

Teamwork

Bridge is a partnership game. Players must learn to work and communicate with their partners and teammates using the "language" of bridge and the highest ethical behavior.

BRIDGE SYSTEM 2/1 with 2♦MULTI (Negative Free Bids)

LUIS CORREIA

OPENINGS	ANSWERS	REBIDS
1♣ = 3+		After 2♣ (maybe no GF)
	3♦/3♥/3♠ = Splinters, 18-20 DH	
	3♣: Unbalanced, 12-17 DH, any short	3♦ = wch short?
	3♥/3♠/3NT (♦) = Cxs	3NT to play 4♣: Minorwood
	Inverted Minors with CRISS CROSS	2♥ = 12-14 Balanced with stopper ♥
	3♣ = 0-8, Preempt	2♠ = 12-14 Balanced with stopper ♠
	2♦ = 9-11, Medium support	2NT = 12-14 Balanced with stoppers ♥+♠
	2♣ = 12+, maybe no GF	3♣: Unbalanced, any strenght
	System ON after DBL	
	Walsh: with weak hand, after ptn bid a major, and 1NT answer, to bid 2/3♦ shows a hand with +♦(NF).	
2♥	6♥+4♠, 7-11, 8/7 losers (min/max)	
2♠	6♠+4♥, 7-11, 8/7 losers (min/max)	
1♦ = 3+	Naturals (Answer of 2♣ maybe no GF)	After 2♦ (maybe no GF)
	3♦/♥/3♠ = Splinters, 18-20 DH	
	3♦: Unbalanced, 12-17 DH, any short	3♦ = wch short?
	3♥/3♠/3NT (♣)	3NT to play 4♦: Minorwood
	Inverted Minors with CRISS CROSS	2♥ = 12-14 Balanced with stopper ♥
	3♦ = 0-8, Preempt	2♠ = 12-14 Balanced with stopper ♠
	3♣ = 9-11, Medium support	2NT = 12-14 Balanced with stoppers ♥+♠
	2♦ = 12+, maybe no GF	
	System ON after DBL	
	2♥	6♥+4♠, 7-11, 8/7 losers (min/max)
2♠	6♠+4♥, 7-11, 8/7 losers (min/max)	
1♥ = 5+	1NT = F1	
	2/1 = GF	
	Splinters	
	Checkback (Forcing up to 2NT if over 2♣)	2/3♦ = Both Min./Max. 2/3NT = None Min./Max.
	Reverse Drury (after 3th (4th only with ♠s))	
	Trial-Bids (asks aid)	
	4 th suit GF	
	Bergen Raises (with 4+c):	
	3♥ = 0-6, Preempt according VUL	
	3♣ = 7-9	
3♦ = 10-11		
Jacoby 2NT (12+ without singleton or vod)	3x = Singleton or void 4x = Good side suit	
	3♥ = 18+	
	3NT = 15-17	
	4♥ = 11-14	
1♠ = 5+	Same as after 1♥	

1NT = (14)15-17 bal May have 5M Never 5/4M May have A or K singleton in a Minor	2♣ = Stayman (may have no Majors)	2♣ » 2♦ » 2♥/2♠=(5/4♥+4♠)(5♠+4♥) to play Smolen GF and Extended Smolen *(See Final Note)
	2♦/♥ = transfers	In jump: 4c.; 2NT: Max. with 2 honors
		If transfer doubled: Pass = 2c. If Ptn redouble is retransfer Accept = 15/16 with 3c. 2NT = 17 with 4c. If Stayman doubled: Pass = 2c. and no ♣ stopper Redouble = shows ♣s.
		Transfer to 1 Major and bid the other is invitational
	2♠ = Both Minors (Weak or Strong)	Bid best fit, if ptn bid 1 Major is short and strong
	2NT = 1 Minor (Weak or Strong)	Mandatory to 3♣. If ptn bid: 3♥ = Slam Try in ♣ 3♠ = Slam Try in ♦
	3♣ = Puppet Stayman (with game force)	3♦ = 1 (or 2) Majors 4 c.; 3♥/3♠ = 5 c.; 3NT = Without Majors. After 3♦ responder bid: 3♥ = 4♠; 3♠ = 4♥; 3NT = To play; 4♣ = Both Majors, slam interest; 4♦ = Both Majors, no slam interest.
	3♥/3♠ = Slam Try with 6 c.	
	3♦ = Majors (Invite)	
	4♣ = Majors (Slam Interes)	*(Part of Extended Smolen)
4♦ = Majors (No Slam Interest)	*(Part of Extended Smolen)	
4NT = Quantitativ		

2♣ = Strong (3 to 5 losers or 24+)	Albarran: Asks Aces (The Fast-arrival shoes more than 3 losers)	2NT = 24+bal. → System ON
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2♦ = Multi: Weak in ♥/♠ Strong in ♣ or ♦ 21-23 balanced	2NT = Asks hand description	After 2NT the oppener bid: 3♣ = Min. with ♥ 3♦ = Min. with ♠ 3♥ = Max. with ♠ 3♠ = Max. with ♥
	4♣ = Asks to bid in transfer 4♥ = To play 4♠ = To play (Same system as in 2♦ Multilandy)	

2♥ = ♥ + Any Weak, 5-5	2♠ = Pass or correct, NF 2NT = Strong Relay, asks other suit, GF 3♣ = Natural, F1 3♦ = Natural, F1 3♥ = Preempt 3♠ = Natural, F1 3NT = To play 4♣ = Splinter 4♦ = Splinter 4♥ = To play	After 2NT oppener bid: 3♣ = 5+♣ 3♦ = 5+♦ 3♥ = 5+♠
	2♠ = ♠ + Minor Weak, 5-5	

2♠ = ♠ + Minor Weak, 5-5	2NT = Strong Relay, asks other suit, GF 3♣ = Pass or correct, NF 3♦ = Natural, F1 3♥ = Natural, F1 3♠ = Preempt 3NT = To play 4♣ = Splinter 4♦ = Splinter 4♥ = Splinter 4♠ = To play	After 2NT oppener bid: 3♣ = 5+♣ 3♦ = 5+♦
	2♥ = ♥ + Any Weak, 5-5	

2ST = 18-20 May have A or K singleton in a Minor	3♣ = Puppet Stayman	
	3♦/♥ = Transfers	If trf. x (Pass=2c., Accept=3c., 3NT=4c.)
	3♠ = Both minors slam try, min, 5/4	
	3NT = 5♠ + 4♥	
	4♣ = Majors (Slam Interest)	
	4♦ = Majors	Bid game in best fit
	4♣/4♦ = After Puppet is Slam try(*)	(*) Puppet because has also 1 Major 4th
4♥/4♠ = Slam Try in ♣/♦		

3NT Gambling (without side stopper)

4♣ (Namyats)	Good opening in ♥	4♦: Asks if opener has 2 quick losers. Answers: 4♥: Without 2 quick losers in any suit 4♠: 2 losers in ♠ 5♣: 2 losers in ♣ 5♦: 2 losers in ♦
4♦ (Namyats)	Good opening in ♠	4♥: ASks if opener has 2 quick losers. Answers: 4♠: Without 2 losers in any suit 5♣: 2 losers in ♣ 5♦: 2 losers in ♦ 5♥: 2 losers in ♥
4 Major	Preemp	

Reverse Drury	2♣ = 3c. with good 10 or 11 Bergen Raises: 4+ c. 2NT = ♣+♦	2/3 X by ptn = trial-bid
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Defese to 1NT	MECKWELL (all seats): Double = One Minor or 2 Majors 2♣ = ♣ + 1 Major 2♦ = ♦ + 1 Major 2♥ ou 2♠ = Natural 2NT = Minors	Relay is 2♣ or can pass for penalty
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Two-Suiters	Modified MICHAELS: 1♣ » 2♣ = Natural 1♣/♦ = 2♦ = Majors 1♣/♦ = 2NT » ♥ + ♦ or ♥ + ♣ 1♥/1♠ = Cue is other Major + minor 1♥/1♠ = 2NT » Minors	2NT strong relay for the minor, 3♣ weak relay for the minor
Defense Against Two-Suiters	1x - (Two-Suiters) - ?	X: Penalty at least one of thr suiters Lower Cue bid: Fit em X, 10+ Upper Cue bid: 4 th suit, 10+ 4 th suit: Natural, NF Fit in X: 6-10

Defense Against 2♦ Multi	2th Seat: DBL = 13/15 or 19+ 2NT = 16/18 bal. 2♥ = Short in ♠ 2♠ = Short in ♥ 3X = Natural	
	4th Seat: Over 2♥/2♠relays = DBL » Take out 2NT = 16/18 bal X = Natural (If ptn has Doubled in 2th... 2NT is LEB)	
	6th Seat: 2NT = Minors 3/4 ♣/♦ = ♣/♦ + Other Major	

Defense Against Weak Twos	After 2NT » Gladiator » 3♣ mandatory to 3♦ for any signoff 3♦ is Stayman 3♥/♠ natural and forcing Cue Bid: To play 3NT if ptn has stopper
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Lebensohl	Against 1NT defenses After ptn reverses After jump of RHO in weak 2 in a Major After ptn DBL over opps Multi
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Doubles / Redoubles	Support, any strength
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(1x) – 1NT - (Pass) - ?	System ON	
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(1NT Weak) - DBL - (Pass) - ?	Convert in Penalty or System ON (DBL is 15+ balanced)	
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After 1X - (DBL) - ?	Bergen Raises ON Inverted Minors ON After ptn opening in 1 Major and with 3c. support: Give = Weak 2♣ = 8-10 (1 trump honor) 2♦ = 8-10 (only side values) RDBL = 11+ with or without fit 3c.	
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Defense Against 1NT - (DBL) - ?	2♣ = 4♣+4♦ 2♦ = 4♦+4♥ 2♥ = 4♥+4♠ 2♠ = 4♠+4♣ PASS = mandatory to, after pass or bid non touching suits: 2♣ = 4♣+4♥ 2♦ = 4♦+4♠ RDBL = mandatory to 2♣, pass or correct	
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Defense Against 1x - (1ST) - ?	X = Penalty Rest = CAPPELETTI	
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BLACKWOOD & SLAM TRIES	0314 5 keys + queen DOPI, ROPI, Josepins, Controls 5ST = 2 Aces and usefull void; 6x = 1 Ace and usefull void Minorwood Kick-Back for Majors Exclusion Blackwood	
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LEADS	1/3/5 in suit 3/5 NT, eventually 4th; J denies, promise or touched cards and Internal Sequence	
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SIGNALS	udca, odd/even, subsequent attacks: with/without interest	
	Ace lead asks attitude; K lead asks count or unblock Q	
	Ace lead and singleton in dummy: preferential	
	Ace lead and RDVx... in dummy: preferential	

***NOTE:**

Extended Smolen

We can have a hand with 6/4 in Majors:

- 1NT 2♣
- 2♦ 3♥
- 3NT 4♣ = 6 Spades, 4 Hearts, slam try
- 4♦ = 6 Spades, 4 Hearts, without slam interest

- 1NT 2♣
- 2♦ 3♠
- 3NT 4♣ = 6 Hearts, 4 Spades, slam try
- 4♦ = 6 Hearts, 4 Spades, without slam interest