 'x' suit
 Pass = 8+H, penalty with at least QJ1092 in suit 'x'

3.) no trump overcalls requirements:
 (1x) - 1N = 15-18, stops 'x'; responses as after opening 1N
 (2♥♠) - 2N = 15-18 (14-17 in pass out)
 (1x) - 2N = at most 11H, 55 in lower suits (=unusual NT)

4.) in pass-out position (after two passes after opening)
 (1x) - P-(P) - F requirements:
 Pass = weak (up to 10) or length in 'x', no 4 card ♥
 new = 8-13, 5+c, (with 14+ double, then new suit)
 new jump = 13-16, strong 6+c suit, IN but NF
 1N = 11-14, stops 'x' (with 15-17 double, then 1N)
 2N jump = 18-21 with stopper
 X = take out, 10+ or 14+ (too strong for 1N/new)
 2xcue = 12+, strong two-suiter

5.) after oppn's openings 1N, preemptive, strong club
 (1N) - 2♥♠ = 5+c, 11+
 - 2♣-2N = 11+H, 2♠=at least 45 in ♥♠, 2N=55 in ♣
 - X = 15+, penalty
 (w2) - new = 11+
 - 2N = 15-18, natural with stopper
 - X = 13+, take out
 - cue = GF, three or two-suiter
 (2♠/1♠) - new = natural (also ♣ and ♦ bids), at 3rd level 7c suit
 - X/1N = two-suiters, X=♥♠, 1N/2N=♣♦

Openings "weak two" - responses

2♥♠ - ? 2♥♠ = 6-10 H, minimal KJ9xxx, no side ace
 raises = NF, tactical (weak or strong), opener must pass
 2W = F, artificial bid, asking for feature
 new = 15+, 5+c, F;
 after 2N or new suit opener responds:
 - weak (6-8): raises new with 3+c/repeats op.s. (3♥♥)
 - strong (9-10): bid feature (e.g. Kxx) / 3N w. AKQxxx
 On higher preemts: raises and 3N are NF, others are GF

SLAM conventions [all optional]
 4N - asking after no. of aces (Roman Key Card Blackwood)
 trump king counts as (fifth) ace; responses are:
 - 5♠=0/3A, 5♥=1/4A, 5♥=2A, 5♣=2A+trump Q
 - after overcall/double D(R)OPt: X(XX)=0/3A, Pass=1/4A etc.
 5M with jump - invitation to small slam, answers related to critical suit (c.s.=only unbid suit or suit bid by opponents)
 a) when critical suit exits: b) when critical s. doesn't exist:
 - Pass = no control in c.s. - Pass = 0/1 top honor in M
 - 6M = A/K void in crit. suit - 6M = 2 top honors in M
 5N with jump - asking for no. of top hon. in trump, answers:
 - 6 in trump/N = 0/1 tops [if possible, 6♠=0, 6♥=1...]
 - 7 in trump/N = 2 top honors in trump suit

LEADS (card led is underlined (Q), framed (A) vs. suit contracts)

honors, sequence	suit length	combination	LEAD RULE (general/vs. N)
HHH	any	A K Q (x), K Q J (x), Q J 10 (x)...	highest
HH...H	any	A K J (x), K Q 10 (x), Q J 9 (x)...	highest
H...HH	any	K J 10 (x), K J 9 (x), A Q J (x), ...	second
HH	3	A K 3, K Q 5, Q J 5...	highest
HH	4+	A K 8 2, K Q 6 5, Q J 5 4 2, ...	fourth
1 ^{or} 2	3	K 8 5, A J 5, A 8 5, K J 5	third
1 ^{or} 2	4+	A 8 6 5, K 10 6 5, K J 6 5 3, ...	fourth
any	2	8 3, K 3, A J, Q J, ...	higher
none	3+	8 6 3, 8 6 5 3, 8 6 5 4 3, ...	second

SIGNALS - standard = high-low for ATTITUDE/COUNT
 ATT. on honor card lead (e.g. ♠K) ♠7=wants, ♠2=no (club)
 COUNT on 1st time following (e.g. ♥) ♥7=even, ♥2=odd (hearts)
 ATT. on 1st time not following (e.g. ♥) ♠7=wants, ♠2=no (spade)

Bridge club Tivoli - Standard Tivoli

(Ljubomir Kostrevc, 14.10.2008, English translation by Neža Mramor)

Notation
 ♣♥♦N = club, diamond, heart, spade, no trump
 3c, 3+c = suit length (c=card), + means "or more"
 M, m, = major, minor; x, y, z = any suit
 italic = conventions, [in brackets] alternative options
 Bids
 F, NF = forcing, nonforcing IN = invitational (strength)
 GF = gameforcing nat = natural
 T, T2 = transfer (to 2♥) X, XX = double, redouble
 new 2.lv. = new suit (at 2nd level)

hand STRENGTH = sum of honor (H) + distributional (D) points
 F: each honor: A=4, K=3, Q=2, J=1
 D1: each card after fourth in suits = 1 (only when opening)
 D2: shortnesses 2c=1, 1c=3, Qc=5 (responder with support)

OPENINGS

Priority	Strength	Property of hand
1. 1N	15-17H	balanced (4333, 4432, 5♣♦332)
2. 1♥/♠	13-21 HD ₁	5+card ♥ / ♠
3. 1♦	(at least 11H)	4+card ♦ (except 443♦2♠), with 4♦4♣ open 1♦
4. 1♣		possibly only 3-card ♣, with 3♦3♣ open 1♣

with 13 to 21 points

Priority	Strength	Property of hand
1. 2N	20-22H	balanced (possibly 5card ♥♠)
2. 3N	25-27H	balanced (possibly 5card ♥♠)
3. 2♣	23+HD ₁	balanced with 23-24H or any unbalanced with 23+HD

with 20 or more points

with at most 10H points and a long suit
 2♥/♥♠ = 6 (7)-card suit*
 3♠/♦/♥/♠ = 7-card or longer suit*
 4♠/♦/♥/♠ = 5♠♦♦
 (*with at least 2 honor cards; hands are opened using the two/three rule)

Conventions
 Stayman = 2♣ after 1N opening asks for 4cM, otherwise 2♦
 transfers = 2♥/2♥♠ after 1N opening asks for a 2♥/2♠/3♣ bid
 splinters = double jump in shortness with support
 Blackwood = 4N asks for no. of aces (5♣=0/4, 5♥=1, 5♦=2, 5♠=3)