

ZEBRA 2000

INTRODUCTION.....	7
PREFACE	7
ABBREVIATIONS USED IN THIS COMPENDIUM	8
OPENINGS	9
GENERAL RULES	10
CONVENTIONS	11
DOUBLES	11
<i>Normal doubles</i>	11
<i>Conventional</i>	11
<i>Lead directing doubles</i>	12
REDOUBLES	12
<i>When we redouble</i>	12
<i>When OPPT Redoubles</i>	13
COMPETITIVE AGREEMENTS	14
<i>Forcing pass</i>	14
<i>Rules for 4NT</i>	14
<i>General rules for cuebid in preemptive/competitive auctions</i>	14
GF RELAY	16
<i>Op first bid</i>	16
<i>Special sequens after 5332 bid</i>	16
<i>One suiter</i>	17
<i>Two suiter</i>	17
<i>Exceptions</i>	17
<i>After opening 1</i>	17
<i>Endsignal</i>	18
<i>SpiralScan</i>	18
<i>Denial Q-bids NEW!</i>	18
<i>When OPPs dbl in relay sequenses</i>	19
DELAYED DOUBLE STAYMAN	20
<i>Responders 2nd bid</i>	20
<i>After 2\heartsuit</i> :.....	20
<i>After 2</i> :.....	20
STENBERG	21
<i>Responses</i>	21
<i>DOPI /DEPO</i>	22
<i>Q-Bids</i>	22
<i>5 above trumps</i>	23
<i>Jump to 5 in trumps</i>	23
<i>Baron</i>	23
OTHER CONVENTIONS	24
<i>Mancoff</i>	24
<i>Rubens</i>	24
<i>Lissabon</i>	24
<i>Maximum Overcall Double</i>	24
<i>Unnatural 2NT</i>	24
<i>Lebensohl</i>	25
<i>Polish Scissors</i>	25
OPENING 1\heartsuit	26
ANSWERS:	26
AFTER 1\heartsuit - 1	26
<i>1\heartsuit -1 ;1</i>	26
<i>Sjöbergs 2\heartsuit,</i>	27
<i>1\heartsuit -1 ; 2\heartsuit</i>	27
<i>1\heartsuit - 1 ;2</i>	28
COMPETITIVE BIDDING	28
1\heartsuit -1	29

ZEBRA 2000

1♣ -1 ; 1	29
1♣ -1 ; 1 -1NT; 2♣ relay	30
1♣ -1 ; 1 -2♣ ; 2	30
1♣ -1 ; 1NT	31
1♣ -1	31
1♣ -1 ; 1NT	31
1♣ -1 ; 2♣ /	32
1♣ -1NT (8+, 5+)	33
1♣ -1NT; 2 11-13 no supp but 4	33
1♣ -1NT; 2 11-13 w 3+ supp and max	33
1♣ -1NT; 2 11-13 no accept of INV w 5	33
THREESUITERS	34
MAX4-SCHEME	34
OTHER	34
SPECIAL TREATMENTS WHEN 1♣ SHOWS 12-16	34
COMPETITIVE BIDDING	35
Interference after 1♣ -1	35
Interference after 1♣ -1	35
Interference after 1♣ -1NT	35
1♣ -2♣	37
1♣ -2♣ ; 2	37
1♣ -2♣ ; 2 -2	37
1♣ -2♣ ; 2	37
1♣ -2♣ ; 3♣	38
COMPETITIVE BIDDING	38
1♣ -2	38
1♣ -2M (3c w/ 5+ ♣ and 4c , 8-12 Hcp)	38
COMPETITIVE BIDDING	38
1♣ -2NT (0 - 5 HCP, 55+ in minors)	38
1♣ -3♣ (8 - 11 Hcp w/ 6+c ♣)	38
1♣ -3	39
1♣ -3 /	39
1♣ -3NT (SOL minor)	39
4♣/ MULTI (I.E. 4♣ SHOWS INTEREST IN ♣ AND SO ON)	39
AFTER OPENING 1♣ IN 4TH SEAT	40
COMPETITIVE BIDDING AFTER OPENING 1♣	40
When RHO bid Dbl for TO	40
When RHO bid Dbl as Showing ♣	41
After simple overcalls	41
1♣ -(1x) - Dbl - pass	41
After new suit at 1-level	41
After Transfers	42
After the 1 overcall	42
After the 1 overcall	42
After the 1 overcall	42
After the 1NT overcall	42
After overcalls with 2♣ -2	42
After Jumpovercalls 2NT +	43
General rules for Op in competitive bidding	43
After Re has show weakness	43
Some special cases	44
OPENING 1	45
ANSWERS	45
After 1 - 1	45
Efter 1 - 1	45
Efter 1 - 1 / : 2 /2NT	45
After 1 - 2♣	46

ZEBRA 2000

After 1 - 2	46
After 1 - 2 /	46
After 1 - 3 	46
COMPETITIVE BIDDING	47
After Dbl.....	47
After 1 /	47
After INT.....	47
After 1 - (INT) - pass - pass	47
After 2 	47
After 2 (2-suiter, Highest + Any).....	48
After 2 /	48
After 2NT (two lowest).....	48
After 3X.....	48
After 4X.....	48
After interference by 4 th seat.....	49
OPENING 1	50
RESPONSES.....	50
A special case.....	50
Passed hand bidding.....	50
Subsequent Auction After 1 - 1	51
After 1 - 1 NT.....	52
COMPETITIVE BIDDING	54
After Dbl.....	54
After overcalls.....	54
1 - (1) - pass - pass	54
INT overcall.....	54
After 1 (INT) - pass - pass	54
2 - Overcall.....	54
2 - OVERCALL = TWOSUITER.....	55
2 - Overcall	55
3 / - Overcall.....	55
Higher Overcalls.....	55
2NT - Overcall = Both lowest unbid.....	55
After 3X.....	55
After 4X.....	55
Interference by 4 th hand.....	56
OPENING 1	57
RESPONSES.....	57
Passed hand bidding.....	57
Subsequent Auction.....	58
COMPETITIVE BIDDING	59
AFTER DBL	59
INT overcall.....	59
After 1 (INT) - pass - pass	59
2 - Overcall.....	59
2 - overcall = Twosuiter.....	59
2NT - Overcall = Both lowest unbid.....	60
After 3X.....	60
Dbl TO.....	60
After 4X.....	60
Interference by 4 th hand.....	60
OPENING INT	60
RESPONSES FOR 14 - 16 NT.....	60
INT - 2 	62
IS - 2	65
INT - 2	67

ZEBRA 2000

INT - 2	69
INT - 2NT	70
INT - 3 \square	70
INT - 3 / /	71
INT - Higher	71
RESPONSES FOR "MINI"-NO TRUMP	72
COMPETITIVE BIDDING	72
<i>After a double showing strength</i>	72
<i>After a simple overcall</i>	72
<i>DBL as Takeout</i>	72
2NT - 3 \square	73
<i>After the Cuebid</i>	73
<i>After jumpovercall 3M</i>	73
<i>After conventional overcalls</i>	74
<i>Interference by 4th seat</i>	75
OPENING 2\square	77
RESPONSES	77
2 \square - 2	77
2 \square -2	78
2 \square -2	78
2 \square -2NT	78
2 \square -3 /	78
<i>Passed hand bidding</i>	79
COMPETITIVE BIDDING	79
COMPETITIVE BIDDING	80
HIGHER OPENINGS	81
OPENING 2	81
RESPONSES	81
<i>Subsequent Auction</i>	81
COMPETITIVE BIDDING	82
OPENING 2 IN 4 TH SEAT	82
OPENINGS 2 /	83
RESPONSES	83
COMPETITIVE BIDDING	84
AFTER OPENING IN 4 TH SEAT	84
OPENING 2NT	85
RESPONSES	85
OPENING 3 \square	85
COMPETITIVE BIDDING	85
OPENING 3	85
OPENINGS 3 /	85
OPENING 3NT	86
COMPETITIVE BIDDING	86
OPENING AT 4 - LEVEL	86
OPENINGS 4 \square ,	86
OPENINGS 4 /	86
OPENING 4NT	86
BIDDING IN DEFENSE	87
TO-DOUBLE	87
IF 3 RD SEAT PASSES:	87
DOUBLER BIDS ONCE MORE	87
AFTER Re WK INT or PASS	87
AFTER INT (Negative) AND TO:s 2 \square /	87
AFTER INT (Negative) AND TO:s 2NT	88
AFTER 2 \square / 2 (promising 8+ Hcp)	88
IF 3 RD SEAT RDBL AS STREININVH	88
IF 3 RD SEAT BIDS:	88

ZEBRA 2000

<i>IF Op ACT ON HIS OWN</i>	89
SIMPLE OVERCALL	89
<i>SUBSEQUENT AUCTION</i>	89
<i>GENERAL RULES FOR THE RUBENS-BIDDING</i>	89
<i>AFTER JUMPRAISE FROM RHO</i>	91
<i>SUBSEQUENT AUCTION AFTER DBL IN 4TH SEAT</i>	92
<i>4TH SEAT ACTIONS</i>	92
<i>When OPPT:s bids 1 over 1</i>	92
<i>When OPPT:s bids 1X-1NT</i>	92
<i>When OPPT:s bids 2 over 1</i>	93
<i>When RHO has SUPP his partners opening</i>	93
<i>When RHO bids a conventionals bid</i>	93
JUMPOVERCALLS	94
NT- OVERCALLS	94
TWOSUITER-OVERCALLS	95
<i>Over minor openings:</i>	95
<i>Over major openings:</i>	95
BALANCING (4TH SEAT)	95
<i>SIMPLE OVERCALL</i>	95
<i>Dbl as TO</i>	95
<i>JUMPOVERCALLS</i>	95
<i>1NT</i>	95
<i>CUEBID</i>	96
<i>2NT</i>	96
<i>JUMP CUEBID</i>	96
DEFENCE VS 1NT	97
<i>After Dbl</i>	97
<i>Special case</i>	97
<i>Aspro</i>	97
<i>After 2 / overcall</i>	98
VS NATURAL 2NT-OPENING	98
Vs PREEMPTS	99
<i>2-Level</i>	99
<i>2NT module</i>	99
<i>3-Level</i>	99
<i>3NT-Module</i>	100
DEFENCE VS CONVENTIONAL OPENINGS	101
<i>VS STRONG \square /</i>	101
<i>VS 2 "Multi"</i>	103
<i>Subsequent auction</i>	103
<i>VS 2 EKRENS</i>	105
<i>VS unnatural 1\square /</i>	106
<i>Subsequent auction</i>	106
<i>VS two-way 1\square</i>	107
<i>Vs 1 not showing 3</i>	108
<i>Vs OPPS conv. 1X-1Y</i>	108
<i>VS other strange openings</i>	108
LEADS AND SIGNALS	109
LEADS	109
<i>VS NT</i>	109
<i>Vs suit</i>	109
<i>Trump leads</i>	109
<i>Subsequent</i>	109
SIGNALS	110
<i>Encouraging / Discouraging - Schneider</i>	110
<i>COUNT - Malmö</i>	110
<i>Suit preference</i>	110
<i>Inverted Oddball</i>	110
<i>Trumpsignal</i>	110

ZEBRA 2000

<i>Vinje</i>	110
<i>Obvius shift</i>	111

ZEBRA 2000

INTRODUCTION

PREFACE

ZEBRA 2000 as it is played by Krister Ahlesved and Torbjörn Axelsson native of Solna and Linköping, Sweden.

This release has been developed during the period 1999-2000. ZEBRA 2000 will never be finished as it is continuously developed. Every summer there is a system check. In the summer of 1999 Torbjörn Axelsson became a Mumin player from which ZEBRA 2000 derive its origin from. The major changes from Mumin to ZEBRA 2000 is in the 1 \heartsuit -opening.

This system uses 5-card major with a double-coloured 1 \heartsuit .

Many ideas have been stolen from The Carrot Club, and the NT-bidding from the Scanian team in Skåne (south of Sweden)

To put pressure on opponents we use 2-level opening with high frequency. To add some more pressure we use a "mini"-NT (8-11) in favourable zone.

Modern bridge is played by very active and aggressive opponents. Therefore, we have spent a lot of time defining sequences after opponents' interference and in the defence.

Solna, in June 2000

Krister Ahlesved
Torbjörn Axelsson

ZEBRA 2000

ABBREVIATIONS USED IN THIS COMPENDIUM

+	At least ex: 5+ = at least 5card, 13+ = at least 13hcp
Norm-X	Normal Double
BAL	Balanced (ie 5332 , 4432 or 4333)
C	card (in a suit)
COMP	Competitive bid
CONV	Conventional bid.
DIST	Distribution
Dbl	Double
FAV	Favourable Vul
F1	Forcing one round
GF	ForcingGame
GS	Grand Slam
INV	GameTry
INV+	At least GameTry
Hcp	Points
INV	Invit (ational)
LHO	LeftHand Opponent
M	Major
m	minor
Min/max	No defined strength
MIN	Minimum
MAX	Maximum
NAT	Natural
NV	Not Vulnerable
opening	Opening
Opt-X	Optional Double
Op	Opener /Opening Hand
oM	Other Major
OPPT	Opponents
om	Other minor
P	Pass
P/C	Pass or Correct
P:s	Partners
PEN	PenaltyDouble
Rdbl	Redouble
Re	Responder / Responding Hand
RHO	RightHand Opponent
semif.	Semi Forcing
SOL	Solid (i.e. AKQJxx or AKQxxxx)
ST	SlamTry
ST+	At least SlamTry (i.e. Grand slam interest)
TO	TakeOut double
w/	With
w/o	Without
VAL	values (extra)
VUL	Vulnerable
X	A suit (anyone)
.xy	A bid preceeded by a relay

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OPENINGS

1□	11-13 BAL(4414) / 17+	(FAV: 12-16 BAL / 17+)
1	11-16	4+ , UNBAL, maybe canapé in □
1 /	10-16	At least 5c (<i>Maybe 4414</i>)
1NT	14-16	FAV: 8-11 in 1 st and 2 nd seat, 8-13 in 3 rd
2□	11-16	6+□ or 5□/4c M
2	3-10 4 th	3 – 10 , 44+ in M 13-16 4c and 5+□
2 /	3-10 4 th	6c (5c or 6c NV) 13-16 4M and 5+□
2NT	5 - 9	Both minor at least 55
3□	13-16	Good 7+c □
3 / /	Pre	3 sound in 1 st and 2 nd seat
3NT	Solid 7+c M	
4 X	Pre	Destructive
4 NT	Classic Blackwood	

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GENERAL RULES

1. Undefined bids shall be deciphered as natural, free from conventions, as possible.
2. 4-card majorsupport shall be shown immediatly, minorsupport as soon as possible.
3. Fast Arrival in GF situations is a warning.
4. Fourth suit is CONV (GF at 3-level)
5. A semisolid suit is solid except for A or K.
6. When exploring stoppers after 3 \square / , You *SHOW* a stop with two suits left and *ASK* with only one suit left.
7. If OPPT has bid a suit, you ask for stop by cuebidding , if they have bid two suits the cuebid shows a stop. If you follow up with a bid at the 4th -level it is ST+ or if the cuebid was at the 4 level it is also a ST+ w/ last suit as trump.
8. Showing singletons (when major is trumps): *Lowest* bid is *lowest* singleton except over 3M..
9. Unnecessary jump in new suit is splinter when there is a forcing supportbid to use.
10. On a semiforcing bid, partner passes only with minimum without support.
11. Quantitative 4 NT are raises of NAT NT - bid and jumps from a 3-level 4th suit.
12. When OPPT bids a CONV bid - like a transfer - Dbl shows the suit and bid in their suit is TO.
13. If it is clear that we have a real possibility of sacrifice against slam, Dbl by 2nd seat shows 2 defensive-tricks, pass 0 or 1. 4th hand then Dbl's with 1, passes with 2 and bids with 0.
14. Overstrong SUPP-showing bids in COMP bidding
 - a. over an overcall , higherbids are "fitjumps" and doublejumps are splinters.
 - b. Cuebids above 3NT are ST+ w/ last suit as trump.
 - c. A stopper-showing Cuebid and then SUPP-bid over P's 3NT is a ST.
 - d. Cuebid and then a new suit is Q-bid if that suit could have been bid as forcing earlier.
 - e. When OPPTs have SUPP eachother, jump in a new suit is a "fitjump" and jump in OPPTs suit is splinter .
15. In COMP bidding at the 4-level and OPPTs have the higher suit, 4NT is a serious raise, often with a hand w/ defensive values. Direct raise to 5 is NF, and a new suit shows an offensive hand and sets up forcing pass.

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CONVENTIONS

DOUBLES

Doubles are divided into following classes:

- Normal
- Conventional
- Lead-directing

Normal doubles

In the following situations Dbl is a PEN:

- Further Dbl after PEN , Rdbl to play or Penalty pass
- After 2 and higher openings.
- By Op after opening 1 and 2 from resp.
- From Re after 1 - (Dbl) - P(F1).
- After 1NT - (P) - 2 and higher.
- After 2 - (P) - 2NT and higher.
- After a direct overcall vs 8 - 11 NT .
- After we have made a TO and OPPT bid a new M
- pass + D after OPPT 2-suiterbid
- After we have made a 2-suited-bid (Known suits 55 or 54 with known suitlength) *omen färg okänd är 2NT fråga*
- After OPPT 1/2NT NAT overcall or any NAT 2NT-bid
- Impossible D at the 3 – level
- Dbl in direct seat , after 1 /M and GF 1NT/2 or any relay sequenses when we are GF
- Further Dbl after we doubled 2NT (nat)
- After we have stopped in 1N(Both bidding ,showing 6+) and we doubled in direct seat after the overcaller ,or after a Rdbl by either

Other Dbls are considered as Opt-X/Norm-X

Most difficult will be to protect P:s possible PEN. With strongly unbalanced hands it is recommended to bid, rather than choose an Norm-X.

After Rdbl or Dbl for strength you must protect possible PEN

Conventional

After we have bid 1 over 1 and OPPT makes a simple overcall, Dbl shows 3c SUPP if both M are bid, otherwise it shows 4 card oM .

Dbl from Re to an ASPTRO -bidder asks P to bid his 5c-suit and 2NT his side suit.

In a COMP-bidding Dbl = INV w/o any other alternatives given (Maximum Overcall Double)

Ex. 1 1 - (2) - 2 - (3) - Dbl

Ex. 2 1NT - (Pass) - 2 - (Dbl), Pass - (3) - Dbl

Ex. 3 1 - (2) - 2 - (3) now 3 and 3 is a INV, but Dbl is PEN-suggest.

Dbl over Blackwood is an INV to a sacrifice.

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Lead directing doubles

Vs NT

Dbl means an unusual lead

VS Trump

Doubler often has a void or want dummy's 1st bid suit.

Stopasking, Q-bids, Stayman, Relay and with that comparable bids.

The princip is that you have nothing to help with in other suits.

Splinter bids

Interest in lowest unbid suit besides the splinter suit. Used ONLY when alerting is prescribed at 4+level. At least in Sweden alerting above 3NT is prohibited by the federation.

REDOUBLES

When we redouble

After opening 1 \square 11+
1 \square , , 9+
1NT 9+
2 \square 9+
2 - and higher suggest penalizing OPPT. Further doubles are for penalty

After 1 \square opening and response
1 17+ if D shows you bid 1NT with stopper
1 , 17+ suggest to play, further doubles PD
2 \square 17+ suggest to play, further doubles PD
2 17+ further doubles ?
2 -

Other RD is regarded as suggesting penalizing OPPT and Norm-X is on

After stopper ask or 4th suit forcing

two or more cards

After a. (1x)- 1NT (D) RD and
b. 1NT – pass – pass - D
pass - pass - Rdbl

Escape with \square as one of two suits

After 1 \square , -pass - 1 / D
Rdbl 3c supp in RESP suit

1NT*pass pass (D) * = 8 – 11
Rdbl 10-11 further doubles PD

Rdbl when you have promised a twosuit (at least 4-4) shows equal length in the named suits

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Rdbl of game bids are to play except 3NT when it is bid under under strain.

- a. (3x) 3NT- D
- b. (3x) -pass -pass 3NT
pass-pass -D

Rdbl after partners overcall is Rubens

Other Rdbl is SOS

Falkenbergaren är ett typiskt SOS fall ☺ ??

When OPPT Redoubles

Pass är neutralt om

- a. (1x/2x) – D – (RD) fi visar öppningsstyrka
- b. Fi RD konv. bud
- c. (1NT) – D – (RD)= styrka

Övriga pass after RD är straffpass

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COMPETITIVE AGREEMENTS

Forcing pass

1. We have shown at least 20 HCP
2. We have bid an vulnerable game
3. Lytzen
4. After (1NT) Dbl – 2x (escape) pass is forcing
5. 1 - (1) pass F1
6. (3x) Dbl (5x) pass is forcing . Direct bid is slamtry and pass + bid over partners Dbl is weak

Rules for 4NT

Jump

After 3NT , cue or when triumph can be set in GF-mode	Quant
After M	RKC
After m	Good raise to 5/ ST (valid if 4m not forc.)
After Dbl	Two suiter or ace asking ?

Not jump

After M	RKC
After m	Slamtry
After Dbl	pick a suit Subseq: 5 is ST from 4NT
After a cue bid	pick a suit
Pass	Two suiter (maybe threesuiter)

Competitive

When we have a lower suit	create a forcing situatin
When we have a higher suit	RKC

General rules for cuebid in preemptive/competetive auctions

3 – level

1. Ask for stopper (Pass)
2. ST w/ supp. (raise or 4NT RKC)
3. ST w/ own suit (NS)

4 level

After suit	ST w/ supp (pass,4NT RKC,cue, or raise)
After Dbl	minor: ask for M (pass) major : any strong hand ,(NS , 4NT RKC , raise or cue)
After NT	Any strong hand (NS , cue , 4NT RKC)
After pass	Two suiter oM + one

5 – level

After suit	4NT= RKC so cue is pick a suit w/ first control (5NT wo) If not 4NT is free , 5NT is RKC
After Dbl/NT	pick a suit w or wo first control
After pass	Two suiter w/ void

6 – level

GS try	If its over our suit the cuebidde must accept 6NT
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If doubler bids cuebid

1. ST w/ support (Pass / 4NT)
2. Strong hand w/ own suit , F1 (NS) compare w/ jump bid which is NF

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GF RELAY

We use 2 \heartsuit as a GF relay after opening 1 \heartsuit and 1 \spadesuit , and 1NT after the 1 \heartsuit opening

Op show his dist., and Re ask

Op first bid

2 \heartsuit 4+ \heartsuit , any 5332 or any 5440
2 \heartsuit 4+ \heartsuit subseq see Two suiter
2 \heartsuit one suiter
2NT 4+ \heartsuit and short \heartsuit subseq. see Two suiter
3 \heartsuit - see two suiter

Other bid except relay are nat. 2NT is the relay suit

Re bid nat.

When he is uncertain about the final contract or when missing a control

After 2

2 \heartsuit relay

2 \heartsuit any 5332 or 5440

2NT relay

3 \heartsuit any 5332
3 \heartsuit 5440 w/ short \heartsuit
3 \heartsuit 5440 w/short
3 \heartsuit 5440 w/short M

2NT 4+ \heartsuit and short

3 \heartsuit - see two suiter

Special sequens after 5332 bid

3 \heartsuit relay ask for dist.

3 \heartsuit short \heartsuit

3 \heartsuit short

3NT short SpiralScan is on

3 \heartsuit relay ask for strength

3 \heartsuit 11-12

3NT 13-14

4 \heartsuit 15-16 SpiralScan is on (after 4 \heartsuit no endsignal)

Higher bid is SpiralScan

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One suiter

2NT relay

3 \square 7 cards

3 relay

3 7222

3 7321 w/short \square

3NT 7321 w/short

4 \square 7321 w/ short M

4 8 cards

3 any 6322 (Next bid is SpiralScan)

3 6331 w/short \square

3 6331 w/short

3NT 6331 w/short M

4 \square 7330 w/short \square

4 7330 w/short

4 7330 w/ short M

Two suiter

2NT

short in lowest suit subseq. See Two suiter

3 \square

5422/6511/7411

3 relay

3

5422 w/min

3

5422 w/min

3NT

6511

4 \square

7411

3

5431

3

5521

3

5530

3NT

6421

4 \square

6430

Exceptions

1 -2 \square

3

4414 w/ min

3

4414 w/max

After opening 1

We use 1NT as GF relay and some different answers

2 \square

exactly 4

2

5+ and 4 \square / any 5440

2 relay

2 any 5440

2NT relay

3 \square short \square

3 short

3 short

2NT and higher normal relay

2 and higher normal relay

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After 2

2 relay

2 two suiter w/ short

2 any 4441

2 relay

2NT short

3 short

3 short

2NT any 5440

2NT relay

3 4045

3 0445

3 2245/1156/1147

3 - short

Endsignal

When dist. is known, we use 4 as an endsignal. Op always bid 4 and Re made the final bid. 4NT is quant.

SpiralScan

Used after 2 GF Asking Relay.

When distribution is known, relayer sets trump w/ cheapest bid for opener's longest suit, next bid for 2nd longest suit and so on. W/ two suits of equal length cheapest bid sets lower ranked suit as trump.

4 is always an endsignal bid and cannot be a SpiralScan. SpiralScan below 4 asks for MIN/MAX and SpiralScan above 4

ask for aces (RKC0314). After the MIN/MAX answer, relay asks for aces (RKC0314).

Denial Q-bids *NEW!*

After showing aces a relay asks for trump queen, specific queens and so on. Responder shows specific key cards by steps. The key cards are ranked according to this rule: trump queen, kings (longest suit first or lowest if equal length), queens and jacks. One step denies the key card asked for. Two steps show the key card but deny the next one. Three steps show the two first key cards in order but deny the third card.

Singleton honours is shown on the next level. For example, a singleton king is shown as a queen.

If opener holds a specific key card that the relay would ask for he should bid the two step relay which tells responder to neglect the first key card. This is of course not possible to do in the trump suit, which is to play. If spades are trump and 4 is the relay, then 4NT in the two step relay.

The highest relay is 5NT, except when bidding next step.

Jump over highest natural bid shows a void in bid suit and set latest bid suit as trump.

The bid is also SpiralScan.

1 -2

2 - 3 support w/ void, (2NT shows)

1 - 1NT

3 - 4 support w/ void (No min/max)

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When OPPs dbl in relay sequenses

1. The Re relay

pass	min w/ Rdbl as new relay
bid	mas as undisturbed
Rdbl	suggest to play

2. The Op answers

Rdbl	suggest to play
Bid	as undisturbed
Pass	ask for stopper ; Op bis NT w/ stopper Rdbl w/o and Re bids as undisturbed

3. SpiralScan and higher

Pass	1 step	Rdbl new relay
Rdbl	2step	
First bid	3step	

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DELAYED DOUBLE STAYMAN

This Convention is used in following situations:

a. 1 - 1 M; INT b 1 - 1 ; 1 NT. c. 1 - (1X)-1M-(pass); 1NT

Responders 2nd bid

2	Any INV , sign off in or , GF with 5 - 5 DIST.
2	CONV GF
2	NAT Sign off
2NT	NAT INV
3 X	5 - 5 dist. INV
3 M	GF w/ strong 6+c suit w/o shortness. Opener q-bids except in b. (11-13)
4 X	Splinter with own strong suit as trump.
4NT	Quant.

After 2 :

Op always bid 2 (except with strong in b.) then:

2M	Light INV with 5-6c
2oM	INV with 54 dist.
2NT	Puppet to 3 , either sign off in or GF with 5-5 dist. If Re continue after 3 , it shows 5-5 and 3M 5-5 with
3	Canapé INV
3 M	Strong INV with 6+c
4NT	RKC- Blackwood with own suit as trump.

After 2 :

Further bidding is natural with Re:s 3 as canapé.

After 1 - 1M; 1NT - 2 : 3 NT is 11-12 without oM and 2NT promise 12-14.

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STENBERG

After opening 1 / and interference and after 1 - (1x) - 1 / the bid 2NT shows support and GF.

Responses

3	Min	
3	Max	w/o shortness
3	Max	shortness
3	Max	shortness
3NT	Max	oM shortness
4X		Void

After 1 - 1 and 1 - 1 same module is used. 3 then show about 8-11 and 8 losers and other 12+ and a maximum of 7 losers.

Subsequent auction:

After 3 response : 3 ask for shortness from bottom , 3NT = no shortness
3 / , 4 show an own shortness (from bottom) and 3NT suggest to play w/ 4333 DIST

After 3 response : 3 / / 4 show an own shortness (from bottom) and 3NT ask for Q-bid

After other response : 3 NT resting and other Q - bid

Stenberg after OPPT:s overcall is just inviting. Therefore 3M after the minimum 3 is signoff.
3 as undisturbed and other nat, shortness

After 1M – (pass) – 2NT – (bid)

D	PEN
Pass	Min at least two cards in the overcallers suit
3M	Min and shortness in overcallers suit
Other	NAT and max

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SLAMBIDDING

RKC 0314

4NT when majors is trumps and 4 when minors is trumps.

The answers

5□	0 or 3 Ace(s)
5	1 or 4 Ace(s)
5	2 Aces w/o the trump-Q
5	2 Aces w/ the trump-Q
5NT	Higher void with 2 aces
6X	Void with 2 aces

With 3 aces and a void you show 0/3 aces and then bid the void at the 6-level.

Relay after 5□, asks for the trumps Q

5M	No Q
5NT	General GS-values w/ Q
New suit	Q and a side K
6M	Q w/o GS-potential

After RKC-answer:

5 (5NT when)5 (if)	GS try and ask for specifk king. 5NT show K in a suit above 6 in trump
5NT (When □ / / -trump)	Showing that we have all aces and denies GS-values.
New suit	GS-values asking for help in bid suit. K or Q

DOPI /DEPO

After OPPT:s overcall over 4NT

With X		Ignore
Bid below 5 in Trumps	X	0 / 3 aces
(DOPI)	P	1 / 4 aces Next bid 2 aces
Bid above 5 in Trumps	X	Even number of aces
(DEPO)	P	Odd number of aces

Q-Bids

Active Q-bids are bids such as invitational, accept, establish trumps or pass trumps at lowest level.

Passive Q-bids are usually included in a Q-bid succession without passing trumps and are compulsory.

Q-bid are bid from below apart from type (not shortness in partners suit at first round). If you don't bid a passive q-bid, you don't have it! You shouldn't bid an active Q-bid with an aceless hand.

Q-bid in own suit may be ignored if there are a more important Q-bid to show.

After oppts X: P is positive w/o 1st (often with the Q or a single) and RDBL 1st as well.

Bid denies all of this.

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5 above trumps

A jump to 5 above trumps ask for the quality of trumps:

AK	Bid GS	
A or K	Cheapest bid	Relay asks for extra length
AQ - KQ	2 nd bid	Relay asks for AQ
Q or 2 extra cards	3 rd bid	

Jump to 5 in trumps

Slamtry asking for trumpquality. (Pass = 0-1 Top honor, 6 in trump = 2 and 5NT = 3)

If we have made a Q-bid it is a general slamtry.

If OPPT have made an overcall it asks for stop in their suit. If you have, you have to bid slam!

Baron

A direct bid to 6 below trumps ask for the trump-Q

Shall not be used if that suit is an alternative trump.

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OTHER CONVENTIONS

Mancoff

Is used after OPPTs DBL after cuebid (stopasking through 3NT)

pass	Singleton or semistop	Rdbl asks singlestop
RD	Two or more small	
NT	Doublestop (or maybe 1 1/2)	
New suit	Shortness in the cuebidded suit.	

Rubens

Transfers used in competitive bidding.

The bid shows usually the suit above and is normally of semiforcing strength. With weak hands it promise a suit of good quality.

Responder is supposed to accept the transfer with minimum and no other reasonable to bid. With extra values he can bid new suit, jump in own or partners suit or bid NT.

Transfer to an already bid suit shows a better hand then the direct bid.

Dbl and Rdbl can as well start a *Rubens* sequence.

Ex. We Open	OPPT bid	1 st Rubensbid	
1	Dbl/1X	1NT	
1	Dbl	1NT	
1	2 /	2NT-3	
1	Dbl	1NT-2	
1	1	1NT-2	
1	2	2NT-3	
1	Dbl	1NT-2	
1 /	Cuebid	2NT-	

When we make an overcall and OPPT pass or bid without jump, then the 1st Rubensbid is

In order: Dbl, Rdbl, 1NT or cheapest bid

Lissabon

Is used as a vicarious trump raise often at 3 or 4-level: = och = , =.

Maximum Overcall Double

In a competitive bidding Dbl is used as a Gametrybid when nothing else are free.

ex1 1 -(2) - 2 -(3) - now Dbl is INV.

ex.2 1 - 2 - 2 - 3 now 3 and 3 are INV but Dbl suggest for penalty

Unnatural 2NT

In a competitive bidding 2NT is almost always unnatural : Good-Bad (Lebensohl) , Scrambling or a twosuit takeout.

Good-Bad:

2NT is in some situations used as a COMP bid, while 3X is at least INV.

General Rule for 2NT:

- If 2NT is by free will it is Good-Bad
- If 2NT is forced (by a Dbl) it is Scrambling asking for best suit.

Exceptions:

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1. After Dbl over weak 2 openings , then it's Lebensohl
2. When bidder already has shown a suit and bids 2NT over a TO Dbl then it's Good-Bad.
3. When a solobidder use 2NT as balancing it shows a higher sidesuit. Ex: (1)-2 - (2)-P-(P) 2NT now shows 5+ and 4+ .
4. After you have started with a PEN Dbl or Rdbl (strong or SOS) 2NT is NAT.
5. Rubens

Lebensohl

Used in competitive NT-bidding and vs weak 2 Openings

2NT Puppet to 3 often with a weak hand.
3X NAT. And constructive

Polish Scissors

Is used vs strong 1 , doublecolored 1 and 2 "only forcing"

2NT shows about 3-10 hcp with any 55+ DIST.

Answers: 3 , Signoff to ,
3 Forcing and asking

2NT - 3

3	+ m
3NT	+
4	+
4	+
4	+

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OPENING 1

Answers:

1	a) 0-7 b) 8-11 w/ 4 + 4+ and maybe 4 , also 4441 is possible
1	a) 8+ w/ 4 , longer m possible
	b) 8-11 w/ 4 and 5+ (with 6+ bid 1 only with lousy cards)
	c) 8-11 balanced (with 4-4 in red bid 1)
	d) 12+ balanced with at least one M
	e) 14-16 with 5M332
	f) any slamhand
1	8+ w/ 4+ unbalanced (with 8-11 4 and 5 bid 1 , with 4441/5440 and less than GF bid 1 (8-11) or 1 (12-13))
1NT	8+, 5+
2	INV+ without M
2	8 - 12 5+
2 /	8 - 12 3c w/ 5+ and 4 NAT
2NT	0 - 5 55+ in minors
3	8 - 11 6+c
3, , ,	PRE 7+card as opening 3M
3NT	Any SOL 7+c minor w/o any A or K. NF
4, ,	SAT Solid or semisolid 7+card /
4 ,	Gambling
4NT	Blackwood 4 aces

After 1 - 1

1 /	11 - 13 / 17+ 3+c
1NT	17- 19 NT-module
2	20-21 or 24+ Bal / Acol-2 in or
2	22 - 23 Bal / semi Bal or Acol-2 in or
2 /	17 - 19 6+c , onesuiter
2NT	17 - 19 Both m w/ 3c M
3 /	17 - 19 6+ c, w/o 3+c M
3 /	GF Fixing that suit as trump and ask for Q-bid.
3NT	Gambling
4 /	GF Fixing that suit as trump and ask for Q-bid.
4 /	Gambling

1 -1 ;1

1	3 - 7	4+
1NT	5 - 7	
2, ,	5 - 7	5+
2	3 - 11	4+
2	5 - 7	5+ and shortness in
2NT	5 - 7	5+ w/o shortness
3, ,	5 - 7	5+ shortness
3	PRE	

1 -1

1 / - 1NT

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2 \heartsuit	5c M
2	5 \heartsuit , longer then /
2 M	5 \heartsuit , longer \heartsuit then /
2 oM	NAT.
2NT	NAT Gametry
3 \heartsuit ,	6+m often with exact 3c M

After 2m by responder new suits are forcing

1 \heartsuit - 1
1M - 2M

2NT	17 - 19	3c M and 54 m
3m	17 - 19	3c M and 6c m
3M	17 - 19	INV w/ 4+ M
3NT	19 - 21	3c M and 54 m
oM	F1	

Weak opener always pass in 3rd round.

1 \heartsuit - 1
2NT -

3 m	Signoff
3 /	Shows stop
4m	INV
4M	Signoff

Sjöbergs 2 \heartsuit ,

*The rebids 2 \heartsuit , shows fine cards with at least 8,5 tricks / 4,5 losers.
i.e. Acol-2 openings*

2 \heartsuit **a.** Acol \heartsuit **b.** Acol **c.** 20 - 21 BAL **d.** 24+
2 **a.** Acol **b.** Acol **c.** 22-23 BAL

1 \heartsuit -1 ; 2 \heartsuit

2 0 - 7
2 8 -11 4 bal hand
 over relay - MAX4-scheme

2 8-11 any 4441
 .3 \heartsuit 4441
 .3 4414
 .3 1444

2NT+ 8-11 w/ 5c according to relay scheme

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1♣ - 1
2♣ - 2

2 Acol - ♣ or 24+ bal
2 Acol - w/
2NT 20 - 21 (2NT-Module)
3♣ Acol - w/ ♣
3 Acol - w/
3 Acol - , Onesuiter NF
3 , 4♣, Acol - w/ shortness in ♣, ♣,
3NT GF Acol - w/o shortness
4 About 10 tricks onesuited Acol -

After bids showing Acol - ♣, 3♣ from Re is signoff

1♣ - 1
2♣ - 2
2 - 2
2NT 24+ NT
3X - ♣ -acol

1♣ - 1 ; 2

2 0-7
2 -3NT 8-11 as above but one step higher shows 4333 on 2 -2NT

1♣ - 1
2 - 2
2

2NT GF w/o aces
3♣ Positive relay.
3 Signoff
3X NAT. At least HHxxx w/ 2 or more controls (A=2, K=1)

COMPETITIVE BIDDING

Weak hand always pass and strong hand bid like our Defence system

Vs NT ASPTRO
Vs suit NT 17-19
Dbl T/O
NS NF
Cue Two suiter w/ highest + one
2NT (jump) Two lowest
Vs Dbl Rdbl strong hand if Dbl for T/O
T/O w/ short if Dbl=

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1 \heartsuit -1

- 1 a) relay 17+
 b) natural, 11-13
 c) 17+ , 5+sp
- 1NT 11-13 w/o 4
 2x natural
 2 Nat 6+
 2NT 5-5 in m's, concentrated values
 3m 5-5 in m+ , concentrated values
 3M/4m sets trump, ask for Q-bid

1 \heartsuit -1 ; 1

- 1NT to play
 2 \heartsuit relay
 2 / / NAT 5+
 2NT 6+ \heartsuit

- 2 \heartsuit a) balanced hand, GF or INV+ if -supp exists
 b) 5+ \heartsuit and 4+ , 8+
- 2 relay 17+
 2 bal w/o , 14+
 2 bal w/ , 11+ w/4 11-13
 2NT \heartsuit + , continue according to relayscheme
- 2 17+ w/ 5+
 2 11-13
 2NT relay - see MAX4-scheme
 3m 5+suit INV+
 3 INV
 2NT+ 17+, nat w/ 5+

- 2 5+ and 4+ or 4441 w/ 4 , 8+
 2 relay 17+
 2 4441
 3 \heartsuit * short \heartsuit
 3 * short
 3 short
 2NT+ + , continue according to relayscheme
- 2 11-13
 2NT relay - see MAX4-scheme
 3m 5+suit INV
 3 INV
 2NT
 3 \heartsuit / / NAT

*Note: 3m shows 11-13 hence no min/max-answers to SpiralScan

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2	5+ and 4 , 8-11	
	2	11-13
	2NT	17+ relay
		3 \heartsuit
		3
		3
		3
		short kl, cont see below
		5422
		4513
		4504 openings!!!!

2	4c-supp, bal hand NF
	2NT relay - MAX4-scheme
2NT	inv w/ balanced or 1444
3m	fit jump with good 6c suit
3	5332, 14-16
3	5332, 14-16

1 \heartsuit -1 ; 1 -1NT; 2 \heartsuit relay

2	any 5332
2	4 \heartsuit and 4
2	4 \heartsuit and 4
2NT	4333 w/o 4
(3 \heartsuit)	2443)
(3	3442)
(3	2452)

1 \heartsuit -1 ; 1 -2 \heartsuit ; 2

2	14+ bal w/o ;relay - see MAX4
2	11+ bal 4 ;relay - see MAX4 (3M is limited to 11-13, else 2 ?)
2NT+	\heartsuit +

1 \heartsuit -1 ; 2x natural 17+, often unbalanced minimum

natural continuation, RESP bids: 2 /3m shows the suit + spades, 2 4c bal/4441 or 4-5 in M, 2s shows bal/4144

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1 \square -1 ; 1NT

2 \square puppet to 2
 2 bal inv w/ 4
 2 12-13, 4441
 2NT 12-13, 4414
 3m INV w/4 and longer m

2 relay
 2 any 5332
 .2NT 5 \square (then doubleton by steps)
 .3 \square 3352
 .3 3253
 .3 2353

2 4 \square +4 (then 23,32,22)
 2NT 4333 w/o 4
 3 \square 4 \square +4 (then 23,32,22)
 3 2443
 3 3442
 3 2452

2 weak 5c
 2 12-13, 1444
 2NT inv w/o
 3m sign off w/4 and 5+ m
 3M 5332

1 \square -1

1NT 17+ relay
 2 \square 11-13 2 or 3
 2 11-13 3 accept of INV
 2 11-13 w/ 4c supp
 2 17+, 6+
 2NT 5-5 in minors
 3 \square 5-5 in + \square
 3 5-5 in +
 3 balanced min (inviting in FAV vuln)
 3 /4 \square / VOID w/ support

1 \square -1 ; 1NT

2 \square 4c
 .2 5+ \square
 .2 * any 4441
 .3 \square short \square
 .3 short
 .3 short
 .2NT 5+ short \square
 .3 \square 5+ according to relayscheme

*Note: 2 promise GF strength

2 + according to relayscheme.

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1♣-1 ; 2♣/

- 2 puppet to 2♣, to play 2♣ or any INV-hand
- pass to play
- 2 INV w longer minor
- 2NT INV with 5
- 3m canapé – to play
- 3 6c suit
- jump light slam try with shortness
- 2 (2♣) INV w 5♣ and 4s NF
- 2 (2♣) to play
- 2 5+♣/(4441)/trf till NT with 4-5
- .3♣ 5+♣
- 3 ask shortness by steps - 3NT/4X no shortness
- .3 4441
- .3 4414
- .3 1444
- .3NT to play w 4
- 2NT "Relay" w 5h
- 3m 4c
- 3 4+c suit
- 3 5c suit
- 3 support with limited values
- 3NT to play
- 4x Q-bid with support
- 4NT Quantitative
- 3 / 5♣/ without 3
- SpiralScan is on
- 3NT 4 333
- SpiralScan is on

- 3♣ 5+
- 3 ask shortness by steps - 3NT/4X no shortness
- 3 6+ or 5332 ST+
- 3 3c-support / Hxx
- 3 Hx in / xxx good slamvalues
- 3NT xx in NF / xxx bad slamvalues
- Responder shows singleton over all bids. Forcing to 4h

- 3 5+ och 4+
- 3 4c-support
- 3NT no M-support
- 4m Q-bid with -support
- 3 /4m Void w 6+ h
- 3NT To play 5

- 1♣-1 2

- 2 inviting, asks weak doubleton , F1
- 2NT relay - see MAX4-scheme
- 3♣/ nat 5+ , F1
- 3 general inviting (12-16) else GF
- 3 /4m Void

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1 \heartsuit -1NT (8+, 5+)

- 2 \heartsuit relay 17+
- Responder later shows 8-11 as min and 12-15 as max
- 2 11-13 no supp but 4
- 2 11-13 w 3+ supp and max
- 2 11-13 no accept of mild INV w 5
- 2NT 17+, 5-5 minors
- 3 \heartsuit 17+, 5-5 \heartsuit +
- 3 17+, 5-5 +
- 3 17+ w/
- 3 balanced raise min, (FAV: inviting)
- 3NT 4333 minimum
- 4m/ Void

1 \heartsuit -1NT; 2 11-13 no supp but 4

- 2 to play
- 2 to play
- 2NT INV
- 3 \heartsuit general G/F
- 3 game or slam try w 6
- 3 INV
- 3 5-5 in +
- 3NT Should be avoided by bidding 1 instead
- 4m Q-bid w 4+

1 \heartsuit -1NT; 2 11-13 w 3+ supp and max

- 2NT GF Op bids NAT , HHX before xxxx
- 3 \heartsuit short suit
- 3 short suit
- 3 short suit
- 3 forcing
- 3NT Should be avoided by bidding 1 instead
- 4m/ VOID w/ supp

1 \heartsuit -1NT; 2 11-13 no accept of INV w 5

- 2NT INV
- 3 \heartsuit general GF subseq. See 1 NT
- 3 game or slam try w 6
- 3 5-5 in + \heartsuit
- 3 5-5 in +
- 4m short suit w 5-5 in M

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Threesuiters

Distribution	strength	bid
4441/4414	8-11	1
4441/4414	12-13	1
4441/4414	14+	1
4144	8+	1
1444	8-11	1
1444	12-13	1
1444	14+	1

MAX4-scheme

Valid when a balanced hand has shown a 4c M in a balanced hand or maybe (42)(52) and the bidding has reached 2 or 2. Over the relay responder shows:

cheapest NT-bid	4333
3	4 - new relay - 3 2-3 in unbid; 3 3-2 in unbid
3	4 - new relay - 3 2-3 in unbid; 3 3-2 in unbid
3	4423
3	4432
3NT	4432 and max (if min/max)

After 3NT showing a 4333 dist – 3NT module is on

Other

M + lower side suit in relay scheme: 3 5530 and 8-11 or 15+ , 3NT 5530 and 12-14
4 6421

With minor + shorter M: 3 5431, 3 5440 3 6421 and 8-11 or 15+ ,
3NT 6421 and 12-14 4 6430

If relayer signs off in 3NT responder shows aces (4 aces) with 15+.
Thereafter a suit bid is SpiralScan and 4NT to play.

If relayer bids 4 responder bids 4 with 15+.
Thereafter all bids are SpiralScan

Special treatments when 1 shows 12-16

Opener should move on if he has 15-16 hcp

1-1 ; 1 -2 / / ; 2 (12-16)
3 inviting

1-1 ; 1NT-2
bid something else than 2

1-1
3 15-16 w support

1-1NT
3 15-16 w support

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Competitive bidding

Interference after 1 \heartsuit -1

(D) as t/o or showing

Pass	neutral indicates 11-13 without heart stopper
RD	shows strong w \heartsuit , further D=PD
1 \heartsuit /1NT	11-13 Subseq. Delayed double stayman
2x	17+ NAT
2	17+ nothing else to bid
2NT	17+ w/ \heartsuit stopper
3x	17+ w7 good suit

After 1 \heartsuit Dbl pass to Resp. Rdbl = to play and else NAT NF . 2 \heartsuit only forcing bid

(After overcall)

D	T/O 11-13
1NT	maximal 11-13
2X	17+ NAT
cue	17+ highest + one
2NT	17+ NAT
3x	17+ w/ good suit

Higher overcalls

All	17+ NAT
-----	---------

Interference after 1 \heartsuit -1

After D:	RD	17+ with spades, new doubles are PD
	Pass	neutral with 11-13/17+, indicates no spade stopper
	1NT	11-13 w/ \heartsuit stopper
	2x	NAT 17+
	2	11-13 w/4
	2NT	NAT 17+
	jump	17+ splinter
	3	17+ (INV if 12-16)

Interference after 1 \heartsuit -1NT

After D:	RD	17+ probably without fit, new doubles are PD
	Pass	suggest to play with 11-13
	2	11-13 w/ 3+
	2x	NAT 17+
	2NT	TBD
	3x	17+ splint
	3	17+ w/ (INV if 12-16)

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After overcall over 1 /NT:

D	T/O w/ 11-13
raise	11-13
NS	17+ NAT
2NT	17+ NAT
cue	17+
jump	17+ splinter
3M	17+ w/ support (INV if 12-16)

After jump overcalls

All NAT 17+ except 3M (11-13)

All further doubles is Norm-X (after new M is PEN) , except after Rdbl
NS from at the two level is weak from resp.

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1♣ - 2♣

2	11-13
2	17+ relay
2	5+
2NT	5+ ! After "2M": 3m 5+c, 3oM both m, NT natural
3♣ /	Nat. 5+
3 / / 4♣ /	Ask for que.

1♣ - 2♣ ; 2

2	at least inviting w/ both m
2	6+♣, inv+ 2NT accept and asks singleton, 3♣ shows GF w/o single, 3NT limited values w/o single, other natural single
2NT	inv
3♣	6+ ♣, GF 3 asks singleton, RESP shows singleton by steps (With singlespade 3 is recommended instead of 3♣)
3	6+ inv
3	5-5 in m choice of games
3	transfer to 3NT (If opps double Mancoff is on, RD of SH and bids short spade)
shows xx	

1♣ - 2♣ ; 2 - 2

2	accept of INV w/ 4c m Subseq. NAT
2NT	to play Subseq. 3m to play
3♣ /	to play
3 /	accept ask for stopper
3NT	accept

1♣ - 2♣ ; 2

2	6+♣
2NT	balanced slamtry
	3m natural
	3 5c
	3 no supp but good cards
	3 3+supp bad cards
	4x 3+supp good cards
	(raise denies control in other m)
	3 3c-supp, good cards
	3 4c-supp, bad cards
	3NT most negative bid
	4X 4c-supp w/ good cards
	(raise denies control in other minor)
3♣	6+ w/ a) short M b) short ♣ w/ extras or c) limited hand
3	6+ w/ extras or short ♣
3M	SPL w/ both m
3NT	limited values

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1 \square - 2 \square ; 3 \square

3	5+c
3	3c-supp good hand
3	4+sup bad hand
4X	4c-supp good hand (raise denies control in other minor)
3	5+
3	3c-supp good hand
3	4+supp bad hand
4 \square	6+ \square
4 /	4c-supp good hand

The method after 3 of a minor is called NATTFYR after NATurligt (3 \square), Trestöd (3 \square) and FYRstöd (3 \square)

COMPETITIVE BIDDING

After 1 \square - 2 \square

WK hand bid Pass or Dbl as PEN.

Rdbl	17+ Hcp	At least 33+ in Majors
Other	17+ Hcp	NAT. Minorbids doesn't promise more than 4c.
Cuebid	17+ Hcp	Shortness in OPPT:s suit and at least one 4c minorsuit.

Last seats Dbl is TO with new suits as F1.

After a jumpovercall Dbl is TO / Opt-X w/ 17+

1 \square - 2

Weak may Support upto 3

Op:s 2NT is awaiting and Re SH bids in order:

- a. Singleton / b. 4+c \square c. 6+c
- 1 \square - 2M (3c w/ 5+ \square and 4c , 8-12 Hcp)

WK bids Pass or 3 \square , . Other shows 17+ and NAT. 3M = 5c SUPP and ask shortness [3NT = no shortness but MAX]

COMPETITIVE BIDDING

WK bids Pass, Dbl as PEN or simple raise upto 4 \square
Other shows 17+ and NAT. Sys ON after raise to 3M.

1 \square - 2NT (0 - 5 HCP, 55+ in minors)

WK always bids 3 \square / . With a normal 17-19 Hcp you also bids 3 \square / . Other are NAT GF w/ at least 20 Hcp.

1 \square - 3 \square (8 - 11 Hcp w/ 6+c \square)

Weak always pass.

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1□ - 3

WK bids Pass or 3NT. Other 17+ and NAT

	1□ - 3 /
3NT	Strong asking for Q-bid
4□ /	NAT w/ Strong
4 /	Weak
4NT	RKC 1430

1□ - 3NT (SOL minor)

Responses

4□ /	Multi (i.e. 4□ shows interest in and so on)
4 M	NAT. NF
4NT	Pick a minor pard!
5□ /	Multi (i.e. 5□ shows interest in and so on) ??????

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AFTER OPENING 1♣ IN 4TH SEAT

1	0 - 7 Hcp	
1 / /NT	as undisturbed	
2♣ /	8 - 10 Hcp	5+c
2 /	0 - 4 Hcp	6c suit too WK or bad for a 2M opening
2NT	0 - 4 Hcp	55+ minors
Other	As in 3 rd seat	

COMPETITIVE BIDDING AFTER OPENING 1♣

When RHO bid Dbl for TO

BID	Responder	WEAK Op	STRONG Op
Pass	0 - 7, 4+ ♣ (or Hxx)	Pass, Rdbl or 1 . May bid 2♣ after showing Weak hand.	As over 1 but w/ ♣ you may (shall) Pass
Rdbl	11 + F to 1NT / Norm-X . New suits is F1	Pass, Norm-X 2♣ is used as Forcingbid by both Op and Re	Pass, Norm-X or new suit. 2♣ is used as Forcingbid by both Op and Re
1	a. 0 - 7, 0 - 3 ♣ (Rdbl) b. 0 - 4, 5 / (1 /) c. 8 - 10 bal(Dbl or 1NT)	pass, 1 / (4c)	As undisturbed where 8-10 is supposed to act with power
1 /	5 - 10 5+c	Pass, simple raise (may compete upto 3-level)	1NT 17-19, 2♣ as undisturbed and 2NT as Stenberg-module
1NT	8+ 5+ ♣	2♣	Other
2♣	8+ 5+	2	Other
2	14+ 5+	2,3 or 4	Other cue w support
2	14+ 5+	2,3 or 4	Other cue w support
2	6 - 9, 6c as opening 2	Pass/3	Other. Note! 2NT-3 is TRF
2NT	55+ ♣ / w/o Gameinterests	3 ♣ /	Other
3X	PRE	Pass/Raise	3NT=Signoff. 4m is Multi w/ either NAT or Q-bid w/ SUPP. 4 (over 3) is signoff w/ own suit.

Är 4m som ostört?
kan köra så

Varför skillnad mot ostörd budgivning?

Vi

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When RHO bid Dbl as Showing \square

Pass	Nothing to tell at present.
RD	TO vs \square w/ 8+Hcp
1 / /	5 - 10 5+c
1NT	8 - 12 w/ stop in \square
2 \square	GF 3-suiter w/ short \square
2 / /	6 - 9 6c
2NT	NAT INV
3 \square	GF 55+ /
3 / /	PRE
4 \square	GF 55+ /
4	GF 55+ /

After simple overcalls

Dbl	8+	TO	GF to Strong
1 New	5 - 10	5+c	F1, GF to 19+Hcp
1NT	8+	Shows \square	GF to Strong
2 New / 2X	See below		
2NT	INV	BAL w/ Stop	
3X	GF	55+ in lowest unbid	
3 New	PRE		
4 \square	GF	55+ in lowest + highest unbid	
4	GF	55+ in highest unbid	

1 \square -(1x) – Dbl – pass

NS + 1NT	weak hand
2NT	strong hand Subseq: cue ask for 4c M
cue	strong hand w/o stoppers
jump	NAT 5+
double jump	one suited hand at least HHxxxx

If 3rd hand bids

Weak may bid 1NT, or compete upto 3
 Strong must jump, bid 2NT, Dbl for T/O (PD over New M,)
 New suit from Doubler is F1 w/ 11+Hcp

After new suit at 1-level

Weak raise simple or compete upto 3-level.	
1NT	17 - 19 Subsequent : Delayed double stayman
2 \square	As undisturbed (not 17-19 BAL)
2 New	As undisturbed, New suits are Forcing.
Jumpraise	INV w/ 3c SUPP
Higher	As undisturbed with Stenberg-module

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After Transfers

Weak accept the transfer. Everything else show Strong.
New suits are Forcing from Re. Raising your own suit is INV.

After the 1 overcall

BID	Responder	Weak Opener	Strong Opener
2	8 – 11 5 + 4	Pass/3 , compete to 4	Other
2	14+ 5+	2 3 /4	Other cue w support
2	14+ 5+	2 3 /4	Other cue w support
2	8 – 11, 4 + 5	Pass/3 , compete to 4	Other
2NT	12-13, NAT w/ Stop	Pass/3NT	Other
4	GF, 55+ /	5/4	4 = -SUPP, 4 = -SUPP
4	GF, 55+ /	4 /4	5 = -SUPP, 5 = -SUPP

After the 1 overcall

1NT - 2	Transfer		
2	8 - 11 Hcp	4c + 5c	Weak may bid 2 ,3
2	14+ 5+		Weak may bid 2 /3 /4
2	8 - 11 Hcp	4c + 5c	Weak may bid 3
4	GF	55+ w/ +	
4	GF	55+ w/ +	

After the 1 overcall

1NT - 2	Transfer		
2	8 – 11 Hcp	4 + 5m	Weak may bid 3 multi
2	8 – 11 Hcp	45/54 in minors	Weak may compete to 4m
4	GF	55+ w/ +	
4	GF	55+ w/ +	

After the 1NT overcall

As OPPT opened 1NT, i.e. Dbl = PEN and 2/ is ASPTRO

After overcalls with 2 -2

As when we opened 1NT

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After Jumpovercalls 2NT +

Normal def. vs PRE assuming the weak hand.

After conventional 2♣, Re may Dbl w/ 8hcp Dbl from Op is T/O w/ 17+ **NEW!**

General rules for Op in competitive bidding

Weak Op may bid:

- upto 3 after Re:s TO
- Two levels up after Re:s suitbid, still not more than 4
- 1NT after Re:s TO

After Re has show weakness

When Re has bid 1 or passed over LHO:s Dbl or overcall

Always Pass with weak

If RHO bids Dbl (assuming):)

1NT	17 - 19 w/ -stop
Rdbl	BAL (Normally 17-19) w/o -stop

If Dbl only show strength:

RD	17+ BAL / SemiBAL
Other	Strong and NAT.

If RHO bids a suit:

As OPPT has opened the auction:

Dbl	TO	Re may raise simple w/ 3 - 5 Hcp, Jumpraise = 5 - 7 Hcp
New suit	NAT NF	
Cuebid	55+, Highest + any	
2NT	55+, 2 lowest	

If RHO bids 1NT:

Dbl	17+
2♣	ASPTRO

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Some special cases

Weak hand can make a leaddirecting Dbl if he passed once.
Direct Dbls shows Strong hand.

1 \square -(1NT)-pass-(pass)
2m

Är det Asptro? JA

(1NT)-D-(pass)-pass
(2x) - D

UD? JA

1kl-(1NT)-D-(pass)
pass-(2x) - D

UD? JA

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OPENING 1

11 - 16 Hcp and always 4+ .
This bid denies a BAL DIST and canapé in is quite frequent.

Answers

1 /	NAT F1
1NT	Relay GF
2 <input type="checkbox"/>	7 - 12 Hcp w/6+ <input type="checkbox"/> (Maybe 5 <input type="checkbox"/> sometime)
2	7 - 10 Hcp w/ 4+ (Maybe 3 sometime)
2 /	6 - 9 Hcp w/ 6+c
2NT	11 - 13 BAL fortsättning? nat
3 <input type="checkbox"/>	11 - 13 Hcp w/ 4+ SUPP
3	PRE
3 / /4 <input type="checkbox"/>	GF w/ 4+ SUPP and void in bid suit. About 8-11 Hcp or 16+ with 12-15 you bid 2
4 /	NAT.

After 1 - 1

1	NAT. Do not promise 5c
1NT	11 - 14 w/o 4c promise stop in [Subsq: Delayed stayman]
2 <input type="checkbox"/>	11 - 16 NAT w/ unknown suitlength (54/45) [Subsq: Op forces w/ 15-16 Hcp]
2	13 - 16 w/ a. x36x or b. x44x w/ any shortness
2NT	a. MAX w/ 6+ and 5 b. 15 - 16 Hcp w/ bad 6+
	[Re:s 3 <input type="checkbox"/> asking:(3 =6c, 3 =5062, 3 =5161, 3NT=5260)] SpiralScan? kanske ska skrota detta , omöjligt att komma ihåg
3 <input type="checkbox"/>	14 - 16 55+
3	14 - 16 no 3+ SUPP
3	15 - 16 w/o shortness
3	MAX 4+ SUPP w/ void
3NT	Gambling
4 <input type="checkbox"/>	MAX 4+ SUPP w/ void
4	Gambling w/ 7-4 förd

Efter 1 - 1

1NT	11 - 14	Subsq: Del. DS
2 <input type="checkbox"/>	11 - 16	NAT w/ unknown suitlength (54/45) [Subsq: Op forces w/ 15-16 Hcp]
2NT	13 - 16	w/ a. 3x6x or b. 4x4x w/ any shortness
3 <input type="checkbox"/>	14 - 16	55+

Efter 1 - 1 / :2 /2NT

2NT/3 <input type="checkbox"/>	Relay	3	Always 6c
		Lowest bid	4c M-SUPP w/ lowest shortness
		Next bid	4c M-SUPP w/ highest shortness
		3NT	6332
3 / 3M	Signoff		

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After 1 - 2

Nat.
3
jump PRE *NEW*
 splint

After 1 - 2

2 / Nat , INV
3 Preemptive
3 / /4
 Splint

After 1 - 2 /

2NT	NAT INV
3X	NAT w/ MAX
3M	INV
Jumpshift	void

Efter 1 - 3

3	MIN
3 /	Showing stop
4	ST

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COMPETITIVE BIDDING

After Dbl

Pass	Weak or GF w/ UNBAL	[subseq: Re may later bid 1NT, other is GF w/ Dbl as PEN]
RD	10+ Hcp	BAL or semiBAL
1X	6 - 14 Hcp	F1
1NT	6 - 14 Hcp	Shows <input type="checkbox"/>
2 <input type="checkbox"/>	7 - 10	3+ SUPP
2	3 - 6	4+ -SUPP
2 /	As undisturbed	
2NT	GF	4+ - SUPP
3 <input type="checkbox"/>	11 - 13	4+ -SUPP
3	PRE	

After 1 /

Dbl	6+ Hcp	w/ 4 (1) / 8+ Hcp w/ 4+ (1)
1NT	7 - 11 Hcp	
1	6+ Hcp	w/ 5+
2 <input type="checkbox"/>	10+ Hcp	w/ <input type="checkbox"/>
2	6 - 10 Hcp	w/ 4+ -SUPP
Cuebid	GF	4+ - SUPP
2 oM	NF	5+ (1) / 6 - 9 Hcp w/ 6 (1)
2NT	NAT	INV
3 <input type="checkbox"/>	11 - 13 Hcp	w/ 4+ -SUPP
3	PRE	

After 1NT

Dbl	PEN	
2 <input type="checkbox"/>	Stayman	
2NT	INV+	w/ 4+ -SUPP
3 <input type="checkbox"/>	NAT	Light INV.

After 1 -(1NT) -pass -pass

Dbl	Three suiter
-----	--------------

After 2

Dbl	8+ Hcp	TO
2	6 - 9 Hcp	w/ 4+ -SUPP
2 /	8 - 12 Hcp	w/ 5+c
2NT	NAT	INV
3 <input type="checkbox"/>	INV+	w/ 4+ -SUPP
3	PRE	

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After 2 (2-suiter, Highest + Any)

Pass + Dbl	Real PEN	
Dbl	10+ Hcp	General strength
2	8 - 12 Hcp	w/ 5+
2	GF	4+ -SUPP
2NT	10+ Hcp	w/ <input type="checkbox"/>
3 <input type="checkbox"/>	11 - 13 Hcp	w/ 4+ -SUPP
3	PRE	
3	13+ w/	
3 /4 <input type="checkbox"/>	Void , GF	

After 2 /

Dbl	10+ Hcp	TO
2	8 - 12 Hcp	w/ 5+
2NT	10+ Hcp	w/ 5+ <input type="checkbox"/>
3 <input type="checkbox"/>	INV+	w/ 4+ -SUPP
3	Competing	4+ -SUPP
3		Asking Stop (2) / NAT GF w/ 5+c (2)
3		GF w/ 5+ (2) / Asking Stop (2)

After 2NT (two lowest)

Pass + Dbl	Real PEN	
Dbl	10+ Hcp	General Strength
3 <input type="checkbox"/>	INV+	w/ 4+ -SUPP
3	Competing	4+ -SUPP
3	INV+	w/ 5+
3	Competing	w/ 5+

After 3X

Dbl	T/O
3	COMP/INV
3X	F1
Que	GF w/ support, if 4 = RKC
4	INV
4M	To play

After 4X

T/O	Over 4 <input type="checkbox"/> is for T/O else is Opt-X
4	COMP/INV
4NT	Two suiter ??

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After interference by 4th seat

Dbl / Rdbl	Shows 3c SUPP if all Majors are occupied , otherwise TO w/ 4+c oM. Not used over 1NT
1NT	□ besides and 5+c w/o MIN
2□	□ canape w/o MIN
2NT	As undisturbed but promise Stop.
Cuebid	As above w/o Stop

Over Jumpovercalls Dbl is TO or at high level Opt-X

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OPENING 1

This opening shows 10 - 16 . It promise 5 card but can be bid w/ 4414 as an alternative to 1 \square / INT.

Responses

1	6+ Hcp	4+c
1NT	7 - 12 Hcp	
2 \square	GF relay	
2	10 - 13 Hcp	3c SUPP
2	6 - 9 Hcp	3c -SUPP or 4c SUPP w/ 9 losers (when you are a chicken and don't want to bid 3)
2	about 8 losers	shortness in w 4+ SUPP <i>Är det taktiskt bra? Njaj men enkelt att komma ihåg</i>
2NT	9 - 12 Hcp	4c -SUPP [Subseq. NAT]
3 \square ,	about 8 losers , shortness and 4+	SUPP
3	PRE	
3NT	To Play	
3 4 \square	Void. 8-12 Hcp (8 losers) or 16+	

A special case

1 -2 /2	
2NT	indicate 4414 dist. ,and Re must consider this in further action

Passed hand bidding

2 \square	10 - 12 Hcp	w/ 6+c \square
2	8 losers	w/ 3c -SUPP
2	9 - 10 losers w/ 3c	-SUPP
2 / 3 \square /3	8 - 10 Hcp	INV w/ shortness.
2NT	8 - 10 Hcp	5c SUPP w/o shortness
3	PRE	

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Subsequent Auction After 1 - 1

1NT		11 - 13	BAL	[Delayed stayman]
2	a.	11 - 13	4+c	
	b.	14 - 16	2533	
	c.	14 - 16	Any UNBAL DIST except 55+	
	d.	14 - 16	w/ 3c -SUPP	
2		11 - 13	w/ 4+	
2		11 - 13	w/ 6+	
2		11 - 13	w/ 3 - 4 -SUPP	
2NT		14 - 16	36xx or 45xx w/ any shortness	
3		13 - 16	55+ DIST, at most 6 losers	
3		13 - 16	6+c , no 3c -SUPP	
3		15 - 16	Exactly 4522, 6 losers	

Tycker 2NT inte lovar kortfärg with stöd, 3sp visar 12-14 oavsett singel, bestäms i sommar

1 - 1

2

2		11+ Hcp		
2		7 - 10 Hcp	[2 = 13-14 / 15-16, 4c/3c -SUPP]	
2		7 - 10 Hcp	6+c	
2NT		7 - 10 Hcp	w/ 4+	
3		7 - 11 Hcp	6+c	
3		14+ w/ 3c	-SUPP	

1 - 1

2 - 2

2		11 - 13 Hcp	w/ 4+	[2 / 2 / 3 = NAT INV, , 3 = 4 th suit forcing, 3 = 3c -SUPP asking shortness, GF, 3 = 6+c GF, 3NT= Signoff, 4 = GF w/ 4+c -SUPP,]
2		14 - 16 Hcp	w/ 3c -SUPP	w/ shortness , [NAT]
2NT		13 - 14 Hcp	2533	[3 / = 5c ST, 3 = 3c -SUPP w/o shortness 4 / = 3c -SUPP w/ shortness]
3 /		14 - 16 Hcp	NAT 4c	
3		14 - 16 Hcp	w/ bad 6+c	
3		14 - 16 Hcp	w/ 3c -SUPP	w/o shortness (i.e. 3532/ 3523)
3NT		15 - 16 Hcp	2533	

1 - 1

2 -

2		6 - 10 Hcp	w/ 6+
2NT		11 - 13 Hcp	NAT INV
3			4 th suit GF
3			INV w/ 4+
3		14+ Hcp	GF w/ 3
3		11 - 13 Hcp	w/ 6+

1 - 1

2 -

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2		6 - 10 Hcp	w/ 6+
2NT			NAT INV
3 \square			NAT GF
3			INV
4 \square			Q-bid assuming as trump

1 - 1

2 -

2NT			INV w/ 4c
3 \square			INV w/ values, 5+c
3	14+	Hcp	GF w/ 3c -SUPP
3			INV w/ 5+c
4 \square			Q-bid assuming as trump

1 - 1

2NT

3 \square		Asking
3 /		Signoff

1 - 1

2NT -3 \square

3		6+ c
3		MIN/MAX w/ 4c and shortness in \square
3		MIN w/ 4 and shortness in
3NT		3622
4 \square		Void
4		MAX w/ 4 and shortness in

After 1 - 1 NT

2 \square

a.		11 - 13 Hcp	4+c \square
b.		13 - 16 Hcp	BAL
c.		14 - 16 Hcp	Any UNBAL DIST except 55

2

2

2

2NT

3 \square ,

3

2		11 - 13 Hcp	4+ c
2		11 - 13 Hcp	6+c
2		14 - 16 Hcp	6 + 5
2NT		14 - 16 Hcp	Bad 6c
3 \square ,		13 - 16 Hcp	55 DIST w/ at most 6 losers
3		6 losers	Nice 7+c (w/14-16 bid 2 \square)

1 - 1NT

2 \square

2		11- 13 Hcp	
2		7- 10 Hcp	
2		7- 10 Hcp	Both m
2NT		7- 10 Hcp	4+c \square
3 \square ,		7- 10 Hcp	6+c

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1 - 1NT

2 - 2

2	11 - 13 Hcp	4+c
2	14 - 16 Hcp	4c
2NT	13 - 14 Hcp	BAL
3	14 - 16 Hcp	4c
3	14 - 16 Hcp	4c
3	14 - 16 Hcp	6+
3NT	15 - 16 Hcp	5332

1 - 1NT

2 - 2

2		
2NT		NAT INV
3		INV w/ -SUPP

1 - 1NT

2 - 2

2NT	Signoff
3, ,	Signoff

1 - 1NT

2

2	11 - 13	w/ -SUPP
2NT	11 - 13	NAT INV
3	9 - 12	6+c
3	PRE	

1 - 1NT

2 -

2		Signoff w/ 55+ DIST
2NT		NAT INV
3, ,	9 - 12	w/ 6+c
3		NAT INV

1 - 1 NT

2

2NT		Signoff
3, ,	9 - 12 Hcp	w/ 6+c
3		Signoff

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COMPETITIVE BIDDING

After Dbl

Pass	0 - 9 Hcp	BAL if 8 - 10
RD	10 + Hcp	
1	6 + Hcp	NAT w/ 4+c
1NT / 2	6+ Hcp	Trf
2	8 - 11 Hcp	3+c or 16+ w/ 3c -SUPP
2	3 - 7 Hcp	3 -SUPP
2 - 4		As undisturbed

After overcalls

1 -overcall		
Pass		F1 !!!!!
Dbl	6 + Hcp	TO Lovar D bægge m? kan man ha en jämn hand ? , borde lova 44
1NT / 2	6+ Hcp	Trf
2	8 - 11 Hcp	About 8 losers w/ 3+c -SUPP or 14+ Hcp w/ 3c -SUPP
2	3 - 7 Hcp	w/ 3c -SUPP
2 - 4		As undisturbed

1 - (1) -pass - pass

1NT	11 - 12	Forced Balancing w/o def.pot [Re 2 are weak Multi-bids????]
D	12 - 16	Normal Balancing
2X	11 +	NAT

1NT overcall

Dbl	10 + Hcp	PEN
2NT	10 + Hcp	3+c -SUPP , Stenberg
3X	8 + Hcp	Shortness
3		PRE

After 1 (1NT) -pass -pass

Dbl	Three suiter
-----	--------------

2 - Overcall

Dbl	8 + Hcp	[2NT is Good Bad competing in any suit and direct bid shows extra values, 2 new = semif.]
2	7 - 11 Hcp	Normal simple raise.
2X	7+ Hcp	NAT , semif.
2NT	10 + Hcp	3+c ; Stenberg
3X	10 + Hcp	NAT , F1
3		PRE
cuebid	10+	INV with 3c-supp

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2 - overcall = Twosaiter

Pass + Dbl	PEN		
Dbl	10+ Hcp	Interest in further PEN	men är nya D =SD?? Nä ,tror inte det , funkar
som after RD			
2	GF	3+	Stenberg
2NT	semif.+	5+ <input type="checkbox"/>	
3 <input type="checkbox"/>	semif.+	5+	
3	INV	3+	
3	COMP	3+	

2 - Overcall

Dbl	TO	
2NT	semif.+	5+ <input type="checkbox"/>
3 <input type="checkbox"/>	semif.+	5+
3	INV+	3+
3	COMP	
3 ,4 <input type="checkbox"/>	Splinter	

3 / - Overcall

Dbl	TO	
3	INV	
3X	GF	If 3 <input type="checkbox"/> / shows an openinghand then 3x is semif..

Higher Overcalls

Dbl	Opt-X
New Suit	GF

2NT - Overcall = Both lowest unbid

Pass + Dbl	SD	
Dbl	10+ Hcp	Interest in further PEN
3 <input type="checkbox"/>	14+ Hcp	w/ 5+ [Op bids 3 w/o extra length i M, 3 w/ 6+ and 3 w/ 3+ and Min]
3	INV+	w/ 3+
3	COMP	
3	NAT	NF

After 3X

Dbl	T/O
3	COMP/INV
3 /4X	NAT F1
cue	strong raise
4NT	RKC

After 4X

Dbl	Opt-X
4NT	RKC
cue	strong 2 suiter

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Interference by 4th hand

1 - (Pass) - 1 - (Bid)

Dbl	3+c SUPP apart from strength
2	4+c SUPP
2NT	As undisturbed but w/ the 63-hand it promise a stop, otherwise you shall bid Dbl

1 -Pass - 1NT - (Bid)

Dbl	TO
Suitbids	NAT

1 -Pass 2 \square - (Bid)

Dbl	PEN
Other	NAT

1 -Pass - 2 / - (Bid)

Dbl	Inv. to 3 except over 3 , then it is a general INV
3X	NAT INV+

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OPENING 1

This opening shows 10 - 16 . It promise 5 card..

Responses

1NT	7 - 12 Hcp
2 \square	GF relay
2	8 - 13 w 5+ [Subseq. NAT, Re 2 is INV w/2]
2	10 - 13 Hcp 3c SUPP
2	6 - 9 Hcp 3c -SUPP or 4c SUPP w/ 9 losers (when you are a chicken and don't want to bid 3)
2NT	9 - 12 Hcp 4c -SUPP [Subseq. NAT]
3 \square , ,	about 8 losers and shortnessw 4+ SUPP
3	PRE
3NT	To play
4 \square	Void. 8-12 Hcp (8 losers)

Passed hand bidding

2 \square	10 - 12 Hcp w/ 6+c \square
2	8 - 10 Hcp 5+
2	8 losers w/ 3c -SUPP
2	9 - 10 losers w/ 3c -SUPP
3 \square /3 /	8 - 10 Hcp INV w/ shortness.
2NT	8 - 10 Hcp 5c SUPP w/o shortness
3	PRE

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Subsequent Auction

After 1 - 1NT

2 \square	a.	11 - 13 Hcp	4+c \square
	b.	13 - 16 Hcp	BAL
	c.	14 - 16 Hcp	Any UNBAL DIST except 55

2		11 - 13 Hcp	4+ c
2		11 - 13 Hcp	4+c
2		11 - 13 Hcp	6+c
2NT		15 - 16 Hcp	6+c bad
3 \square , .		13 - 16 Hcp	55 DIST w/ at most 6 losers
3		max 6 losers	Nice 7+c

1 - 1NT

2 \square			
	2	11- 13 Hcp	
	2	7- 10 Hcp	5 nice or 6+c
	2	7- 10 Hcp	
	2NT	7- 10 Hcp	4+c \square
	3 \square , .	7- 10 Hcp	6+c

1 - 1NT

2 \square - 2			
	2	14 - 16 Hcp	4c
	2	11 - 13 Hcp	4+c \square
	2NT	13 - 14 Hcp	BAL
	3 \square	14 - 16 Hcp	4c \square
	3	14 - 16 Hcp	4c
	3	14 - 16 Hcp	6+
	3NT	15 - 16 Hcp	BAL

1 - 1NT

2 \square - 2			
2			
	2NT		NAT INV
	3 \square		INV w/ \square -SUPP
	3	8 - 10 Hcp	6+c

1 - 1NT

2			
	2	5 - 8	6+c
	2		Signoff
	2NT	11 - 13	NAT INV
	3 \square	9 - 12	6+c \square
	3		INV

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1 - 1NT
2 -

2NT		NAT INV
3 \square ,	9 - 12	w/ 6+c
3		NAT INV

Competitive Bidding

After Dbl

Pass	0 - 9 Hcp	BAL if 7 - 10
RD	10 + Hcp	
1NT / 2 \square /	6+ Hcp	Transfer
2	8 - 11 Hcp	3+c or 16+ w/ 3c -SUPP
2	3 - 7 Hcp	3 -SUPP
2NT - 4		As undisturbed

1NT overcall

Dbl	10 + Hcp	PEN
2NT	10 + Hcp	3+c -SUPP Stenbergs
3X	8 + Hcp	Shortness
3		PRE

After 1 (1NT) -pass -pass

Dbl	Three suiter
-----	--------------

2 \square - Overcall

2X	7 + Hcp	NAT NF but constructive		
Dbl	8 + Hcp	[2NT is Bad-Good-X competing in any suit and direct bid	shows	
		extra values (Good-Bad) 2 new = semif.]		
2	7 - 11 Hcp	Normal simple raise.		
2NT	10 + Hcp	3+c Stenbergs		
3X	10 + Hcp	NAT , F1		
3		PRE		

2 - overcall = Twosuiter

Pass + Dbl	PEN	
Dbl	10+ Hcp	Interest in further PEN
2NT	semif.+	5+ \square
3 \square	semif.+	5+
3	semif.+	5+
3	INV+	3+c
3	COMP	4+c

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2NT - Overall = Both lowest unbid

Pass + Dbl	SD	
Dbl	10+ Hcp	Interest in further PEN
3□	14+ Hcp	w/ 5+ [Op bids 3 w/o extra length i M, 3+ and MIN,
	3 w/ 6+c	w/o normal MIN]
3	INV+	w/ 3+
3	NAT	NF
3	COMP	

After 3X

Dbl	TO	
3	COMP/INV	
3X	GF	If 3□/ shows an openinghand then 3x is semif..
Cue	ST w/	support

After 4X

Dbl	Opt-X
New Suit	GF
4NT	RKC
Cue	2 suiter

Interference by 4th hand

1 -Pass - 1NT - (Bid)

Dbl	TO
Suitbids	NAT

1 -Pass -

Dbl	TO
Other	NAT

1 -Pass - 2 /2 - (Bid)

Dbl	Inv. to except over 3 , then it is a general INV
3X	NAT INV+

OPENING 1NT

This opening shows 14-16 Hcp w/ a balanced hand (maybe 4414).

In FAV zones it shows 8-11 Hcp(in 3rd position up to 13) and in 4th seat always 14-16 Hcp

Responses for 14 – 16 NT

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- 2 \square Relay, asking w/ one of:
- a) GF w/ 4+ and / or (but not 4441),
 - b) Light INV w/ 5 and 4 ,
 - c) INV w/ exactly 5 ,
 - d) Signoff w/ either 5+ m and 4 / or 3-suiter w/ short \square
 - e) At least GF w/ a balanced DIST.
 - f) Weak w/ long \square
 - g) GF w/ 5+ \square / (w/ possible 4c M) which do not suit for the 2 / 3 \square -responses.
- 2 a) Exactly INV w/ 4 (maybe 4)
- b) 5+c , not 4+ , all strengths.
- 2 a) Exactly INV w/ 4 but not 4 .
- b) 5+c , not 4+ , all strengths except INV but you *can* go this way as well.
- 2 a) Weak w/ \square +
- b) BAL INV w/o 4c+ in /
- c) GF w/ at least 54/45 in minors
- d) GF w/ 6+c , w/o sidesuit.
- e) weak w/
- 2NT Asking for weak doubleton (i e Jx or worse). This bid can be bid with:
- a) INV w/6+ \square /
 - b) (semi)BAL GF
- 3 \square GF w/ 6+c \square w/o sidesuit and any shortness / weakness.
- 3 GF, 3-suiter w/ short \square /
- 3 / GF, 3-suiter w/ short /
- Gamebid Signoff.
- 4 \square / Transfer to / (\square = , =)
- 4NT ST w/ 4333 (any 4c)

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1NT – 2

Op bids:

- 2 w/o 4+c /
- 2 / w/ 4-5 in that suit and at most 3c in oM.
- 2NT/3 w/ 44 in / and MIN / MAX

1NT – 2; 2

Pass Signoff

- 2 Light INV w/ 5 and 4 . (2NT= MAX w/ 3 2 [3 / signoff]; 3 = 3c ; 3/ INV in w/ VAL)
- 2 INV, 5c (2NT= MAX w/ 2c ; 3x = INV in w/ VAL and 3c)
- 2NT TRF to 3 w/ 5+c . (Pass signoff; 3x = Shortness; 3NT= 5332/6332 Light ST; 4 RKC 1430)
- 3 TRF to 3 w/ 5+c . (Pass signoff; 3x/4=Shortness; 3NT 5332/6332 Light ST; 4 RKC 1430)
- 3 Slam interest w/ minor(s). (3 = 4+c; 3 = 4+c ; 3NT= 44 ; 4/ MAX w/ 52-DIST)
- 3 / GF w/ 4+ i bid M, and 5+c in oM. [3NT by Op w/ 2c-SUPP in the 5c+ suit.
(After Op:s 3NT: 3 +4 =signoff w/ 55-DIST; 3 +4 = Light ST w/ 55-DIST; Rebid in oM is light ST w/ 64-DIST; 4/ = ST and shortness w/ 64-DIST)
- 3NT Signoff
- 4/ Strong ST w/ 55+ in M, shortness in bid suit and at most 4 losers. Op prefer and bids the contract at a suitable level depending on how many losers he will cover. If the covercards are in a minor (for example an ace in the short suit), Op can show it by bidding that suit. With extra values and less than 4 losers, Re can either raise or bid the suit where those extra values are situated
- 4 / Signoff, probably w/ 64 in M.
- 4NT NAT NF INV to 6NT.

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1NT - 2 \heartsuit ; 2

2 INV w/ 5c . (See 1NT-2 \heartsuit ; 2 above.)

2NT TRF to \heartsuit . (As 1NT-2 \heartsuit , 2 -2NT)

3 \heartsuit TRF to . (3 shows \heartsuit -shortness and 3 shows -shortness. -shortness cannot be shown. 3NT (semi)BAL ST and 4 are a light ST w/ 4c)

3 Asking minorlength. (3 4+c \heartsuit ; 3 4+c ; 3NT no 4c minor.)

3 NAT INV.

3 Slamtry in w/o minor shortness. (3NT negative to short ; 4 \heartsuit / Q-bid and positive to short . 4 signoff w/o aces [4 control])

3NT/4 Signoff

4 \heartsuit / Splinter.

4 Strong ST w/ void in .

4NT NAT INV to 6NT.

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1NT – 2 \heartsuit ; 2

2NT/3 \heartsuit TRF to minor as over 1NT-2 \heartsuit ;2 . (After 3 \heartsuit 3 \heartsuit is shortness in \heartsuit and 3 \heartsuit shortness in \spadesuit .)

3 \heartsuit Minorasking (see 1NT-2 \heartsuit ;2).

3 \heartsuit ST w/o shortness. (3NT negative w/ an ace; 4 \heartsuit negative w/o ace)

3 \heartsuit NAT INV.

3NT/4 \heartsuit Signoff.

4 \heartsuit / / Splinter.

1NT – 2 \heartsuit ; 2S/3 \heartsuit

3 \heartsuit Signoff

4 \heartsuit ST w/ 5+c \heartsuit .

3 \heartsuit / TRF to / . (Pass = signoff, 3NT= ST w/o shortness, 3 \heartsuit /4 \heartsuit = Shortness)

3 \heartsuit ST w/ 5+c \heartsuit .

3N/4 \heartsuit Signoff.

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1NT - 2

Op bids: 2 w/ 2c SUPP and/or MIN, 2 w/ 3-4c SUPP and accept of a light INV, or 2NT/3/ / w/ MAX, 4c-SUPP and values in bid suit (NT=).

1NT - 2 ; 2

Pass The signoffhand (or a possible light INV).

2 INV w/ 4-5c and 0-3c . (2NT= MIN and 2-3c [Pass 4c ; Other 5c]; 3=relay [3 = Minor shortness {3 asking: 3 /NT= short / }; 3 = 5c , 3 =short , 3NT= BAL w/ 4c]; 3 accept w/ 5c)

2NT INV w/ 44 in .

3 General GF w/ 5c and 0-3 (not 55 DIST).
(3 relay [3 = weakness in , 3 weakness in , 3NT/Higher= weakness in],
3 4-5c, 3 4-5c , 4x= 3+c)

3 6+c , INV or ST.(3 MIN [3 /4/ ; shortness; 3NT= no shortness], 3 accept [3NT w/oshortness, 4 signoff, 4 =shortness (4 Strong ST w/ -shortness)], 3NT Hx in and stop in sidesuits [4/ Q-bid, 4 =shortness])

3 / GF w/ 55+ in resp. .(3 Strong suit, 3NT = bad fit; 4m=preference, 4om -SUPP w/o MIN, 4 MIN, 4NT= minor-SUPP and 4+ keycard (3+ at 8-11/13-15 NT).

3NT Gamechoice w/ 5332-DIST.

4/ 6+c , light ST w/ shortness.

4 Signoff.

4 6+c , Strong ST w/ -void

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1NT - 2 ; 2

2NT INV w/ 4c , not 4432 w/ 44 in . (3 relay [3 / / short / / , 3NT= 4c w/o shorness - After 3 / , 3 is NAT w/ 4 /3 .])

3 INV w/ 5+c .

3 Forced TRF to 3 . (Pass = Weak; 3 / / = Q-bid, 3NT *Gamechoice*, 4 signoff)

3 Slamtry w/ 5+c who wish to be declarer.(What we call a "Hog-bid")

3 4 Splinter, 5+c , ST.

3NT 4432 DIST w/ 44 in .

4 Signoff. (Another "Hog-bid")

1NT - 2 ; 2NT/3

3 Splinter, 5+c , ST.

3 Forced TRF to 3 . (Pass = Weak, 3 4 / = Q-bid, 3NT=Light ST and 4 = Signoff)

3 Slamtry w/ 5+c who wish to be declarer.(Those "Hog-bids")

4 Signoff.

3 /4 Splinter

Raise ST w/ Hx/Hxx in that suit. Varför inte 4-stöd? kanske är bättre

1NT - 2 ; 3 /

Pass/3 Signoff.

3NT ST w/o shortness

4 Signoff.

New suit Splinter

4 ST w/ Hx/Hxx in . Varför inte 4-stöd? se ovan

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1NT – 2

Op bids:

* 3 \heartsuit / \spadesuit w/ MAX, 4c SUPP and values.

* 2NT/3 \heartsuit w/ MAX, 4c SUPP declarer/ing/choicer

* 2 \heartsuit Otherwise (i.e. 2-3c and/or MIN).

1NT – 2 ; 2

Pass The signoffhand (or a possible light INV).

2NT INV w/ 4c or a NT-kind hand w/ 5c. (Pass = MIN, 3 \heartsuit =relay [3 \heartsuit minor/shortness {3 \heartsuit asking: 3 \heartsuit /NT=short \heartsuit /}, 3 \heartsuit =short, 3 \heartsuit =5c and 3NT BAL w/ 4c]; 3 \heartsuit accept w/ 5c; 3/4 = signoff)

3 \heartsuit General GF w/ 5c and 0-3 (not 55 DIST): 3 \heartsuit relay [3 \heartsuit = \heartsuit weakness, 3 \heartsuit =-weakness 3NT/higher w/ -weakness]; 3 \heartsuit 4-5 \heartsuit ; 3 \heartsuit 4-5; 4X 3+)

3 6+c, GF or ST. (3 \heartsuit MIN [4 \heartsuit new=shortness; 3NT w/o shortness]; 3 \heartsuit Accept [3 \heartsuit short; 3NT w/o shortness and 4 \heartsuit / shortness 4 \heartsuit void; 4 \heartsuit signoff]; 3NT Hx in \heartsuit w/ sidestops [4 \heartsuit / / =

Q-bid]

3 \heartsuit / GF w/ 55+ DIST in \heartsuit resp. (3 \heartsuit = preference; 3NT = bad fit; 4 \heartsuit m= preference; 4om= - SUPP and MAX; 4 \heartsuit MIN; 4NT SUPP in m w/ 4+ keycards (3+ at 8-11 / 13-15 opening).

3NT Gamechoicer, often w/ 5332 DIST.

4 \heartsuit / / 6+c, Light ST w/ shortness in bid suit.

4 Signoff.

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1NT – 2 ; 2NT/3

3 Splinter, 5+c , ST.

3 Forced TRF to 3 . (Pass=Weak; **4** / / Q-bid; 3NT= Light ST; 4 =Signoff)

3 GF w/ slam potential w/ 5+c who wish to be the declarer. (Those hogbids!)

4 Signoff.

4 Splinter

Raise ST w/ Hx,Hxx in openers suit.

1NT – 2 ; 3

3 Signoff.

3NT ST w/o shortness.

4 Splinter.

4 Hx/Hxx in , ST.

4 Signoff.

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1NT – 2

Op bids 2NT w/ MIN otherwise best minor using 3 \heartsuit / .

1NT – 2 ; 2NT

Pass The invitation hand.

3 \heartsuit Signoff w/ both minors (Pass/3 \heartsuit as P/C)

3 6+c , signoff

3 / Shortness w/ 54+/45+ in \heartsuit . (oM NAT Gamesuggest w/ 5c; 3NT = Bad fit; 4 \heartsuit / fixing trump; 4M= MAX, good SUPP and no honors in that suit.

3NT Gamechoicer w/ 55+ in \heartsuit / (4 / = MAX and nothing in bid major)

4 \heartsuit ST w/ 46 in minors. (4 \heartsuit fixing , 4 \heartsuit q-bid fixing \heartsuit as trump, 4 \heartsuit = RKC1430, 4NT = Signoff)

4 6+c ST

4 / Strong ST w/ void in bid suit. 55+ in \heartsuit / but often 65+ .

1NT – 2 ; 3 \heartsuit

Pass Signoff hand w/ minors.

3 6+c , signoff

3 / Shortness w/ 54+/45+ in \heartsuit . (oM NAT suggest w/ 5c; 3NT = Bad fit; 4 \heartsuit / Q-bid/waiting; 4M=MAX, good SUPP and no honors in that suit)

4 \heartsuit ST, 5+ \heartsuit . (4new = Q-bid, 4 \heartsuit = RKC, 4 \heartsuit = Signoff)

4 ST w/ 6+c

4 / Void (4NT = Negative to just that!)

1NT – 2 ; 3

Pass Signoff hand w/ minors.

3 / Shortness, w/ \heartsuit -hand. (oM NAT suggest w/ 5c; 3NT = Bad fit; 4 \heartsuit / Q-bid/waiting; 4M=MAX, good SUPP and no honors in that suit)

3NT Signoff.

4 \heartsuit ST w/ 46 in \heartsuit . (4 \heartsuit fixing , 4 \heartsuit q-bid fixing \heartsuit as trump, 4 \heartsuit = RKC1430, 4NT = Signoff)

4 ST w/ 5+c . (4 / = Q-bid, 4NT = Signoff)

4 / Void (4NT = NEG to just that!)

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1NT – 2NT

Re is asking for a weak doubleton (i.e. Jx or worse). This bid can be emitted w/ a 6+c ♠/ INV or a (semi)BAL GF DIST.

3X Weak doubleton. (Pass/3 : the INV-hand; 3 / GF w/ 4+c, 3NT=Signoff; 4♠/ ST, if it's a raise it promise a good suit [4NT=Signoff], 4NT= NAT NF ST, 5♠/ = signoff.

3NT Top honor and/or 3 small cards in all suits. (4X = ST w/ 5+c, NF if /)

1NT – 3♠

Re has a 1-suiter (6+c ♠)-hand, either w/ slam interest or not sure if 3NT is the correct gamebid.

3 Relay (3 / short and/or weak suit; 3NT/Higher: short and/or weak)

3 / Strong suit (3 = strong ♠, 3NT = MIN, 4♠ fixing trump, 4 = Q-bid w/ 3-card SUPP, Raise= suggest)

3NT Bad fit

4♠ Good fit and a suit-oriented hand.

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1NT – 3 / /

Re shows a GF 3-suiter w/ short jumpsuit (3 = short \heartsuit / \spadesuit), either 4441 or 5440 DIST w/ 5-c minor.

1S – 3

3 Relay w/ 4+c in \heartsuit / \spadesuit . (3 = short \heartsuit ; 3NT/4 \heartsuit : short \spadesuit ; 4 / ST w/ 4450/4405 DIST [4NT = Negative to that])

3 4+c (3NT = Light ST; 4 \heartsuit / ST w/ shortness)

3NT Suggest w/ strength in both minors. (4 \heartsuit / shortness and ST [4NT= NEG], 4 / = ST w/ 4405/4450 DIST [4NT = NEG])

4 \heartsuit / 4+c, VAL in bid suit. (4 = Signoff, other is accept)

4 / MIN w/4+ c no matter what shortness Re has.

1NT – 3

3 4+c (3NT = Light ST, 4 \heartsuit / = Strong suit, 4 = void, 4 = Signoff)

3NT NAT signoff. (4 \heartsuit = ST w/ 4144 [4NT = NEG], 4 / ST w/ 4054/4045 DIST [4NT = NEG])

4 \heartsuit / 4+ c SUPP, weak and/or slaminterstet. (4 = Void, 4 =RKC)

4 MAX SUPP in at least 1 of the minors and no strength in \heartsuit .

4 4+c, MIN w/ probably losing values in \heartsuit .

1NT – 3

3NT NAT signoff. (4 \heartsuit = ST w/ 1444 [4NT = NEG], 4 / ST w/ 0454/0445 DIST [4NT = NEG])

4 \heartsuit "Stoprelay". (4 = Normal strength [Op bids the contractbid], 4 = 1444, 4 =0445, 4NT = 0454, all with extra strength)

4 / / Good SUPP in \heartsuit / \spadesuit (4 =RKC)

1NT – Higher

Over the transfers 4 \heartsuit / Op normally bids 4 / except w/ a MAX-hand w/ only aces and kings and then bidding the relaybid (4 /) which has the advantage of getting right position as declarer.

After 1NT-4NT (including later NAT INV 4NT) Op pass w/ MIN. With extra values he shows aces at the 5-level using the normal BW-answers 0(4)123 -scale [5NT signoff; 6new= Suggest w/ a 4333 DIST], 5NT as "last train", and 6X as a suggest w/ 5c at the 6-level.

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RESPONSES FOR "MINI"-NO TRUMP

2 \square Any INV or sign off in a minor
2x

2NT	INV with oM
3m	sign off
3M	INV
3oM	INV 6+c

2 \square could be game hands without slam interest with exactly 4-c M

2 GF Stayman
2M 4c, 3m 5c, 2NT neither or 3NT with min

2 / Sign off
2NT INV
3 \square / To play
3M/4m PRE

COMPETITIVE BIDDING

Valid after openings 1 \square (OPPT overcall 2 \square - 2) and INT

After a double showing strength

Rdbl Strength Forcing to 2NT, further D is Norm-X
2 \square Slink
2
2
2
2NT
3X PRE

After a simple overcall

Dbl TO (except after the FAV zone opening 8-11)
2X NAT signoff (Op may compete upto 3-level)
2NT Puppet to 3 \square
3X NAT INV w/ stop in OPPT suit
Cuebid GF w/ 5c M
4 \square / 6+ / (Lissabon style)
Transfer in OPPT suit shows 55 in oM + one minor, subseq: 4NT ask for minor
4NT Blackwood 4ace

DBL as Takeout

- Ø After a minor overcall it's enough w/ partscore strength w/ some defence potential.
- Ø After a major overcall it's possible for opener to bawl 3NT why you should have at least a light INV strength.

Re bids 2NT w/o majors and then doubler may bid his best minor as a NF suggest.
New majorbid at the 3-level from doubler is NAT 5+c and GF.

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2NT - 3

Ø Bid below 3 in OPPT suit is a signoff.

Ø Bids from 3 in OPPT suit onwards are NAT GF w/ 5+c and no stop. (Compare direct 3X)

openings Jämför!

3 GF : After minor overcall 4c + 5+c om , after major overcall 4c oM + 5+c m

3NT GF After minor overcall 4c + 5+c om after major overcall 55+ in both lowest unbid. May be passed out.

4, ST w/ 6+c .

55+ in and is bid through a direct cuebid.

W / strong 55 bid 4 in OPPT

After the Cuebid

Op bids 3 w/ 3+c , 3 w/o 3+c and stop, 3NT neither 3+c nor stop.

After 3 Re bids: 3 w/ 5+c and stop, 3NT w/o stop

Special : After the overcall 2 , 3 shows GF w/ 5+c w/o stop . With a stop you bid Dbl followed by 3 .

After jump overcall 3M

Dbl for Opt-X and 4m for T/ O

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After conventional overcalls

After Dbl (showing a onesuiter)

Rdbl Strength. (About 22+ Hcp together) Krav till 2NT? Föredrar 23+hp tillsammansOK
lite zonberoende är det dock , eller
Other as undisturbed.
If OPPT first pass and then make an overcall, the bidding follow the rules described above as they have made a direct NAT overcall.

After 2 \heartsuit , ASTRO / DASPTRO and other comparable conventions)

Dbl	Strength. (About 22+ Hcp together)	Further Dbls are Norm-X.
2 in shown	TO w/ short shown.	
2NT	Puppet to 3 \heartsuit (As above)	
3 in shown	"cuebid" as if they had bid the suit.	

After 2 \heartsuit / (both majors)

Dbl	Strength. (About 22+ Hcp together)	Further Dbls are Norm-X.
2X	NAT signoff	
2NT-	Puppet to 3 \heartsuit as above (often a signoff in \heartsuit or \spadesuit , majorbids as 6+c)	

After 2NT (both minors) *NEW!*

Dbl	Strength. (About 22+ Hcp together)	Further Dbls are Norm-X
Pass + D	PEN	
3 \heartsuit ,	INV+ w 5 Lissabon	
3 \spadesuit ,	NAT signoff	
4 \heartsuit ,	55+ in M w void in shown suit	
3 \heartsuit + 4	55 To play	
3 \heartsuit + 4	slamtry F1	

After a twosuiterbid showing one of the suits : As over a NAT overcall

After twosuiterbids that shows two *other* suits:

Generally their known suit as TO and Dbl as strength with 2NT as puppet to 3 \heartsuit
Direct suitbids at 3-level as NAT INV.
If both suits are known, bid in lowest as TO and bid in highest as GF w/ twosuiter (the other two)

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Interference by 4th seat

After our pass

OPPT bid Dbl	Rdbl	max for mini NT (further D are for PEN) and \square + one more by strong NT
	2X	5c
OPPT bid 2x	Dbl	T/O
	Dbl (conventionals bid) shows 5c in bid suit, further Dbl is PD	

After our 2 \square

OPPT bid Dbl

Rdbl	Suggest to play. (i.e. own reasonable suit)	
pass	Denies \square - stop	Rdbl = Stayman and Op bids for ??
		2 as Stayman but may be passed out w/o major
2 / / /NT/3 \square	As undisturbed w/ \square -stop	

OPPT bids an overcall

Dbl	PEN (from both)	Re escapes w/ a signoffhand.
Op pass and Re: 2	INV w/ 5 + 4	
2	INV w/ 5+c	
2NT	INV w/ oM	
3 \square /	Signoff	
Cuebid	GF w/ oM w/o stop.	
3NT	GF w/ oM w/ stop.	

After our 2 /

OPPT bid Dbl

RD	TRF back w/ 3+c SUPP
pass	Possible 2c
2M	3+ c SUPP
Other as undisturbed	
Maximum Overcall Double if next seat bids.	

OPPT make an overcall

Dbl	PEN (from both)	Re escapes w/ a bad signoffhand.
New suit	MAX and SUPP	
Op pass and Re: 2NT	INV w/ 4c M	
3M	Competing	
3 New	INV+ w/ 5c M	

Maximum Overcall Double if next seat bids.

After INT – pass - 2 / -pass
2 / -D

Rdbl	any INV further D= PD
NS	NF
3M	PRE
Rdbl+NS	GF

After our 2

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OPPT bid Dbl

pass w/o stop
Other As undisturbed showing stop.
Rdbl Suggest to play by Op and renewal INV by Re.

INT - pass - 2 - D

pass - pass

Rdbl

2NT

3 \square

3

3 /

4

Renewal INV

Signoff w/ both minors

GF w/ both minors

Signoff w / 6+c

GF shortness w/ 55+ in minors.

GF w/ 6+c

OPPT make an overcall

Dbl PEN by Op , but showing the BAL INV by Re.

Re escapes w/ bad signoff in minors.

Pass Otherwise

Re bids \square w/ GF and both minors, w/ onesuited .

After our 2NT

Op may bid 3NT, PEN or 3X as undisturbed.

Pass shows weak doubleton.

Re bids Dbl as PEN , other is NAT and F1.

After our 3 \square and higher

Dbl is PEN from both.

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OPENING 2 \heartsuit

One- or twos suited hands with clubs, 11-16 hp. At least 6 clubs except with 4c M. With a bad suit one should consider other opening bid (1 \heartsuit / IS with 5422) or pass with minimum and a singleton.

Responses

- 2 Relay w/ 8+ HCP, may include GF hands with 5c
- 2 Natural F1
- 2 Natural semif.
- 2NT F1 - natural INV or GF with 5+
- 3 \heartsuit Simple raise ca 6-9, Op shows stopper
- 3 Natural INV
- 3M strong jump shift
- 4 \heartsuit Pre
- 4 Void
- 4 / To play

In the later bidding, responders delayed 4 \heartsuit is forcing except when he has limited his strength.

2 \heartsuit - 2

- 2 Any 4c M and only 5 clubs.

Responder shows own 4+c M (2NT with hearts), bids 3 \heartsuit NF, asks for slam interest with 3 or shows stopper with 3 / .

After responders 2 / NT

- 2NT/3 \heartsuit 4c oM, minimum (reponders 3 ask stopper, 3 5c)
- 3 4c-support, medium strength (3 / NF, 3 **inviting, relay ask singleton**) ???
- 3 / 4c-support, minimum (relay ask singleton)
- 3oM Natural with max w/o diamond stopper (3 5-ko)
- 3NT 4c oM, maximum, diamond stopper (or xxx)
- jumps 4c-support, maximum
(4 \heartsuit singleton oM, 4 singleton, 4 / 5422)

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Openers rebid after responders 3 \heartsuit :

3 \heartsuit / Nat, no stopper in oM
3NT Stopper (or xxx) in oM

Openers rebid after responders 3 \heartsuit :

3 minimum, bad clubs
3 minimum, good clubs
3NT maximum, bad clubs
4 \heartsuit maximum, good clubs

Openers 3 \heartsuit over 3 \heartsuit shows heart stopper but no no spade stopper.

2 6+ \heartsuit with a singleton, no side suit

Responder bids: 2NT F1, also w/ 5 \heartsuit [followed by 3 \heartsuit next round] (opener shows singleton w/ maximum or bids 3 \heartsuit , whereafter responders 3 \heartsuit ask singleton), other bids as above.

2NT 6+ \heartsuit w/o singleton

Responder bids as above, 3 \heartsuit with 5-ko. Openers suit bid on 3 \heartsuit shows three card suit with interest in playing game in a 4-3-fit.

3 \heartsuit Any 6-4-distribution, minimum (3 \heartsuit ask and 3 \heartsuit shows hearts but is not forcing)

3 \heartsuit Max with 6-4 in \heartsuit - ! (3 \heartsuit nat ST, other bids below game sets clubs)

3 \heartsuit Max with 6-4 i \heartsuit - ! (3 \heartsuit nat ST, other bids below game sets clubs)

3 \heartsuit Max with 6-4 i \heartsuit - ! (4m nat ST)

3NT max with strong clubs w/o singleton

4 \heartsuit max with 7+ \heartsuit with at least 1,5 losers in clubs

2 \heartsuit -2

Natural continuation. Raises are nonforcing. Jumps i new suits are SPL. 4 \heartsuit shows max w/o support and 7+cards och a singleton. 2NT ??? kanske man skulle spela som RK

If responder bids 3 \heartsuit he is looking for heart fit and/or stoppers. Opener shows 2c hearts/"no stopper" from the bottom.

2 \heartsuit -2

Opener bids: Pass with min and some fit, 2NT natural with extras, 3 \heartsuit min with 6-card suit, 3 \heartsuit / natural with max, 3 \heartsuit minMjning, 3NT max with good clubs, 4X stöd

2 \heartsuit -2NT

Opener bids 3 \heartsuit with min, else he shows 3+ (Responders 3 \heartsuit / shows stopper) 4-c M or 3NT with neither of these. All bids from RESP except 3NT is GF with diamonds (4 \heartsuit with 2c-support).

2 \heartsuit -3 /

Without support opener bids 3NT. 3 \heartsuit over 3 \heartsuit is a Q-bid (Hx or better support) likewise 4 in new suit. 4 \heartsuit is natural with good suit.

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Passed hand bidding

Jumps to 3 / is SPL, but jumps to 3 shows 9 minor cards.

COMPETITIVE BIDDING

After D

RD	9+
2X	NF
2NT	As undisturbed but , promise \heartsuit support
3 \heartsuit	PRE

After overcall

D	TO
2X	semif.
2NT	As undisturbed , promise stopper
3 \heartsuit	PRE

After overcall by 4th hand after 2 \heartsuit -2 double is take out and else is natural. After a 2 \heartsuit -overcall 3 \heartsuit shows extras or short hearts. Cue bid asks for stopper with good cards. If they double 2 \heartsuit the system is on but 2NT promise diamond stopper else pass.

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COMPETITIVE BIDDING

After D

RD	9+
2X	NF
2NT	As undisturbed but , promise <input type="checkbox"/> support
3 \square	PRE

After overcall

D	TO
2X	semif.
2NT	As undisturbed , promise stopper
3 \square	PRE

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HIGHER OPENINGS

Opening 2

Shows 3 - 10 Hcp w/ at least 4c and 4c, no reasonable 6c suit.
4th seat 12 - 16 Hcp w/ 5+c and 4+c

RESPONSES

2 /	Signoff	
2NT	About 17 - 20 Hcp	NAT INV w/o 4c M.
3	GF w/ 3+c M	
3	INV w/ 4+c M or ST w/minors	
3 /	PRE	
3NT	Signoff	
4,	NAT GF	
4 /	Signoff	

Subsequent Auction

2 - 2NT		
3	MIN	(3 asking for 5c M)
3	55 DIST MIN/MAX	(3M w/o any extras and Op is supposed to bid game w/o MIN, 3NT = Signoff, 4M promise 3c SUPP and some extra values)
3 /	MAX w/ 5c	
3NT	MAX w/ 44 DIST	

Minnesregel: mett (min, egalt, topp, topp)

2 - 3		
3	MAX w/ 44 DIST	
3 /	5c MIN/MAX	4NT Quant and 4/ Lissabon
3NT	MIN w/ 44 DIST	
4/	Shortness w/ MAX and 55 DIST	
4	MIN w/ 55 DIST	

Lissabonrules to fixing trump

Minnesregel: teem

2 - 3		
3	MIN	
3	MAX w 4432	Subseq. 3NT ask for 3c m
3NT	MAX w 5422	
4	MAX w 3+	
4	MAX w 3+	
4	MAX w 55in M not 5530	Subseq.: 4NT nat.

Minnesregel: mt44t54

2 - 3		
4m	other minor	Blackwood 0- 1wo- 1w - 2

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4 / Nat.
4NT Nat.

COMPETITIVE BIDDING

After Dbl

Pass Neutral Op either Rdbl or bid 5c suit.
RD Strong w/ some values in
2NT/3 \square Rubens
3 + as indisturbed

After overcalls 2 /

Dbl PEN
2NT - Rubens

After interference by 2NT

Dbl PEN
Other NAT NF

After overcalls 3 \square /

Dbl PEN
3 NAT semif. w/ 6+c
3 / COMP Op may bid 4 w/ MAX

Over higher overcalls:

Dbl PEN
Other NAT NF

ALL further Dbls are PEN from both

OPENING 2 IN 4TH SEAT

2X NAT NF
2NT NAT INV
3 \square / NAT Signoff
3 / LissabonINV (3 = \square -SUPP, 3 = -SUPP)

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Openings 2 /

*These bids are to be regarded as destructive and is used as "liberty with responsibility".
They show 3 - 10 Hcp w/ 5-6card NV and 3 - 10 Hcp w/ 6c suit VUL.*

4TH seat 12 - 16 Hcp w/ 5+c and 4+c M

RESPONSES

2	F1 w/ 5+c
2NT	INV+ w/ <input type="checkbox"/>
3 <input type="checkbox"/>	INV+ w/
3	INV+ w/
3	PRE (if) or INV+ w/ -SUPP (if)
3	PRE (if) or ST w/ shortness (if)
3NT	Signoff
4X	Splinter

After 2 - 2

2NT	MIN w/5c (bad 6c VUL) not Hx or better SUPP
3 <input type="checkbox"/> /	MAX w/ VAL. 5 or 6c . GF
3	MIN w/ 6c
3	MIN w/ at least Hx SUPP
3NT	MAX w/ strong 6c suit w/ 3 of 4 top honors and the ace.
4X	MAX w/ 3c SUPP and shortness

After the transfers

Op bids the relay w/o accepting values, or rebid his own suit w/ good 6c suit.

New suit shows stop if it's 2 suits left or ask for stop w/ only 1 suit left below 3NT.

To establish a forcing tempo you have to bid via the relay (i.e a jump to 4M will not establish forcing tempo if OPPTs bids over 4M)

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COMPETITIVE BIDDING

After Dbl / 2

Dbl	PEN
Rdbl	Strong. Interest in further PEN.
Other	As undisturbed but 2 maybe weaker.

After overcalls 2NT -

Dbl	PEN
3X	NAT F1
3M	COMP

AFTER OPENING IN 4TH SEAT

2	NAT , NF
2NT	NAT INV
3 \square	Signoff
3	INV w/ -values and 4c-SUPP
3	General INV w/ 4c - SUPP
4 \square	INV w/ \square - SUPP

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Opening 2NT

5 - 9 Hcp Both minors at least 55

RESPONSES

3♣ /	To play
3	NAT GF w/ 6+ or ST+ w/ minors support
3	NAT GF w/ 6+
3NT	To play
4♣ /	NAT PRE
4 /	To play
4NT	Kan man ha detta till SI+ i m ?

OPENING 3♣

13 - 16 w/ 7+c ♣ and at least 3 of 4 top honors.

3	Stopasking (3 / = stop and 3NT = No majorstops)
3 /	NAT GF
4♣	PRE
4	RKC

COMPETITIVE BIDDING

If they Dbl 3

Pass	deny stopper in and Rdbl from Re ask for M stoppers
Rdbl	something in
3 / /NT	as undisturbed but promise stopper

OPENING 3

1st and 2nd seat 2 of 3 top honors and 6 - 7c , not EKDxxx(x)

New suit is NAT F1, 4 as PRE and 4 as **RKC**

OPENINGS 3 /

Used as PRE with wide range depending on VUL or NV, Skill of OPPT or just feeling.

New suit is NAT or Q-bid and 4NT is RKC

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OPENING 3NT

*Shows 7,5 - 9 tricks in any 7 - 9 card major.
Solid or semisolid w/ ace.*

Subsequent auction

4 \square Puppet to TRF (i.e. you bid 4 w/ and 4 w/)
4 ST+ (Re "know" which suit Op has. Op bids 4M w/ MIN otherwise 4NT w/ 3 aces,
5M w/ extralenght or new suit showing a void.)
4 P / C

COMPETITIVE BIDDING

If OPPT Dbl

Pass Suggest to play
RD Strong
Other as undisturbed

OPENING AT 4 - LEVEL

OPENINGS 4 \square ,

A preemptive bid often w/ strange DIST. Subsequent auction is NAT w/ 4NT asRKC.

OPENINGS 4 /

Gambling, often w/ strange DIST.

Responses

4NT RKC
New suit Q-bid
5M Asking for suitquality .

OPENING 4NT

Classic Blackwood asking for specific ace

Responses:

5 \square No ace
5X That ace
5NT Two aces Kanske ska skifta svaren på 5NT och 6 \square
6 \square Ace of \square

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BIDDING IN DEFENSE

TO-DOUBLE

(1- level)

Shows a. 10+ Hcp and at least 3+card in unbid suit. b. 16+ Hcp, any
Exception can be done w/ 5c and a 4c oM (i.e: over partners 2 \square , you bid 2 \square and it does not show any extra VAL.). The Dbl promise 1,5 defencetrick.

IF 3RD SEAT PASSES:

1	0 - 7 Hcp w/ (3)4+ c
1NT	0 - 7 Hcp w/o 4c or 12 - 14 w 4c oM or 12-14 wo stopper
2X	8 - 11 Hcp , NAT 4+c
2NT	12 - 13 Hcp , NAT w/ stop.
3X	11- 13 Hcp , NAT INV w/ 5+c
Cuebid	GF w/o other suitable bids .

DOUBLER BIDS ONCE MORE

Generally all new bids by free will shows 16+ Hcp, except after 1NT from Re. Then 2 \square / are WK suggestions. In COMP-bidding you are supposed to either bid a TO or jump.

AFTER Re WK 1NT or PASS

2 /	16 - 20 Hcp NAT NF.
1NT	cue is only forcing
2NT	19 - 22 Hcp Modified 2NT-bidding
Jump	Acolstyle onesuiter. F1
Cuebid	22+ Hcp Primary asking stop
Double jump	NAT 6+ GF

AFTER 1NT (Negative) AND TO:s 2 \square /

Pass/2oM	Sign off
2M	12 - 13 w 4c oM
2NT	12 - 13 w/o stopper
3m	INV w/ canape

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AFTER 1NT (Negative) AND TO:s 2NT

3X Nat. sign off , if new minor canape style
 cue GF and ask for other M

AFTER 2 \square / 2 (promising 8+ Hcp)

2 5c w/ oM, <=15 Hcp
 2 / 16+ Hcp w/ 5+c
 2NT NAT INV
 3X NAT GF
 Cuebid Asking stop.

IF 3RD SEAT RDBL AS STRENINVH

Pass Neutral
 1X NAT w/ 4+c
 2X NAT escaping often w/ 5+c
 2NT PRE w/ minors (over 1M)
 3X PRE

IF 3RD SEAT BIDS:

New suit Dbl = PEN (if it's a Majorbid, otherwise TO)
 TRF Dbl = Shows the transfersuit, 2 in shown suit is TO
 Raise Generally Dbl for TO and Good Badbids.

Ex.: (1) - Dbl - (2)

D TO denying 4c
 2 NAT
 2NT,3 \square , Good Bad
 3 Primary asking stop.
 3 INV w/ 4+c
 4 \square / Twosuit w/ 4c and 5+c \square /
 4NT Both minors.

(1) - Dbl - (3 /4)

Dbl Opt-X, denying 4c
 4 GF w/ own suit.
 4NT Both minors

(1) - Dbl - (2)

Dbl TO, denying 4c
 2NT,3 \square ,3 ,3 Good Bad
 3 Primary asking stop
 4 \square , Twosuit w/ 4c and 5+c m
 4NT Both minors

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(1) - Dbl - (3)

Dbl	Opt-X
4 \square ,	NAT , NF
4	Two suiter w/
4NT	Both minors

1 - D - 4

D	PEN - suggest
4NT	TO

IF Op ACT ON HIS OWN

Norm-X are in use.

New suit by doubler shows 16+ hcp and raises are just COMP.

SIMPLE OVERCALL

At 1-level an overcall shows 8 - 15 Hcp (a 1 / overcall over 1 \square / maybe lighter 5-15)

The overcall shall fill any of:

a.	Constructive.
b.	Leaddirecting
c.	PRE. (In a Pairs-tournament not <i>just</i> PRE)

At 2-level an overcall shows about 10 -15 Hcp with a decent 5+c suit.

SUBSEQUENT AUCTION

When 3rd seat bids:

Pass	From 2 in Op suit onwards is Rubens, (1NT if 1 \square = Multicolored) , other bids are NAT F1 except 1NT (NAT NF)
Dbl	RD is 1 st , 1X = NAT F1
1NT	Dbl = 10 + , other NAT NF, cuebid w/ SUPP and INV+.
1X	Dbl is 1 st ,
2X	Dbl is 1 st ,
Raise	Dbl = TO , 2NT is 1 st ,
Jump	Dbl = TO , other NAT (see below)

After CONV-bids, like TRF, Rubens is not applicable.

GENERAL RULES FOR THE RUBENS-BIDDING

- Order of Rubensbids are: D/RD - 1NT - 2 \square
- Dbl or Rdbl for strength at the 1 -level shows exactly 2c in overcallers suit
- 2NT is NAT if 2 is free for showing \square -SUPP
- 2NT shows SUPP if there are a F1-bid at 1-level. Men after (1m)-1hj-(p)- är väl 2NT stenbergs? Nä NAT invit
- TRF to OPPT:s suit at cheapest level is a generalforcing bid.
- 1NT is NAT if opening 1 \square is NAT.
- TRF to partners suit shows SUPP , often w/ 3c SUPP and INV+

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- All suits must be available for a Rubensbid, otherwise it's NAT NF and at 3-4 level GF / NF depending on strength of OPPT's bid (i.e: OPPT bid = NF; Our bid = F1+. OPPT bid = F1+; Our bid = NF)
- Other higher bids shows SUPP. Fit Jumps? JA

EXAMPLES:

<p>Ex.1 (1\square) - 1 - (1)</p> <p>Dbl Strength w/ 2</p> <p>1NT Raise to 2 w/o hon</p> <p>2\square Shows</p> <p>2 INV+ w/ - SUPP</p> <p>2 7 - 10 Hcp w/ -SUPP</p> <p>2NT Nat</p> <p>2 and above shows - SUPP (4c)</p>	<p>Ex.2 (1) - 1 - (Dbl)</p> <p>Rdbl Strength w/ 2</p> <p>1NT Shows \square</p> <p>2\square Raise to 2 w/o hon</p> <p>2 Shows</p> <p>2 INV+ w/ -SUPP</p> <p>2 7 - 10 Hcp w/ -SUPP</p> <p>2NT Nat</p> <p>3\square and above shows -SUPP (4c)</p>
<p>Ex.3 (1) - 2\square - (Dbl)</p> <p>Rdbl General Forcing</p> <p>2 Shows</p> <p>2 Shows</p> <p>2 INV+ w/ \square - SUPP</p> <p>2NT NAT INV</p>	<p>Ex.4 (1) - 2\square - (2)</p> <p>Dbl Strength</p> <p>2NT INV+ w/ \square - SUPP</p> <p>3\square 7 - 10 Hcp w/ \square -SUPP</p> <p>3 Shows</p>
<p>Ex.5 (1) - 1 -(D)</p> <p>Rdbl Strength w/ 2</p> <p>1NT Shows \square</p> <p>2\square Shows</p> <p>2 Raise to 2 w/o hon</p> <p>2 INV+ w/ - SUPP</p> <p>2 7 - 10 Hcp w/ -SUPP</p> <p>2NT Nat</p> <p>3\square and above shows -SUPP (4c)</p>	<p>Ex.6 (1) - 2 - (2)</p> <p>Dbl Shows \square</p> <p>2NT Nat</p> <p>3\square INV+ w/ - SUPP</p> <p>3 7 - 10 Hcp w/ -SUPP</p> <p>3 Splint</p>
<p>Ex.7 (1) - 1 - (2\square)</p> <p>Dbl Shows</p> <p>2 Raise to 2 w/o hon</p> <p>2 INV+ w/ - SUPP</p> <p>2 7 - 10 Hcp w/ -SUPP</p> <p>2NT NAT INV</p> <p>3\square, , 4+ -SUPP w/ shortness /Fitbid</p> <p>3 PRE</p>	<p>Ex.8 (1) - 2\square - (2)</p> <p>Dbl Shows</p> <p>2 Raise to 3\square w/o hon</p> <p>2 INV+ w/ \square - SUPP</p> <p>2NT NAT INV</p> <p>3\square 7 - 10 Hcp w/ \square -SUPP</p> <p>3 , 4+ \square -SUPP w/ shortness /Fitbid</p>
<p>Ex.9 (1) - 2 - (Dbl)</p> <p>RD Shows</p> <p>2 Raise to 3 w/o hon</p> <p>2 Shows \square</p> <p>2NT NAT INV</p> <p>3\square INV+ w/ - SUPP</p> <p>3 PRE</p> <p>3 NAT NF</p>	<p>Ex.10 (1) - 2 - (3\square)</p> <p>Dbl INV+ w/ - SUPP</p> <p>3 7 - 10 Hcp w/ -SUPP</p> <p>3 Nat F1</p> <p>3 Splint</p>

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Ex.11 1 - 2 - 3 Dbl INV+ w/ - SUPP 3 7 - 10 Hcp w/ -SUPP 3 Shows □ 3NT Signoff 4 □ Fit bid	Ex.12 1 - 2 - 2 Dbl TO 2 NAT NF 2NT Shows □ 3 □ INV+ w/ - SUPP 3 7 - 10 Hcp w/ -SUPP 3 Shows 3 NAT NF
--	---

AFTER JUMPRAISE FRoM RHO

If OPPT:s bid is at least F1 then our bid in new suit is NF otherwise our bids in new suits is F1 .

(1) - 1 - (3) Dbl Opt-X 3 INV 4 ST in 4 □ / NAT F1 (if 3 is NF) 4NT Minors	(1) - 1 - (4) Dbl Opt-X 4NT Minors 5 □ / □□□ 5 ST in 5 ST asking for Q-bid in .
(1) - 2 □ / - (3) Dbl Opt-X 4 ST w/ SUPP 4 w/ SUPP in □ /	(1) - 2 □ / - (4) 4 NAT suggest Dbl Opt-X 4NT ST w/ SUPP 5 ST w/
(1) - 2 □ / - (3) Dbl Opt-X 4 ST w/ SUPP 4NT ST w/	(1) - 2 □ / - (4) Dbl Opt-X 4NT ST w/ SUPP
1 - 2 - 3 Dbl Opt-X 4 ST w/ -SUPP 4NT Minors 5 □ / NAT	1 - 2 - 4 Dbl Opt-X 4NT Minors, but following up w/ 5 it's a ST in 5 □ / NAT

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SUBSEQUENT AUCTION AFTER DBL IN 4TH SEAT

(1) - 1 - (2) - Dbl,

Pass

2	MIN
2NT,3 \square ,3	Good Bad
3	Asking stop
3	MAX w/ 6+c
3NT	NAT
4 \square /	MAX w/ 64 DIST
4	MAX w/ 5044 DIST

(1) - 2 - (2) - Dbl

Pass

2NT,3 \square 3 , 3	Good Bad
3	Asking stop
4 \square /	MAX w/ 64 DIST

4TH SEAT ACTIONS

When OPPT:s bids 1 over 1

Dbl	Unbid suits, 44 (12+HCP) or 54 about 10+HCP
1NT	Constructive overcall in lowest unbid. 13- 16 or 17+ Hcp
2 in lowest unbid	Leaddirecting overcall 6 – 12 Hcp
2 in Opening suit	Constructive overcall in highest unbid. 13- 16 or 17+ Hcp
2 in highest unbid	Leaddirecting overcall 6 – 12 Hcp
2 in Responding suit	Constructive w/ 55+ DIST in unbid suits at most 5 losers
2NT	Destructive w/ 55+ DIST in unbid suits

Bid in opponents suit at the two level shows a good raise,
and after a raise from Re ,Dbl also shows a good raise

When OPPT:s bids 1X -1NT

All bids have the aim of reaching a low level contract since OPPT:s have a common strength of about 20 HCP

Also valid in 4th seat.

After opening 1 \square /

Dbl	4 + om
2 \square	4 + om
2	+
2 /	5+c

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After opening 1 /

Dbl Minor onesuiter

In 4th seat Dbl is a "two way Dbl", ie the Dbl may contain a PEN w/ the opening suit. It's up to partner to find out of which.

2 \square	5 \square + 4oM
2	5 + 4oM
2oM	5+card
2M	5 - 5 oM + m
2NT	5 - 5 minors

When OPPT:s bids 2 over 1

Dbl TO w/ wild DIST
2X/3X PRE or leaddirecting

When RHO has SUPP his partners opening.

Dbl TO / Opt-X Normal strength for a Dbl
2NT 2-suiter, not suitable for Dbl
NS NAT Normal strength for a n overcall

When RHO bids a conventionals bid

Trf bids Dbl simple overcall
their suit T/O
Other see 1 over 1

Relay bid

(promise some strength / if weak 0 – 7)

Dbl lead directing / T/O
1NT Minors / 15 – 18 NAT

support bids

Dbl T/O
Their suit 2 suiter highest + one
2NT 2 suiter – lowest

support bids at 3 – level in pairs Dbl lead directing

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JUMP OVERCALLS

*Over 1 \heartsuit and 1 \spadesuit (1 - 2) the overcalls 2 \heartsuit and 2 \spadesuit show 3-10 HCP and 6-card (5-6 NV).
Jumps to 3-level are PRE except 3 \heartsuit / which is reserved for 2-suiters*

Responses

2X	NAT F1
2NT and above	TRF

NT- OVERCALLS

*Natural showing from 14 good HCP to 18 bad.
Over 2-level openings 2NT shows about 16-19 as opening 2NT.
After OPPS Dbl , Rdbl showing \heartsuit + any*

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TWOSUITER-OVERCALLS

Over minor openings:

2 m	5 - 12 HCP	54+ in Majors	[Subseq. See 2 -opening] <i>NEW</i>
2NT	At most 5 losers	55+ in + om	
3	At most 5 losers	55+ in + om	
3	At most 5 losers	55+ in +	

Over major openings:

2M	10+ HCP	55+ oM + m	[2NT asking, promise strength] <i>NEW!</i> [3m P/C] <i>NEW!</i>
2NT	10+ HCP	55+ +	

It's not the same demands for these 2-suiterbids as for over 1m.

If OPPT:s Dbl 2NT:

Pass is positive while Rdbl is SOS.

BALANCING (4TH SEAT)

SIMPLE OVERCALL

About 8 - 14 HCP w/ natural subsequent auction.

Dbl as TO

Maybe as little as 8 HCP w/ a good shape and nice cards. Doubler may rebalancing with 14 + HCP
1NT over this Dbl is NAT - 8-12 Hcp - as distinguished from th Dbl in 2nd seat.

JUMPOVERCALLS

13-16 HCP w/ a nice 6-card suit at the 2-level and 6+card at 3-level.

Doublejumps are INV to game w/ strong suit.

Raise from Re are INV and cuebid stopasking.

1NT

11 - 16 HCP and promise stop over minoropenings but is optional over majoropenings.

Subsequent auction:

2	Majorasking
2	5+
2	5+
2	minors/ one suited minor Subseq. NT bidder bids 2NT w/ equal or longer
2NT	INV w/o majors
3/	INV w 6+

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Over 2 \heartsuit :

2	11 - 14 HCP	w/o major	[2NT INV]
2	11 - 14 HCP	or, if it's cuebid: 15 - 16 HCP w/o stop	
2	11 - 14 HCP	or, if it's cuebid: 15 - 16 HCP w/o stop	
2NT	15 - 16 HCP		[3 \heartsuit new majorasking]

CUEBID

Nice 2-suiter (55+) w/ highest unbid and any. About 6 losers

2NT

20 - 22 HCP as opening 2NT

JUMP CUEBID

Stopasking (probably w/ a SOL minor)

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DEFENCE VS 1NT

Dbl	Same strength that OPPT:s but at least 13 HCP (Passed hand bidding , 4 th position is one suited minor	
2 \square ,	ASPTR0	
2 ,	NAT	Constructive vs WK NT
2NT	Minors	
3X	PRE	Maybe quite nice cards especially after a passed partner.

After Dbl

2 \square	Asking Majors
2	Escaping style

Special case

1NT – D – pass(forcing to Rdbl)

2 \square	ask for M
2x	NAT , Dbl may raise
pass + D	T/O
pass + 2X	escape style

Asptro

*VS WK NT the Asptro-overcall is constructive showing an opening hand or a wild DIST.
VS Strong NT (may contain 16 Hcp) the overcall are a little bit lighter.*

2 \square	At least 4c and at least 9card in two suits.
2	At least 4c and at least 9card in two suits.

With both majors you show the shorter / worsen.

Subsequent Auction

After 2 \square

2	Preference assuming 5c and 4c
2	4c or 3c +1c
2 ,3 \square ,	Own suit. NF
2NT	F1 asking for sidesuit / 5c
3	INV

2 \square - 2

2	5+c
2	5c + 4-5c
2NT	Strong hand often w/ 5c
3 \square	5 \square + 4

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After 2

	2	Preference assuming 5c and 4c
	2	4c or 3c +1c
	3 \square , ,	Own suit. NF
	2NT	F1 asking for sidesuit / 5c
	3	INV
2 - 2		
2	5	
2NT		Strong hand often w/ 5c
3 \square , ,		5+c suit

OPPT:s BID AFTER ASPTRO-OVERCALL

Dbl	Rdbl	Bid sidesuit
	Pass	Suggest to play if P has the suit.
	2M	Signoff
	2NT	As above
	Other	NAT NF
2X	Dbl	TO , asking for 5c suit. Later 2NT asks for sidesuit.
	2NT	Bid sidesuit
	New suit	NAT NF

After 2 / overcall

2NT	F1 ; overcaller bids honors or 3M w/bad values
3X	NF ; overcaller may raise strength depends if 1NT is strong or weak
3M	INV
jump	splinter

VS NATURAL 2NT-OPENING

Dbl	2 nd Onesuiter \square or and in 4 th PEN
3 \square , ,	ASPTR0
3 ,	NAT
3NT	Minors

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Vs PREEMPTS

2-Level

Dbl TO wLebensol responses
(If the 2 shows a 54 DIST w/ m you may change the meaning of Dbl and 2 NT)

2NT 16-19 (As opening 2NT with some exceptions)
3NT NAT)

Jumpovercalls to 3-level is NF but shows a strong hand.

Cuebid Asking stop over 2 / and shows 55+ / over 2 /
4 / Strong 2-suiter w/ m+oM after 2M opening

After a minor opening

4 / om +
4 om +

2NT module

3 / + 3oM INV w/ 5+ in oM
3 / + 3M Both minors
3M GF w/5+ in oM
3oM GF w a three suiter , short M

3-Level

Vs 3 /

Dbl TO
3NT NAT
4m Both M
4NT om + M

Vs 3 /

Equal level (from 3) call dont show any extra values

Dbl Opt-X in 2nd seat, TO in 4th
3NT NAT
4 / TO w/ the better minor. 4 promise 4c. (4th seat NAT)
4M oM+ m
4NT Minors

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3NT-Module

*When our sides first bid is 3NT after preemptive action by the opponents we use transfer slamtries. Even if for some reason it is impossible for responder to have a slamtry we use the same methods for simplicity.
. Strong club bidder uses it after a preempt when responders first bid is 3NT.
And in max4 scheme when 3NT shows a 4333 dist.*

Continuation after 3NT overcall:

- 4 \heartsuit endsignal, or a raise to 4 NT
 - 4 extra values
 - responder signs off or bids what he thinks he can make
 - 4 normal response
 - new suit signoff (or two other suits if their suit)
 - 4 NT quantitative
- 4 Slamtry in hearts
 - 4 rejection
 - 4NT extra values without heartfit
 - new suits, natural and forcing
 - 5 x RKCB response
- 4 Slamtry in spades
- Continuation as after the heart-transfer
- 4 Slamtry in clubs
 - Same continuation, but 5 NT/6 \heartsuit shows 1/4 key-cards w/wo queen
 - since 5 \heartsuit was not available
- 4 NT Slamtry in diamonds
 - 5 \heartsuit extra values without diamondfit
 - new suits natural and forcing
 - 5 Signoff
 - 5 x cue

Transferring to opponents suit shows shortness and a 3-suited slamtry, 4441 or 5431

Extra values is about 20 Hcp and more

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DEFENCE VS CONVENTIONAL OPENINGS

VS STRONG ♠ /

Pass	Maybe 13+ Hcp
Dbl	5 - 12 Hcp 5+c . Often leaddirecting
1	5 - 12 Hcp 5+c . Often leaddirecting
1	5 - 12 Hcp 2 - 4c + 5+c m
1	5 - 12 Hcp 2 - 4c + 5+c m
1NT	5 - 12 Hcp 5+c ♠ / 5+c (One suiter)
2♠	5 - 12 Hcp Both minors 54 / 45
2 , ,	3 - 10 Hcp As opening
2 NT	3 - 10 Hcp Polish scissor

After Pass

Bid promise 13+ Hcp w/ASPTRO vs 1NT

After Dbl / 1

Subsequent auction is NAT as opening 1M. Responding 1M is WK, often w/o SUPP

After 1 /

1NT	Primary asking for minor, but may be used w/ INV+ and 4c M SUPP
Other	NAT F1
2NT	4c M-SUPP (Stenberg)

Subsequent auction after the 1NT resps

1M - 1NT, 2m	
2X	Signoff w/ own suit
2M	4c M-SUPP Light gametry
2NT	NAT , INV
3m	INV, 3+c SUPP
3M	4c M-SUPP Strong gametry (fit in the minor)
4m	ST+ w/ 3+c SUPP

After 1NT

2♠ /	P/C
2 /	F1 , NAT
2NT	FI Lissabon style , 3m = min and 3M = max
3♠ /	PRE , P / C
3 /	GF , NAT

After 2♠

2	NF
2 /	F1 , NAT
2NT	F1 3♠ = min , 3 max
3♠ /	PRE
3 /	GF , NAT

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After 2NT

Logical preferences and 3 as forcing. See Polish Scissor.

After 1 \square - pass 1

Dbl, 1 ,	NAT, often lead directing.
1 NT	Minors
2 \square	5+c
2	5-12, 54+ in majors
2 M	6+ c, as opening 2M
2 NT	.

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VS 2 "Multi"

The idea is to use the "multi" weakness, i.e. you get double chances, and the fact that OPPT:s "HAVE" to bid.

Pass	May contain strong two or threesuiters that don't fit below.
Dbl	12-15 (semi) BAL (at least 22 in M) or any 17+
2X	12-16, NAT
2NT	16-19 BAL (As opening 2NT)
3m	12-16, NAT w/ nice suit.
3M	NAT INV on a onesuiter.
3NT	To play
4□	55 in + □ , about 4 losers
4	55 in + , about 4 losers
4M	To play

Subsequent auction

After a introductory Pass

2NT	TO w/ minors
3m	NAT balancing
3M	55 in + m , about 4 losers
4□	6c□ + 4 oM , about 4 losers
4	6c + 4 oM , about 4 losers

After Dbl by 2nd seat

3rd seat passing :

Pass	8+ Hcp , or WK w/o majors (later 2NT over Dbl)
2 - 3	WK
3 /	NAT INV w/ 5+c

2nd seats actions after his Dbl, Pass from partner and 2M by opener.

Pass	12-14(15), 4 th seat bids NAT w/ Dbl as TO
Dbl	TO
3NT	Suggest
Other	17+ Hcp, NAT

After partners WK bids, 2nd seat act NAT w/ new suit as 17+ Hcp (F1) and 2NT showing 20-22 (as opening 2NT)

4th seats actions after 3rd seat bids 2M

Pass	Nothing to say by now.	(2 nd seats Dbl as TO and other NAT w/ 17+)
Dbl	TO	
2X	NAT w/ 8+ Hcp	
2NT	Lebensol	
3X	NAT INV	

Other situations:

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2 -pass-2 -

Dbl TO vs
2NT 16 - 19 Hcp (As opening 2NT)

2 -pass-2 -pass

2 -pass-pass-

Dbl TO vs
2NT Balancing w/ minors
3X NAT balancing

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VS 2 EKRENS

Dbl	12 Hcp + w/ at least 33 in M
2	12 – 16 Hcp , three suiter w/ short or 17+
2	12-16 Hcp , three suiter w/ short
2NT	Both minors
3x	Nat.
4	5-5 w/ and M
4	5 – 5 w / and M

After Dbl.

Dbl	PEN from both (Doubler may double once more , expecting about 7 hcp from partner
2NT	Good Bad from Re and nat from doubler

After 2 /

Dbl	PEN from resp. and T/O from three suiter
2NT	Good bad
3 in short suit is only forcing	

Special cases

If 2 pass – 2M play as after a weak two

If 2 pass pass play as in 2nd seat

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VS unnatural 1 \heartsuit /

This defence, called "Lützen", can (and we almost do) also be used vs other minor openings that not promise 4c. It has also been used vs NAT minor openings, unfourtunately with some success. Although this methods now a days is prohibited in most tournaments we only use it as described above.

Pass	May contain a BAL 18+ Hcp. It's a SemiForcing bid. Over 1 \heartsuit it can also contain a 18+ Hcp hand w/ \heartsuit .
Dbl	8 - 11 Hcp w/ 5+c or 12+ w/ 4+c .
1	8 - 11 Hcp w/ 5+c or 12+ w/ 4+c .
1	8 - 11 Hcp w/ 5+c or 12+ w/ 4+c .
1	3 - 10 Hcp. Either any 5+c 1-suiter or any 44+ 2-suiter.
1NT	14 - 17 Bal
2 \heartsuit	5 - 12 Hcp. At least 54 in \heartsuit + \spadesuit / 11 - 16 NAT
2	3 - 10 Hcp. 5+c (6+c VUL) / 5 - 12 Hcp. At least 54 in \heartsuit + \spadesuit
2 /	3 - 10 Hcp. As opening 2M
2NT	
3X	PRE

Subsequent auction

After transferovercalls

1 in shown suit	0 - 9 Hcp w/o SUPP or 0 - 5 Hcp w/ 3-4c SUPP
1X	7+ Hcp 4+c (1NT = 12 - 14 new suit F1)
1NT -	10+ Hcp Rubens

Over the signoff 1 in shown

Pass w/ 5+c and upto 15 Hcp
1M doesn't promise more than 44 and does not promise any extra strength.
1NT shows 15 - 17. Higher bids are NAT and strong F1.

After 1NT(15 - 17) 2 \heartsuit = asking M, 2 = any signoff, 2 - 3 NAT INV.

If OPPT:s bids Dbl 1 in shown is still WK but promis 3c SUPP.

After the 1 \heartsuit overcall

1NT	16 - 19	As opening 1NT
2 \heartsuit	20 +	Only forcing bid.
2X	13 - 19	NAT 5c+
2NT	20 - 22	As opening 2NT
3X		NAT INV w/ about 4 losers

If OPPT:s Dbl 1 Rdbl = "I have an own 1 \heartsuit -overcall"

1 \heartsuit is supposed to save himself by Rdbl as SOS and 2X NAT.

1NT denies MIN. Further Rdbls are SOS.

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VS two-way 1

Pass	Maybe 15+ Hcp
Dbl	8 - 14 Hcp 5+c
1	8 - 14 Hcp 5+c
1	8 - 14 Hcp 4c + 5+c m
1	8 - 14 Hcp 4c + 5+c m
1NT	8 - 14 Hcp One suited minor
2	8 - 14 Hcp Both minors 54/45
2 , ,	3 - 10 Hcp As opening
2 NT	3 - 10 Hcp

Bid showing 8 - 14 , maybe weaker NV

After Pass

Bid promise 15+ Hcp w/ASPTRO vs 1NT

Subsequent action after Dbl - 2NT se strong defence

Efter 1 - pass 1

The ANTINONSENSmodule is used

Dbl	13 + Hcp	BAL or 4+c
1X	11 - 16 Hcp	5+c ; Sys on
1NT	11 + Hcp	5+c
2 /	17 + Hcp	5+ c /
2	13 - 16 Hcp	4414
2	17+ Hcp	4414

Efter 1 - pass - 1 / 2 /

As RHO has opened.

Efter 1 pass -1NT

Dbl 1-suiter minor or 44+ M (Re bid 2 [may bid 2 w/ , -fit and bad majors])

2 , ASPTRO

2 / 5+c

2nd seats further action

Dbl	PEN - suggest w/ 17+ hcp except after OPP raises and in balancing pos. , then TO (maybe weaker)
1NT	15+ Hcp w/ 4c oM + 5c+ m F1
Other	NAT 15+

Spec. 1 - pass - 1 - pass - pass - D is Antinonsens

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Vs 1 not showing 3

In forth position (vs 2 way club as well)

Dbl	T/O	
1NT		11+ w 4c oM and longer minor 2m Multi , 2NT NAT , 3M Pre and w/ INV values begin w/
OPPs suit		
2	NAT	

Vs OPPS conv. 1X – 1Y

	if they not promise at least half the strength	if INV +
Dbl	T/O	leaddirecting
bid in shown suit	Two suiter	T/O
1NT	Lindkvist	
2/3Y	NAT	NAT – PRE/leaddirecting

Lindkvist 4 oM and 10+ Hcp , Subseq: 2m P/C , cue F1 and raise NF and other NAT

VS other strange openings

Vs 2 NT 5 5 in minors

Dbl	BAL	
3		TO w/ better
3		TO w/ better
3	NAT	

Vs 2 " Only forcing "

All actions are destructive / leaddirecting

Dbl	6+c	
2	6+c	
2	6+c	
2	6+c	
2 NT		

Vs 2 / (Showing twosuiters, like either / or red, / or black)

Dbl	TO vs /	Further dbl is TO over m
2NT	16 – 19	As opening 2NT
3M/oM	16 +	NAT
Other		NAT

4th Dbl is a "two-way Dbl, i.e. either TO or PEN. If Op escape you assume it was a PEN.

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LEADS AND SIGNALS

LEADS

VS NT

1st, 3rd 5th (10 - 12 rule). >From a tenace we lead 3rd except from AQJ then we lead either A (for unblocking K) or Q.

Honorleads:	A	Command encour / discour
	K	Command unblock / count
	Q	Command encour / discour
	J	Highest
	T	AJT, KJT, AQT, AKT

Vs suit

1st, 3rd 5th (10 - 12 rule).

From AK: A from even number, K from odd number

Trump leads

If possible it show parity of hand. Low - High show = 3 even suits, for example: 4441 / 4432 / 7222
High - low show 3 odd suits, for example: 5332 / 4333 / 6331

Subsequent

Thru declarer we play 2nd / 4th best from original holding.
Playing 2nd best in 4 or 5c suit indicates no honor, but 4th best doesn't promise an honor.

Leading an A command encour from K , and K command count if the Q is at the table.

Thru the table we play as openingleads and from original holding.

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SIGNALS

Encouraging / Discouraging - Schneider

Highest priority

Low - High is encouraging

COUNT - Malmö

Is ON when declarer plays a suit , if you can't cover the table's card,

Low - High shows an even number in played suit.

Suit preference

Is ON

when you know partner will ruff.

Trump lead in double partscore at 1 and 2 level.

Low card = Interest in lowest actual suit.

Inverted Oddball

Is ON in NT at the first trick declarer play .

Openingleader show if he wants partner to shift suit and his partner show if he likes the lead , for example holding the neighbourcard or length.

Low = Good Lead, continue this suit.

High = Nothing extra to show.

Trumpsignal

Always ON when there is a trump and show parity of hand.

Low = 3 "even" suits (i.e. 4441/ 4432/ 5422 and so on)

High = 3 " odd " suits (i.e. 4333/5332/6331 and so on)

Vinje

On a A or K lead vs trump, you tell partner how many tricks can be cashed at once assuming partner has AK..

Low = Even number of tricks

High = Odd number of tricks

If the table has exactly 2 cards in the lead suit , we use Obvius shift.

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Obvious shift

Is ON when its obvious not to continue in that suit

Dummy has:

Singel/void , or its obvious that declarer has

A suit w/AKQ

A suit w/ Kxx(x) and you lead A and declarer is probably short

You lead the A/K and dummy has 2 cards

You lead the A and dummy has KQx(xx)

Low = Intolerance for the obvious shift

High = Tolerance for the obvious shift (Jxx or weaker A or K , Qxx or better A,K or Q)

The obvious shift suit is in priority dummies:

1. Bad three card (1/3)
2. Shortest suit (not singel/void)
3. W/ equal length the weakest
4. W/ equal strength the lowest

OS suit is never, in priority

The leading suit

Trump

A suit w AKQ or 4 of 5 honors

Dummys single/void suit

A suit bid by declarer

OS is always partners suit or your own suit,