

General Description

General rules

- Aggressive opening style with sound game tries.
- Competitive bids are based on suits and shape, not points.
- General use of Transfers in Competition after their 1&2level overcall
- Doubles tend to be "do something smart, we are not yet selling out", not penalty (but may contain convertible values)
- With 2 unbid suits, we show stoppers
- We always play Clubs<> Hearts and Diamonds <> Spades (never color e.g. red red)
- Double jump response by opener shows 6-5 with a hand below strong BIC

1C: 11-21

- We open most bal 11 HCP even if red. Bal 11-14 or 18-20
- Onesuiter is 11-16 or 17-21
- Unbal openings 11-21 HCP => Reverse = 16-18, Jump shifts 19-21 are GF
- Transfer responses
 - o Accept 1level transfer with 2 or 3 cards => 2 way checkback
 - o 1NT break of transfer for 18-20bal => 2C/D/H/S are Transfers
 - o 2NT is either
 - 16-18 HCP with 6C and at most a singleton M (=>pass or rebid 3NT)
 - 16/17 HDP unbal 4 card raise (=>rebid 3M)
 - 18+ HDP unbal 4 card raise (=>rebid shortness above 3M)

1NT

15-17bal also with 5M

- 2C
- 2D/H
- 2S
- 2NT
- 3C
- both
- 3D
- 3M
- 4C/D
- 4H/S
- 4NT
- 5NT
- 6NT

- Puppet Stayman Weiss style, 8+ HCP
- Transfer H/S
- Transfer C
- Transfer D
- Minor suit stayman => 3D = none, 3H/P =C/D, 3NT
- 5-5 m
- nat slam try => 3NT=xx, 4M negative (Hx or xxx),
- Cuebid with decent hand
- Texas for H/S
- to play
- quantitative
- grand slam try
- to play

1 Major opening

1M: Aggressive opening with 6M or 5-4in both majors => always with 10 normal HCP

Aggressive opening with 5332 possible but 10-11 only with very good reason => especially if leaddirecting, with hearts (difficult to come in later of 2S) and green.

1S nat 6+ => 2T Gazzilli; Double checkback after 1H-1S-1NT

1NT response is only semiforcing: opener passes with 11-13 5332, so we only bid 1NT up to 11 HCP and bid via 2C / (2D) starting with 12+ HCP

Principles for responding 1NT vs 2C vs direct bids:

Direct:

- 1H – 1NT hands up to 11HCP
- 2D 12+ (rebid of 3D over min response is limited to 12-13)
 - 2H 8-10 3 card raise
 - 3NT 15-16 bal with 3H

Indirect via 2C => 2D is waiting with 13-16 any hand, 2H=10-12

- 2H weak raise 4-7
- 2NT 12-13 bal 2H
- 3C 6C (limit bid 12-13 over 2H, GF otherwise)
- 3H limit raise 11-12 HDP with 3H
- 3NT 14-17 bal 2H
- 4H minimum game raise with 13-14 HDP

1M - 2C relay is a) forcing 1NT; b) 12+ with Clubs;-e) 9-11 with 5H over 1S

- ⇒ 2D relay shows any 13-16 hand (waiting)
- ⇒ 2M is nat with 10-12 (may be 5332/54) => 2NT/3C NF 12-13; 3H over 2S = nat 9-11
- ⇒ Above 2 of opener is nat with 17+ => fast arrival

GAZZILLI

Principles after 1M -1NT

- 2C shows
 - a) nat clubs 13-16 => rebid 2M
 - b) 18-20 5332 => rebid 2NT
 - c) 17+ => rebid "Pivot" 2 of other Major with exactly 4 card 2nd suit
=>rebid 3level with 5-5 or 6M one-suiter
- 2NT shows 6M good suit with two stoppers 15-16
- 3m shows 5-5 with a good hand 15-16
- 3M shows 6 good card suit with 15-16, one stopper

General approach to rebids under Simplified Gazzilli

- o after 17+ hands opposite 8+ hand, we obviously have GF.
- o Since all other sequences are limited, nonjump raises to the 3 level / 3M rebids are generally invitational NF
- o Jumps to 3M however are GF and slamish (bypassing relais)

After opponents interfere with our 1 NT sequence

Rebensohl

2NT is Lebensohl asking for 3C
=>to play if below opps suit
=> GF with stopper if above opps suit

3 level is Transfer with at least invitational values
(no stopper if above opps suit)

1NT	2H	2S	5 cards, weak
		2NT	Lebensohl relay to 3♣
		3C	Transfer ♦ with at least invitational hand
		3D	Stayman with invitational hand, or GF without stopper
		3H	Transfer ♠ with invitational hand, or GF without stopper
		3S	Transfer ♣ => opener bids 4♣ w/o stopper, 3NT w/stop
		3NT	Values for game but only no stopper, with good stopper via 2NT
		4C,D	Powerful 5-5- with suit and major (Leaping Michaels)
		4H	very good 3 suiter (probably void in hearts)
		4S	To play
		4NT	Minors

1NT	2H	2NT	Weak or strong with stopper (as above)
3C	Pass	Pass/3D	to play
		3H	Stayman w/ Stopper
		3S	forcing w/ Stopper
		3NT	w/ Stopper

Reopening

1NT	Pass	Pass	2 natural suit (same 1NT 2X p p)
DOUBLE			<i>Double is take-out with doubleton in opponent's suit</i>

1NT	Pass	Pass	2 natural suit
Pass	Pass	DOUBLE	<i>Double is a take-out</i>
		2NT	<i>Minors</i>

2 Clubs opening

Principles: GF means responder (only) cannot pass bellow game level.

ACOL style one suiter is Semi-GF, responder needs a minimum fit (xxx or hx) and a piece (A or K) outside to rise.

Responses

- 2D Relay, weak 0-1 controls
- 2H 2 controls
- 2S 3 control
- 2NT 4 controls

3C 5 controls
3D/H TrF H/S with HHxxxx
3S one Ace and 8+

Opener, bids own suit with GF (without jump) or bids own suit with jump with ACOL SGF or NT with 23+ bal

Non serious 3NT after Major fit, positional to play, may show only 3 card support

Cuebids = 1st/2nd round control up the line, 5 level tends to show 1st round control

in Partners suit always A/K never shortness

Blackwood always starting with 1 (RKCB 1430), next step asks for Q and/or specific Kings

=> First step (not return to 5 of trumps) from below => no Q

=> With Q and no extra King we return to trump suit (6 if 5 would deny Q)

- 1st step = no trump Q (=> Non trump relay now asks for Kings with same responses)

- 2nd step = lowest side K or both higher ones

- 3rd step = middle K or both side ones

- 4th step = highest K or both lower ones

After knowing the Kings, we use Cuebids to find out about key suits (usually 2nd suit, so fillers are gold)

Kickback blackwood in minors (4C for Clubs, 4D for D).

Voidwood if jump to 5.

4C = RKCB after preempts (or 4D if Diamonds)

If opponents Dbl/overcall our Blackwood:

D1P0/R1P0 if below 5 of trumps, DEPO (E=Even, O=Odd) if above 5 of trump suit

5NT=may be pick a slam with different options, not grand slam try

4NT frequently Blackwood (only quantitative in very obvious sequences)

Slam bidding example – hearts trump

4NT-5K 30

5D-5NT Trump Q and middle (D) King, or both other klngs

6C Grand slam try with all keys and special interest in Club. Partner can also show extras up the line (e.g. 6D with Q of D or 6NT/7C with)

6D Grand slam try but no interest in Club Q (=> 6NT/7C/7H with Q of D)

4NT-5T 41

5P K ask

5NT no K (1st step denies, similar to Q ask)

6C/D lowest /middle K – or the other 2

6H highest K – or the other 2

4NT-(5D)-Dbl = 41

- Pass 30

- 5H = 2 without Q

- 5S = 2 with Q

4NT-(5S)- Dbl = Even (0/2/4)

pass = Odd (1/3)

Transfers in Competition after their Intervention

After 1♣DOUBLE : We ignore the double except for pass / redbl

- Pass=0-5 but may be up to 6-7 without interest to bid
- REDOUBLE=10+ interested in penalty (it's our hand, any later bid is nat RF)
- After pass/redbl, opener bids naturally with pass showing min bal and Dbl 18-20 bal
- Follow-up bidding full system on (including double checkback) unless opponents overcall with a suit

After 1♣(but not after DOUBLE),♦,♥,♠

Principles and Exceptions:

1. We play Transfer on the openings of 1♣(but not after DOUBLE),♦,♥,♠
2. We play transfer on **Double**, and overcalls to 2♠ including undefined bicolor but not on 1NT or a defined bicolor (see proposals at the end of the document).
3. All bids, simple or with single jump or are transfers, including redouble but excluding the **simple and double raise(double raise is preempt) which is NEVER a transfer.**
4. Bad raise, good raise : after {1♦,♥,♠, 2♣} - DOUBLE we show bad/good raise by bidding

- X -1 for bad raise or inviting +: Natural continuation with nonjump being NF invit, jump or cue bid for GF
 - X for good raise.
5. **Simple raise is never transfer : after** {1♦,♥,♠, 2♣} – SUIT OVERCALL we bid : X -1 as transfer for X+1 and X as simple raise. For 3 card limit raise bid via 2nd suit or T/O Dbl first.
 6. Jump raise to X (X being ♦,♥,♠, not with clubs) is always competitive whilst Jump X-1 shows at least an invitational hand with 4 trumps (Transfer to X+1 only possible via X-1, not jump).
Note: with very weak hands we don't need to jump preempt as this may push them into a thin game which may well make! Simple weak raise is enough!
 7. Transfers without jump to NT replace TO and are accepted with half stop
 8. Transfers with jump to NT, that means 2Sp, or 3Sp if needed, show bicolor at least 5-5 in two of the remaining suits (*ONLY IF SPACE PERMITS, e.g. not over 1S from Partner*)
 9. 3NT is always to play, higher bids are not transfers any longer but Natural / Splinters
 10. Transfer to overcall suit ask for full stop
 11. ~~Transfer to~~ overcall suit in level 4 is splinter, slam interest
 12. Transfer without jump in Position 2 may be with four cards and tolerance for the opening suit ; in this case the responder will later rebid NT or raise the opening suit.
 13. After the overcall of 2♣ natural DOUBLE is TO, not transfer
 14. If opponents overcall 1NT, we play Natural after 1D/1H/1S opening but 2C Stayman ("Landy") / 2H-2NT Transfers after 1C opening.

Continuation

The most important principle is: ***Bid as natural as possible and use your judgement !***

Some more specific notes:

Openers Rebid with a strong opening:

The general rule is **show extra strength** by:

- Bid your own suit with jump
- Bid a new suit
- Cue bid – may ask for stop or have fit
- Bid NT with or without jump
- Accept with jump

Exception: 18-19 bad points and single in face of a jump transfer which is long and weak or strong. If weak it is probably the best chance to get a plus score, if strong the partner will bid again.

Competitive bidding our interventions

Michaels Cuebid ALWAYS (even against 1D if strong club). 1C-2D is nat weak.

Note: during the first round of bidding, we treat balanced 1C / 1D hands as natural (=>Cuebid)

Michaels Cuebid gilt auch nach 1SA und Transfer des Gegners, oderals Sprung nach weak 2 / Barragen (Leaping Michaels) z.B. 2H-4T=5T&5P, 3T-4T=H&P, 3T-4K=K&Edelfarbe

Against Transfer after bal (1C)-pass-(1D*)

Dbl = Take-out with 4S & 4D

1H = Take-out Dbl with 4S & 4C (the minor you can't double, and rule of C ⇔ H, D ⇔ S)

Against Transfer after bal (1C)-pass-(1H*)

Dbl = Take-out with 4H & 4C

1S = Take-out Dbl with 4H & 4D (our rule of C ⇔ H, D ⇔ S)

Memory aid: if we bid or double Hearts, this implies Clubs as the minor suit 😊

Multilandy against strong NT and strong 1C/1D

2C = both Majors => 2D looks for better one

2D = Multi 6 card Major

2M = 5M & 4+m

2NT = minors

Dbl = 4M & 5+m

⇒ 2C = NF Relay

⇒ 2D/H = pass or correct (Careful, not 2D=which major and 2M=not own suit)

⇒ 2S = pass or correct

⇒ 2NT = RF Relay => 3C=Clubs (=>3D=RF; 3H=p/c), 3D=D min, 3H/S=D max

⇒ 3C/D/H/S = all pass or correct

Over Rdbl, pass asks is Relay (if followed by 2H=p/c), all suits are not weak escape

Dbl in passout seat (1NT pass passDbl) shows 10+ HCP and a decent minor suit either with 4M but also 3M-6m are possible)

Vs weak NT – Multilandy with Dbl = 14+

After Dbl *General Rule 1stDbl = points, 2nd = bal points if Artificial, penalty if Nat,
3rdDbl always Penalty*

We don't let them play undoubled up to 2H, only 2S is playable!

1NT – Dbl- pass/Rdbl – 2suit

Natural bidding, usually weak escape. 2C may be waiting for SOS Rebl with short clubs

1NT – Dbl – pass – pass

usually some points to play but may also be escape with DON'T style suits (run after rebouble)

1NT – Dbl – pass – 3 suit

Nat forcing

2NT

minors (pass with game try)

1NT – Dbl – 2C/D/H (natural or Don't) - Bid = weak and long (can't stand Dbl)

pass = forcing (may be Baron escape or penalty Dbl)

Dbl = takeout

1NT – Dbl – 2C/D/H (artificial without suit bid) – Pass - if followed by Dbl this is T/O

Dbl = balanced points, invite to Dbl

1NT – Dbl - 2S+ Dbl is Take-out, pass is Not forcing (we accept to be outbid)

1NT pass 2X (nat or art) Dbl = 14+ usually balanced (does not imply anything about X)

Rebensohlafter weak 2D/M and Dbl

(2M – 2NT – p 3C is Relay (not Stayman!!) for 3D with either weak D, an invitational hand or minor suit stayman if followed by cuebid)

Versus Multi 2D – Natural!

2D

- Pass also with 13/14 bal or T/O vs 2H

- **Dbl = T/O vs 2S => partner bids Rebensohl (strength unknown)**

- 2H/S: natural, approx. 10-14

- 2NT: 15-18 => 3C = Stayman, 3D/H= Transfer H/S, 3S=Transfer C or D;

4C/D=Leaping Michals with 5M; **4M = nat to play(!)**

- 3C/D: natural constructive (approx. 14-16)

- 3H/S: natural constructive (approx. 14-16)

- 3NT: 19-21 bal

- 4C/D: Bicolore with 5C/D and a 5 Hearts (direct), 4C/D over 2/3H and 4S over 4H after pass show Leaping Michaels with 5 Spades.

Rebensohl on whenever strength is not known

Rebensohl is off when the person bidding already showed strength with a prior bid

Examples:

2D- pass - 2H/S - Dbl

pass 2NT+ = Rebensohl

2D – Dbl – 2H/S – 2NT+ = Rebensohl

2D- Dbl- 2H/S – pass/Dbl

pass 2NT+ = Natural

Responsive Dbl in 4th seat shows 4cards **in hearts!**