
System 2/1 - Version 06.01.2019

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982 (1♥) 2378 (2♦) 2843 (2♥)

Opening bids

1♣ 2⁺c
1♦ 4⁺c
1♥ 5⁺c
1♠ 5⁺c
1N 15-17 hcp bal
2♣ strong
2♦ multicolor
2♥ ♥+ minor
2♠ ♠+ minor
2N 20-21 hcp bal
3x preempt
3N gambling
4x preempt

Special bids

1N forcing/1M
symmetric major suit raises
two-way trial bids
universal splinter
inverted minors
transfer advances
xyz
lebensohl
kickback
leaping Michaels
modified Cappelletti/1MX
modified Helvic/1NX
Ghestem
reverse Drury
Smolen
Walsh

After (1x) - ?

X takeout → followed by suit or N is 18⁺ hcp
1y natural 8-17 hcp
1N 15-17 hcp bal with x defense
2x lrs + hrs (if x = ♣ then 3♣ = ♦ + ♠)
2y natural 10-17 hcp
2y jump preemptive
2N lower ranking suits
3♣ hrs (if x = ♣ then 2♦ = ♥ + ♠)
3x gambling
3y preemptive
4y preemptive

After (1x) - 1y - (Pass) - ?

transfer advances

After (1x) - 1N - (Pass) - ?

system ON, same in balancing position

After (1N strong) - ?

multi-Landy + X = 4M + 5⁺m

After (1N weak) - ?

multi-Landy + X = 15⁺ hcp bal

After (2♦ multi or 2M weak) - 2N - (Pass) - ?

gladiator + stayman + majors change
same in balancing position

After (1N) - Pass - (Pass) - ?

Landy + X = 12⁺ hcp bal

After 1M - (X) - ?

modified Cappelletti/1MX

After 1N - (X) - ?

modified Helvic/1NX

After 1m - (1N) - ?

After (1m) - Pass - (1N) - ?

Cappelletti

After 1M - (1N) - ?

After (1M) - Pass - (1N) - ?

Bluhm

After (2♦ multi) - ?

X 13-15 hcp bal or 18⁺ hcp
2♥ natural 13-17 hcp
2♠ natural 13-17 hcp
2N 16-18 hcp bal with both M defense
3♣ natural 13-17 hcp
3♦ natural 13-17 hcp
3♥ natural stronger than 2♥
3♠ natural stronger than 2♠

Competitive doubles

Negative → until 4♥

Competitive → until 4♦

Support → until 2♠

Pass forcing sequences

1x - (suit overcall) - Pass = almost forcing

1N - (X) - Pass = mandatory XX

1♥ - (1♠) - 2♠ - (4♠) - Pass = forcing

Leads

1,3,5 (4 if 3 is important)

Subsequent leads

with and without interest (only if suit change, otherwise
remanescent counting)

Frequent leads

A: Ax, AKx, AKJT_x

K: AK, KQ(+), KQJ(+)

Q: QJ(+), AQJ_x

J: J10(+), J_x

T: HJT(+), T9(+), T_x

9: HT9(+), 9_x, 98(+)

Signalling

attitude: udca

discards: odd/even

counting: udca

A lead in dummy singleton: preference

A lead in dummy KQJxxx: preference

1	2	3	4	Strength	Responses	Opener's rebid
1♣		2	4♥	11-21 hcp	inverted minors (1♣ - 2♦ = 8-10 hcp)	After 2♣: 2x = 14+ hcp, defends x up the line jump = 14+ hcp, splinter, 3♣ = 11-13 hcp 2N = 12-13 hcp bal, 3N = 18-19 hcp bal
1♦		4	4♥	11-21 hcp	inverted minors (1♦ - 3♣ = 8-10 hcp)	Analogous to 1♣
1♥		5	4♦	11-21 hcp	1N = F1R, 2/1 = GF, 2♥ = constructive 3c raise 2♠ = Jacoby 4c raise GF, 2N = limit 4c raise 3♣ = constructive 4c raise, 3♦ = universal splinter 4c raise GF 3♥ = preemptive 4c raise, 3♠ = 13-15 hcp bal 3c raise	After 2/1: 2♥ = catch-all → 2N = asks description, 3rd suit = asks 4th suit def After 2/1: 2N = 15-17 hcp bal After 2/1: 3N = 18-19 hcp bal After 2♥: two-way trial bids
1♠		5	4♦	11-21 hcp	Analogous to 1♥	Analogous to 1♥
1N				15-17 hcp bal	2♣ = Stayman	2♦ = no majors, 2♥ = 4♥ (may have 4♠)
					2♦ = trf ♥	2♠ = max 4c, 3♥ = min 4c
					2♥ = trf ♠	2N = max 4c, 3♠ = min 4c
					2♠ = trf ♣ (weak, strong or invitational bal)	2N = min, 3♣ = max
					2N = trf ♦ (weak, strong or weak ♣+♦)	3♣ = #♣ > #♦, 3♦ = #♣ ≤ #♦
					3♣ = slam try ♥	opener bids 3♥
					3♦ = slam try ♠	opener bids 3♠
					3♥ = strong ♣ + ♦, splinter ♥	3N = no preference
					3♠ = strong ♣ + ♦, splinter ♠	3N = no preference
					4♣ = Gerber	4♦ = 0/3, 4♥ = 1/4, 4♠ = 2 ⇒ 4ST=sign off
					4♦ = ♥ + ♠	opener chooses major
					4M = to play	
4N = invitational to 6N						
2♣	☒	-	-	strong	2♦ = relay, F1R 2M = 5+c with 2 honors, F1R 3m = 6+c with 2 honors, F1R	After 2♦: 2N = 22-23 hcp bal → system ON After 2♦: 3N = 24-25 hcp bal → Stayman + transfers After 2♦: 2M = natural, NF, 3x = natural, GF
2♦	☒	-	-	multicolor	2♥ = p/c, 2♠ = p/c, 2N = relay F1R, 3♣ = TP 3♦ = natural GF, 3♥ = p/c, 3♠ = natural INV, 3N = TP 4♣ = asks M in trf, 4♦ = asks M, 4♥ = p/c, 4♠ = TP	After 2♥: 2N = 26-28 hcp bal → system ON After 2♠: 2N = min ♥, 3♣ = med ♥, 3♦ = max ♥ After 2N: 3♣ = min, 3♦ = med ♥, 3♥ = med ♠, 3♠ = max ♥, 3N = max ♠
2♥		5	-	♥ + m	2♠ = natural NF, 2N = relay F1R, 3♣ = p/c 3♦ = INV ♥, 3♥ = preemptive, 4♥ = to play 4♣ = p/c	
2♠		5	-	♠ + m	2N = relay F1R, 3♣ = p/c, 3♥ = natural NF 3♦ = INV ♠; 3♠ = preemptive, 4♠ = to play 4♣ = p/c	
2ST			-	20-21 hcp bal	3♣ = puppet Stayman, 3♠ = trf 3N, 3N = 5♠ + 4♥	After trf 3N: 4♣ = ST ♥, 4♦ = ST ♠, 4♥ = ST ♣, 4♠ = ST ♦
3x		7	-	preemptive	natural developments	
3N	☒	7	-	gambling	4♣ = sign off in m, 4♦ = asks singleton, 4N = asks # cards	After 4♦: 5m = 7222, 4M/4N = singleton M/Om After 4N: 5♣ = 7c, 5♦ = 8c, 5♥ = 9c, etc
4x		8	-	Preemptive	natural developments	

Legend:

1 ⇒ Opening bid

2 ⇒ Artificial if ☒

3 ⇒ Minimum number of cards

4 ⇒ Level until we play negative doubles