



## BRIDGE SYSTEM 2/1

### CÉU BRANQUINHO - LUIS CORREIA

OPENINGS	ANSWERS	REBIDS
<b>1♣ = 2+</b>	Naturals Inverted minors with CRISS CROSS	1/2NT (don't denies Majors) After 2♣ = 12+ (maybe no GF) 2♥ = 12-14 balanced with stopper in ♥ 2♠ = 12-14 balanced with stopper in ♠ 2NT = 12-14 balanced with stoppers in ♥+♠ 3♣: Unbalanced, any strength 3♥ = 18-19 balanced with stopper in ♥ 3♠ = 18-19 balanced with stopper in ♠ 3NT = 18-19 balanced with stoppers in ♥+♠
	3♣ = preemptive	
	2♦ = 9/11	
	2♣ = 12+	
	System ON after DBL	
<b>1♦ = 4+</b>	Naturals Inverted minors with CRISS CROSS	1/2NT (don't denies Majors) After 2♦ = 12+ (maybe no GF) 2♥ = 12-14 balanced with stopper in ♥ 2♠ = 12-14 balanced with stopper in ♠ 2NT = 12-14 balanced with stoppers in ♥+♠ 3♦: Unbalanced, any strength 3♥ = 18-19 balanced with stopper in ♥ 3♠ = 18-19 balanced with stopper in ♠ 3NT = 18-19 balanced with stoppers in ♥+♠
	3♦ = preemptive	
	3♣ = 9/11	
	2♦ = 12+	
	System ON after DBL	
<b>1♥ = 5+</b>	1NT = F1 2/1 = GF Unlimited splinters Reverse Drury ( <b>see after</b> ) Check-back (forcing up to 2NT) Trial-Bids (ask for aid in suit) 4 <sup>th</sup> suit GF <b>Bergen Raises</b> (with 4+ c): 3♥ = Preemptive accordingly VUL 3♣ = 7/9 3♦ = 10/11 Jacoby 2NT (13+ without sing or void)	2/3♦ = both; 2NT = none          3 x = sing or void 4 x = good side suit 3♥ = 18+ 3NT = 15/17 4♥ = 11/14
<b>1♠ = 5+</b>	Same development as 1♥ opening	

<b>1NT=(14)15/17 May have A/K in a minor</b>	2♣ = Stayman (may have no Majors)	2♣ » 2♦ » 2♥/2♠=(5/4♥+4♠)(5♠+4♥) to play If Stayman is doubled: Redouble = 4♣ Pass = No ♣ stopper. If ptn Redouble is Re-Stayman Smolen GF
	2♦/♥ = transfers	In jump: 4 c.; 2NT: max. 4 cards If transfer is doubled: Pass = 2c. Accept = 3c. 2NT = 4c.
	Transfer for 1 Major and bid the other is invitational	
	2♠ = Minors (Weak or Strong)	Bid best fit, if ptn bid 1 Major is sing/void and Strong
	2NT = 1 Minor Weak or Strong	Mandatory to 3♣ if ptn bids: 3♥ = Slam try in ♣ 3♠ = Slam try in ♦
	3♣ = Puppet Stayman	3♦=1 (or 2) 4 c: major; 3♥/3♠=5 c.; 3NT=Without majors. After 3♦ respondent bids 3♥=4♠; 3♠=4♥; 3NT=T play; 4♣=Both majors, slam interest; 4♦=Both majors, no slam interest
	4♦ = Majors	Bid game in best fit
	4♣ = Majors	Slam try
	4NT = Quantitativ	

<b>2♣ Strong (Ask Aces)</b>	CESAR answers Fast arrivals in Majors	2/3NT = 24+ → Sistema ON
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<b>2♦ = Multi Weak in ♥/♠ 5 Losers in ♣/♦ or 22-23 bal</b>	2NT = asks description 4♣ = Asks transfer 4 Major = To play	3♣ = Min. with ♥ 3♦ = Min. with ♠ 3♥ = Max. with ♠ 3♠ = Max. with ♥
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<b>2♥/♠</b>	Strong	
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<b>2NT = (19)20/21 May have A/K in a minor</b>	3♣ = Puppet Stayman	If transfer doubled: Pass=2c. Accept=3c. 3NT=4c.
	3♦/♥ = Transfers	
	3♠ = 5/4 in minors, slam try	
	3NT= 5♠ + 4♥	
	4♣ = Majors, slam interest	
	4♦ = Majors	Bid game is best fit
	4NT = Quantitative	
	4♥/4♠= Slam try in ♣/♦	4NT no interest

<b>3NT</b>	Preempt in 4♣ or ♦	Pass or 4♣ = Pass or correct
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<b>Rev. DRURY</b>	2♣ = 3+ good10/11 With 4+ c. Bergen 2NT = minors	2/3 x = trial bids
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<b>Against 1NT</b>	CAPELLETTI	
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<b>Two Suiters</b>	MICHAELS: 1♣ » 2♣ = natural 1♣/♦ = 2♦ = Majors 1♣/♦ = 2NT » ♥ + ♦ or ♥ + ♣ 1♥/1♠ = Cue is other Major + minor  1♥/1♠ = 2 NT » Minors	2NT strong relay for minor and 3♣ weak relay for minor
<b>Defense Against 2 Suiters</b>	1x – (Two Suiter) - ?	X: penalty at least to one of the suits Lower Cue bid: fit in x, 10+ Upper Cue bid: 4 <sup>th</sup> suit, 10+ 4 <sup>th</sup> suit: natural, NF Fit em x: 6-10

<b>DEFENSE AGAINST 2♦ MULTI</b>		
	2 <sup>nd</sup> position: DBL = 13/15 or 19+ 2NT = 16/18 bal 2♥/♠ = short (Promises min 4 c. in other Major) 3 x = natural	
	4 <sup>th</sup> position: Over any = X is Takeout 2NT = 16/18 bal ( If ptn x in 2 <sup>nd</sup> ... <b>2NT is LEB</b> )	
	6 <sup>th</sup> position: 2NT = Minors 3♣/♦ = ♣/♦ + Other Major	

<b>LEBENSHOL</b>	Against intervention over 1NT After ptn reverses Against opps overcalls at level 2	
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<b>Against DBLs</b>	Bergen Raises ON Inverted Minors ON After Ptn opening in Major and with 3 c: Give fit = trash 2♣ = good support 8/10 RDBL = 11+ with or without fit 3 c.	
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<b>DEFENSE TO 1NT » DBL</b>	2♣ = 4♣+4♦ 2♦ = 4♦+4♥ 2♥ = 4♥+4♠ 2♠ = 4♠+4♣ PASS = mandatory to RDBL, and pass or bid non next suits: 2♣ = 4♣+4♥ 2♦ = 4♦+4♠ RDBL = Mandatory for 2♣, and pass or correct	
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<b>DBLs / RDBLs</b>	Support, any strength	
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<b>1 x » 1NT » Pass</b>	System ON, forget opening	
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<b>1NT » DBL » Pass</b>	Natural bids, to play	
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<b>(1NT Weak) - DBL - (Pass) - ?</b>	Convert in Penalty or System ON (remember DBL is 14+ balanced)	
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<b>BLACKWOOD &amp; SLAM TRY</b>	0314 = 5 keys + Q DOPI, ROPI, Josepins, Controls 5NT = 2 Aces e useful void; 6x = 1 Ace and useful void Minorwood	
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<b>LEADS</b>	3/5 suit 2/4 NT, internal sequences, J denies and 10/9 promises	
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<b>CARDING</b>	UDCA, o/e discards, attacks with/without interest Ace lead asks attitude; King lead asks counting Ace lead and singleton in dummy: preferential Ace lead and RDVxxx in dummy: preferential	
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