

Notes for Boye Brogeland – Espen Lindqvist, Seligman

Note 1: Inverted minor

1♣ - 2♣ (10+)

- 2♦ = Natural, GF / 13-14 (Bal) with 4+♣ / 18-19 Bal / 15+ with shortness ♦ / M, GF
- 2M = Natural, GF (no shortage)
- 2NT = 11-14, 2-3 ♣
- 3♣ = 11-12, 4+♣
- 3♦ / ♥ / ♠ = 11-14, Shortness, GF
- 3NT = 18-19, double stopper in all suits

1♣ - 2♣

2♦ - 2♥ = relay

- 2♠ = 13-14 (Bal) with 4+♣
- 2NT = 18-19, 4+♣
- 3♣ = 2245
- 3♦ = 15+, Shortness
- 3M = 15+, Shortness
- 3NT = 18-19, 2-3 ♣, not double stopper in all suits

1♦ - 2♦ (10+)

- 2♥ = Natural, GF / 13-14 (Bal) with 4+♦ / 5-4 minor / 18-19 Bal
- 2♠ = Natural, GF (no shortage)
- 2NT = 11-14
- 3♣ = 11+, Shortness, **NOT** GF
- 3♦ = 11-12, not suitable to bid 2NT
- 3M = 11-14, Shortness, GF
- 3NT = 18-19, double stopper in all suits

1♦ - 2♦

2♥ - 2♠

- 2NT = 18-19 **NOT** 3343 (would have opened 1♣)
- 3♣ = 13-14 bal, 4+♦
- 3♦ = 2=4=5=2, GF
- 3M = 15+, Shortness
- 3NT = 2=2=5=4

Bidding a major from the responder after inverted minor shows a singleton, 11-14 if directly instead of using the relay (followed by bidding a major shows a singleton and 15+).

Note 2: Transfers after 2NT rebid

1m - 1y
2NT

- Transfers on 3-level. Jumps to 4-level are Splinter with own suit.
 - Transfer to 3♦ is always accepted
 - Transfer to responder's suit is accepted with 3 cards over 1♦ OR Hx over 1♣.
 - 1♣ - 1♥ - 2NT - 3♦: 3♥ is 4 cards, 3♠ is 3 cards OR Hx
 - 1♣ - 1♠ - 2NT - 3♠: Both minors, searching for the best game OR may be stronger

Note 3: Gazzilli

1♥ - 1♠
2♣ = Clubs 11-15 HCP or 16+ HCP unspecified distribution

- 2♦ = 8+ HCP
- 2♥ = Natural, max 7 HCP
- 2♠ = Natural, INV
- 2NT = Natural, INV

1♥ - 1NT
2♣ = Clubs 11-15 HCP or 16+ HCP unspecified distribution

- 2♦ = 8+ HCP
- 2♥ = Natural, max 7 HCP
- 2♠ = Both minors (possibly longer clubs), max 7 HCP
- 2NT = Both minors (longer diamonds), max 7 HCP

1♠ - 1NT
2♣ = Clubs 11-15 HCP or 16+ HCP unspecified distribution

- 2♦ = 8+ HCP
- 2♥ = Natural, max 7 HCP
- 2♠ = Natural, max 7 HCP
- 2NT = Both minors, max 7 HCP
- 3♣ = Natural, max 7 HCP
- 3♦ = Natural, max 7 HCP

1♥ - 1♠

- 2♣ = Clubs 11-15 HCP or 16+ HCP unspecified distribution
- 2♦ = 5-4+, 11-15 HCP
- 2♥ = 12-15 HCP
- 2♠ = 11-14 HCP
- 2NT = 5-5 in hearts and a minor, GF
- 3♣ = 5-5, INV
- 3♦ = 5-5, INV
- 3♥ = Good suit, INV
- 3♠ = Natural, INV
- 3NT = 4522, better than 4♠
- 4♣ = Splinter
- 4♦ = Splinter
- 4♥ = Best hand with spade support; Axxxx in spades may be enough for slam
- 4♠ = 4522, worse than 4♣

1♥ - 1NT

- 2♠ = Natural, 17+ HCP
- 2NT = 5-5 in hearts and a minor, GF
- 3♣ = 5-5, INV
- 3♦ = 5-5, INV
- 3♥ = Good suit, INV
- 3♠ = Void
- 3NT = Solid hearts, choice of games
- 4♣ = Void
- 4♦ = Void

1♠ - 1NT

- 2NT = 5-5 in spades and another suit, GF
- 3♣ = 5-5, INV
- 3♦ = 5-5, INV
- 3♥ = 5-5, INV
- 3♠ = Good suit, INV
- 3NT = Solid spades, choice of games
- 4♣ = Void
- 4♦ = Void
- 4♥ = Void

Note 4: Reverse

Reverse on 2-level after 1 over 1

After 1 over 1, and opener reverses, *the cheapest bid of 4th suit at the 2-level and 3 in the opener's first suit will be negative*. Rebid of own suit on 2-level is F1, on 3-level GF with a good suit. After rebid of own suit on 2-level, responder may pass 2NT and 3 in opener's first suit, but if responder follows up with 3 in partner's suit, it will be game forcing.

1♣ - 1♦ (transfer)

2♦

- 2♥ = 5+♥, F1
- 2♠ = Negative. Normally to stop in 2NT or 3♣
- 2NT = Natural GF, may have some club support
- 3♣ = Club support, GF
- 3♦ = 4+♦, GF
- 3♥ = Natural GF with a good suit (normally at least two honours (A, K, Q) 6th)
- 3♠ = Splinter with diamonds as trump

Reverse after 1x - 1NT

After 1m - 1NT - 2♥: 2♠ is negative (minimum, asks for 2NT), other bids are GF.

After 1m - 1NT - 2♠: 2NT is negative (minimum, asks for 3♣), other bids are GF.

After 1♥ - 1NT - 2♠: 2NT is GF, other bids are NF.

Note 5: Opening 1 NT

Opening 1NT shows 15-17 (good 14/bad 18). May be semi-balanced, especially if opener may have a difficult rebid after opening 1 in a suit.

1.1 Responses to 1NT

- 2♣: Stayman
- 2♦: Transfer to ♥
- 2♥: Transfer to ♠
- 2♠: Invitational OR ♣
- 2NT: ♦ OR both minors and weak
- 3♣: Puppet-Stayman
- 3♦: Both minors, game forcing
- 3♥: Shortness (may have 4 card ♠)
- 3♠: Shortness (denies 4 card ♥)
- 3NT: Natural
- 4♣: Slam try with 4-3-3-3 or 2-2-5-4 (5-4 in the minors)
- 4♦: Transfer to 4♥
- 4♥: Transfer to 4♠
- 4♠: Slam try with 5♣ (5-3-3-2)
- 4NT: Slam try with 5♦ (5-3-3-2)
- 5NT: Quantitative to 7NT

Note 6: Opening 2♦ Multi

- 0-7 HCP with a 6-card major (may have 5-card especially green vs red) OR a strong NT (24+), GF OR 4-4-4-1, GF

Responses:

- 2♥ = Pass/correct
- 2♠ = Pass/correct (opener bids 3♣ with ♥ and min, 3♦ with ♥ and max)
- 2NT = F1
 - 3♣ = Minimum with ♥ → 3♦ shows game interest
 - 3♦ = Minimum with ♠ → 3♥ shows game interest
 - 3♥ = Maximum with ♠ → 3♠ asks for shortage
 - 3♠ = Maximum with ♥ → 4♣ asks for shortage
 - 3NT = 24-25
 - 4♣ = 26-27
 - 4♦ = 28-29
- 3♣ = To play (further bidding only with support and max)
- 3♦ = To play (further bidding only with support and max)
- 3♥ = Pass OR correct
- 3♠ = Asks for major length (at least 5-2 in the majors)
- 4♣ = Asks for transfer to opener's major
- 4♦ = Slam try with minor(s)
- 4♥ = Natural, to play
- 4♠ = Natural, to play

If opener is strong:

2♦ - 2♥

2NT = 24+ HCP, GF

3♣ = 4=4=1=4, GF

3♦ = 4=4=4=1, GF

3♥ = 1=4=4=4, GF

3♠ = 4=1=4=4, GF

2♦ - 2♠

2NT = 24+ HCP, GF

3♣ = ♥, not maximum OR 4=4=1=4

3♦ = ♥, maximum OR 4=4=4=1

3♥ = 1=4=4=4, GF

3♠ = 4=1=4=4, GF

Note 7: Opening 2M

8-11 HCP with 6-card major, but not a solid suit

Responses:

- 2♠ = Natural, forcing one round (2NT, 3♥ and 3♠ from opener may be passed)
- 2NT = Asks for shortage, strength and side suit
- 3♣ = Natural, GF
- 3♦ = Natural, GF
- 3♥ = Natural, GF (preempt over 2♥)
- 3♠ = Preempt (INV with spades over 2♥)
- 3NT = To play (2NT followed by 3NT gives opener an option to pull to 4M)
- 4♣ = Splinter
- 4♦ = Splinter
- 4M = To play, no forcing pass

2♥ - 2NT

- 3♣ = 6-4 → 3♦ ask → 3♥ = ♣, 3♠ = ♦, 3NT = ♠
- 3♦ = Shortage in a minor → 3♥ ask
- 3♥ = Minimum with no shortage
- 3♠ = Shortage
- 3NT = Maximum with no shortage
- 4♣ = Void
- 4♦ = Void
- 4♥ = Void in spades

2♠ - 2NT

- 3♣ = 6-4 → 3♦ ask → 3♥ = ♣, 3♠ = ♦, 3NT = ♥
- 3♦ = Shortage in a minor → 3♥ ask
- 3♥ = Shortage in ♥
- 3♠ = Minimum with no shortage
- 3NT = Maximum with no shortage
- 4♣ = Void
- 4♦ = Void
- 4♥ = Void, not minimum
- 4♠ = Void in ♥, minimum

If opponents DBL 2M, we use transfers from 2NT. Transfer to a minor may be lead directing. Transfer to 3 in the major is a good raise (INV+). RDBL shows interest in penalty doubles OR could be competitive/tactical.

If opponents bid 2♠, system is on, except that 3 in a minor becomes constructive. DBL of the overcall is penalty.

Note 8: Transfer Lebensohl/Lebensohl

Against opponents Precision 2♣, Multi 2♦ and weak 2♦/2♥/2♠ we play Transfer Lebensohl if responder is not a passed hand OR Lebensohl if responder is a passed hand.

(2x) - DBL - (pass/bid)

- Transfer Lebensohl from 2NT

Pass - (2x) - DBL - (pass/bid)

- Lebensohl

We play Transfer Lebensohl over opponent's bid (not both M) on the 2 level after our 1NT opening.

1NT - (2x)

- Transfer Lebensohl from 2NT

We play Transfer/Switch over opponent's bid of 3m after our 1NT opening.

1NT - (3♣)

- 3♦ = 5+♥, INV+
- 3♥ = 5+♠, INV+
- 3♠ = ♦, GF

1NT - (3♦)

- 3♥ = 5+♠, INV+
- 3♠ = 5+♥, GF

1NT - (3♥)

- Dbl = 4+♠, INV+
- 3♠ = Asking for a heart stopper with maximum 3♠
- 3NT = Promises a heart stopper