

NAMES

GENERAL APPROACH

2/1 Always FG

Scientific Ver. 6.1

Auction can end after responder's 2♣-3♣-4♣ or 2♦-3♦-4♦.

★ = *Optional*

NOTRUMP OPENING BIDS

1NT
(14)15 to 17 14 w/5-card Major

2♣ Stayman ☒

2♦ Transfer to ♥ ☒ *
2♥ Transfer to ♠ ☒ *

* Super Acceptance Jump max w/4 cards SUPP, w/3 cards a new suit.

2♠ 4 Suit TRF to ♣ (→2NT max w/Kxx)

2NT 4 Suit TRF to ♦ (→3♣ " ")

3♣ A Qxxxx, K Qxxxx INV

3♦ " "

3♥ 15~, 6+ cards Slam try

3♠ " "

4♦, 4♥ Texas Transfer ☒

Smolen FG, about 8 HCP~ ☒

Lebensohl ☒

Neg Dbl 2 level ☐ 3 level ☒

2NT 20 to 21

Puppet Stayman ☒

4♣ (replacing 4♦) Slam INV

Jacoby ☒ Texas ☒

3♠ Minor Suits STAY

Neg Dbl ☒

3NT to

Solid minor ☒ AKxxxx up

4♣, 4♦ reject NT.

System on over T/O Dbl & 2♣ Dbl of conventional 2♣ (or 2♦ of Multi-Landy) STAY CUE STAY (Lebensohl)

MAJOR OPENING

4+ 5+ † Good limit raises incl. 3-cards SUPP with a shortness. Jump any bad limit raise even if it reaches 4 level.

1st/2nd ☐ ☒

3rd/4th ☒ ☐

RESPONSES

Double Raise INV† ☒

After Overcall Weak ☒

Conv. Raise 2NT ☒ 12+~ 3NT ☐ NAT

Splinter ☒ 9+ to 12- HCP

1NT Forcing ☒

2NT to 3NT 12+ to 15-

Drury fit 2-way ☒ 1♥→1♠ 5+ ☐ 不採用

Other Help Suit Game Try Qxx~ fits Ax~, Kx, Qx.

★ Trump Help Game Try (Optional) Fast arrival < 15+

MINOR OPENING

4+ 3+ 2+

1♣ ☐ ☒ ☐

1♦ ☐ ☒ ☐

RESPONSES Inverted Minor Raises

Double Raise Weak ☒

After Overcall Weak ☒

Single Raise INV+ ☒

May bypass 5+♦ ☐ Up the line ☒

1♣→2♦ 16+~ Soloway JS*

2♥ 16+~ Soloway JS*

1♣→1NT 8 to 10 HCP

2NT 9+ to 12- 3NT 12+ to 15-

Other Splinter w/5 cards 12+ w/6+ cards 9+~ *別紙「ソロ」みよ

1♣-2♣、1♦-2♦の後のオープナーのリビッド: 12, 13-か18, 19で両メジャー止まればそれぞれ2NT, 3NT。それ以外はメジャーストッパーをアップゼラインでビッド。

1♣-3♣、1♦-3♦は6枚要。5-3-3-2の場合、1NTをビッド。1♣オープンで7以下なら1♦でつなぐ。

DESCRIBE

2♣ 22~ HCP or 9 Playing Tricks Strong ☒

2♦ 11 to 16- HCP Flannery ☒

2♥ 5 to 11 HCP Weak ☒

2♠ 5 to 11 HCP Weak ☒

RESPONSES / REBIDS

2♦ Wait. 2♥ ♥ positive ★ Super negative 2NT prohibited ★ ♥ positive

3♣, 3♦ 6+cards, 2 top honors w/ something outside 2nd negative: cheaper minor or 3♥ over 3♦

2NT Relay →3NT= Both♠♥ Ax, Kx

3♣, 3♦ invite 3NT.

Weak two open

1) Exelent 5 cards suit allowed at 1st or 2nd seat, if BAL otherwise.

2) 7 cards allowed only if Vul vs NV any seat.

3) 5 cards allowed at 3rd seat.

4) At 4th seat 10-13 w/6~7 cards.

5) Open 1 w/11+ & 2DP.



To Ogust: 3♣ min w/1 honor, 3♦ min w/2 honors, 3♥ max w/1 honor, ♠ max w/2 honors. Max means either 9 up or shortness.

OTHER CONVENTIONAL CALLS

New Minor Forcing ☒ to 1NT & 2NT rebids

4th Suit Forcing 1 Round ☒ Game ☐ Weak Jump Shifts ☒ only at contested auction

1♣-1♦-1♥-1♠: 4SF. 1♣-1♦-1♥-1NT (or 2NT) can have 4-cards ♠. (Alertable)

NMF(NmF)とFSF(4SF)に対するオープナーのリビッド:

レスポナーの最初のスーツが3枚のときレイズ、丁度2枚のときNT、ショートネスのとき元のスーツ(通常5枚有る。)か別のスーツ(元のスーツが4枚だったら、第二の4枚スーツが有る。)をビッド。 NMFにはMAX(13+, 14HCP)あれば3台メジャー、3NTにジャンプ。FSFには堅実(sound)オープン(14+HCP以上)で、同様にジャンプ。4thスーツがメジャーのとき、4枚有ればレイズ優先。