BRIDGE WORLD STANDARD 2017

桥牌世界标准2017版

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**Introduction**

Bridge World Standard (BWS) encapsulates common American expert practices, determined by polls, as a set of partnership agreements. It is used as a framework for problems in *The Bridge World*'s Master Solvers' Club, by impromptu partnerships, and as a basis for discussion by those who wish to formulate their own system.

桥牌世界标准（BWS）概括了多数美国桥牌专家们的实际经验，并以投票的方式建立一套搭档之间的叫牌约定。这个标准可作为“桥牌世界大师难题解答俱乐部”的基本框架来处理各种问题，作为那些想形成他们自己的叫牌体系的搭档之间讨论问题的基础。

BWS is occasionally reformulated when there is evidence of a shift in expert practice. There have been five versions since the system began in 1968. The polls used to construct the fifth, 2017, version (which is the official version beginning with the January 2017 Master Solvers' Club problems) appear in *Bridge World* issues for the months of March, April, May and June 2016 and at [www.bridgeworld.com](http://www.bridgeworld.com)

当有证据证明专家的实际经验有变化时，桥牌世界标准偶尔会更新。从1968年以来已经有五个版本了，在世界桥牌杂志2016年三-六月的期刊上经过投票形成了第五版也是最新版的桥牌世界标准（该版本是从2017年一月开始发布的官方版本，包括了由美国专家解答俱乐部收集的问题）。

**I. Definitions定义**

A distribution shown with hyphens refers to any pattern including those suit lengths (for example, 5-4-3-1 means any hand with one five-card suit, one four-card suit, one tripleton and one singleton). A distribution shown with equal signs refers to specific suit lengths (for example, 5=4=3=1 means a hand with five spades, four hearts, three diamonds and one club). **Balanced** means 4-3-3-3, 4-4-3-2 or 5-3-3-2.

由短横线加套的长度来标志的牌型是指任意的牌型分布，比如5-4-3-1是指任意的5431牌型。由等号加套的长度来标志的牌型是按花色顺序由高到低指定的牌型，比如：5=4=3=1是指五张♠四张♥三张♦一张♣。平均牌型是指4-3-3-3，4-4-3-2或5-3-3-2牌型。

A **competitive** action is one taken over an opponent's bid, double or redouble. A competitive action taken in **direct position** immediately follows an opponent's action; one taken in **reopening position** follows an opponent's action and two passes.

竞叫是指当对手做了叫牌，加倍或再加倍之后所采取的行动。直接位置竞叫是指对手叫牌后处于第二家叫牌的牌手马上竞叫；重开叫位置是指对手叫牌后两家不叫，第四家牌手采取的行动。

**Points** refer to 4-3-2-1 high-card points (HCP). 点是指按4-3-2-1计算的大牌点。

Adjectives for double: 对加倍的说明
**takeout**: Announces a hand-type that suggests reaching a contract in other than the current strain. 排除性加倍：排除当前叫过的花色以外，建议用其它花色做将牌
**cooperative-takeout**: Suggests that partner take out with normal distribution for the earlier auction, pass only with strong defensive orientation. 建议排除性加倍，建议同伴对于已经叫过的花色在有正常长度的情况下叫牌，除非有很强的防守实力可以不叫而转为惩罚。
**cooperative-penalty**: Suggests that partner pass with normal distribution for the earlier auction, take out only with strong offensive orientation. 建议惩罚性加倍，建议同伴对于已经叫过的花色在有正常长度的情况下不叫，除非牌适合主打不适合防守时可以叫牌
**penalty**: Suggests that partner pass. 惩罚性加倍：要求同伴不叫

**II. General Understandings and Defaults一般的相互理解和默认**

*Artificial bid doubled:* After an opponent's double of an artificial bid, a simple return to an agreed or indicated suit is the weakest action.

人为叫品被加倍后：当对手对一个人为叫品加倍后，同伴简单地示选一个已经指明的花色是最弱的行动。

*Bypass rule:* If a player bypasses a natural notrump bid to make a nonforcing bid, then later bids notrump uninvited over an opposing bid, that notrump bid is unusual (showing additional distribution, not offering to play in notrump).

越级叫牌的规则：当一个牌手越过一个自然的无将叫品做了一个非逼叫性的叫牌，后来当对手竞叫后又叫非邀请性质的无将，那这个无将叫品是非寻常的（表示有额外的牌型而不是要打无将定约）

*Conversions:* When either a double or a notrump bid, when followed by a conversion, would show length in the same two suits: starting with a double suggests more in high cards, starting with a notrump bid suggests more in shape.

转移叫：当一个加倍或无将叫品（后续转移）是表示两套长度相同的花色时：加倍更多地是表示大牌点，无将更多地是表示牌型。

Doubles subject to no explicit agreement:对含意不明确的加倍
(a) when a pass would be forcing, a double discourages further offensive bidding;

当不叫是逼叫的情况下，加倍是不鼓励进一步做主打性质的叫牌；
(b) when a pass would be nonforcing, a double is penalty if the doubler is limited, cooperative-takeout if the doubler is unlimited.

当不叫是不逼叫的情况下，如果加倍人的牌力是限制性的那么加倍是惩罚，如果是非限制性的，加倍是建议性的排除技术性加倍。

*Five notrump:* If an undiscussed but clearly forcing noncompetitive five-notrump bid might logically be interpreted as more than one of these alternatives, the priority order of interpretation is: (1) choice of slam, (2) Grand-Slam Force, (3) control-showing.

5NT：如果一个未经过讨论但明显是逼叫的在非竞争性情况下叫出的5NT叫品逻辑上有多种选择，优先顺序是：（1）挑选满贯花色，（2）大满贯逼叫，（3）显示控制

*Forcing vs. nonforcing:* When a call could logically be interpreted as either forcing or nonforcing, and there is no explicit agreement: In a competitive situation, treat as nonforcing; in a noncompetitive situation, treat as forcing or nonforcing by which seems more sensible to the observer. Specific cases:

逼叫和不逼叫：当一个叫品是逼叫还是不逼叫不是很明显也没有明确的协议的情况下：如果是竞叫过程中是不逼叫的；非竞叫的过程中，当逼叫处理或自由决定。典型情况：
(a) Vulnerability exerts influence solely in that some situations are forcing only when our side is vulnerable against not. Those situations include at least when the opponents bid at or above game and our side has shown strength or itself bid game nonpreemptively (but there is no explicit agreement about other cases).

局况是唯一影响因素的情况下是逼叫的只有当我方有局敌方无局的情况下。那些情况至少包括敌方叫进局或更高而且我方实力强或者我方非阻击性地叫到成局定约（对于其它情况没有明显一致的意见）
(b) If we have been forced to game but have not bid game, competitive situations thereafter above the game level are forcing.

如果我方已经建立逼局进程但尚未进局，这时候对手叫到局或更高，我方的叫品不明确是逼叫还是不逼叫时都当作逼叫性的。
(c) If we have bid game nonpreemptively, the default applies.

如果我方非阻击性地叫到局，适用默认原则，即竞叫环境下的叫品是不逼叫的，非竞叫时的叫品当逼叫处理或自由决定。
(d) If we have invited game and the invitation has not been declined, competitive situations thereafter are forcing only as high as where the force would have expired noncompetitively.

当我方邀局而邀请未被拒绝的情况下，竞叫到未超过能承受的阶数时是逼叫的，超过能承受的阶数后是不逼叫的。
(e) A two-notrump opening does not create a force if the opponents bid.

开叫2NT后，当对手叫牌时，我方叫品是不逼叫的
(f) If a two-club opening is overcalled, responder's pass is forcing at every level.

如果2♣被盖叫，应叫人不叫是逼叫，在任何阶数都是如此。
(g) No force is created after: (1) our penalty double or penalty pass of a takeout double when the partnership is not otherwise committed to further bidding; (2) an opponent raises over our takeout double, simple overcall, or jump-overcall of a preemptive opening; (3) an opponent's preemptive bid over our one-over-one response; (4) a strength-showing redouble by an already-limited hand.

以下情况是不逼叫的：（1）我方做过惩罚性加倍或放罚并且同伴不承诺进一步叫牌；（2）对手在我方的技术性加倍后加叫，对手简单争叫，我方阻击性开叫后对手跳争叫；（3）在我方一盖一应叫后对手阻击性叫牌；（4）一方已经限制性叫过牌后再做显示实力的再加倍。
(h) A strength-showing redouble by an unlimited hand creates a force to at least a level dictated by the logic of the auction. Special case: A new-suit bid by opener after responder's redouble of a suit one-bid is nonforcing.

非限制性牌力的一方做示强的再加倍是逼叫的，至少逼叫到符合竞叫逻辑的阶数。特殊情况：我方应叫人对一阶花色叫品做再加倍，然后开叫者又叫新花是不逼叫的。

*Form of scoring:* BWS makes no adjustments in its agreements to match changes in the form of scoring (as in matchpoints vs. imps).

记分方式：对不同记分方式的比赛世界桥牌标准不做调整。（比如MP或IMP都一样）

*Four notrump:4NT*
(a) If an undiscussed but clearly forcing noncompetitive four-notrump bid might logically be interpreted as more than one of these alternatives, the priority order of interpretation is: (1) ace- or key-card-asking, (2) general slam encouragement, (3) control-showing;

一个未经讨论的但明显是逼叫的非竞争环境下叫出的4NT叫品有多种含义，优先顺序是：（1）问A或关键张，（2）一般的满贯邀请，（3）显示控制；
(b) If an undiscussed competitive four-notrump bid that might logically be interpreted as more than one among these alternatives, the priority order is (1) takeout, (2) key-card-asking, (3) ace-asking.

一个未经讨论的在竞争环境下叫出的4NT叫品有多种含义，优先顺序是：（1）排除的技术性（2）问关键张（3）问A；

*Interpretation priorities:* When a call is subject to different possible interpretations and there is no explicit system agreement, it should be considered as follows:
叫品含义的优先顺序：当一个叫品有不同的可能性又没有明显的协议时按下列顺序考虑：

1. natural rather than artificial;自然的而不是人为的叫品
2. if a double, the most sensible interpretation to the observer;如果是加倍，自由决定
3. lead-directing or not by which seems more sensible to the observer;首攻指示或自由决定
4. if a redouble, business or escape by which seems more sensible to the observer;

如果是再加倍，是建议打还是逃叫由牌手自定

(e) if a pass over an opponent's redouble, penalty or escape by which seems more sensible to the observer.对手再加倍后不叫，是惩罚还是逃叫由牌手自定

Jumps:跳叫
(a) the default interpretation of an otherwise-undefined bid one level above a strength-showing force (e.g., one club - one diamond - one heart - three spades) is a splinter;

比逼叫性的示强花色应叫更高一阶的未定义的叫品是斯普林特（比如，1C-1D-1H-3S）
(b) the default interpretation of a bid one level above a splinter (e.g., one spade - five diamonds) is Exclusion Key-Card Blackwood. Exceptions include: A triple jump-response of four of a major is natural (preemptive in nature).

比斯普林特更高一级的叫品是缺门关键张问叫（比如1♠-5♦）。例外：三跳的四阶高花应叫是自然的（自然阻击）

Lead-directing doubles:首攻指示加倍
(a) a double of a suitless auction to three notrump or four notrump requests the lead of leader's shorter major;

对没叫过花色的3NT或4NT的加倍是要求首攻短的高花。
(b) no special lead is suggested by a double: (1) of a suitless auction to six notrump or seven notrump; (2) when some combination of dummy's suit, leader's suit, and doubler's suit is available; (3) when there are expected and unexpected leads; or (4) after the opponents' previously uncontested Stayman auction;

无指示首攻含义的加倍：（1）对没有叫过花色的6NT或7NT的加倍；（2）当明手的套，首攻者的套和加倍人的套都存在时；（3）当希望首攻的花色和不希望的首攻花色都有的时候；（4）对手之前在非竞叫环境下叫过斯台曼
(c) a double for an unusual lead against a suit contract cancels any earlier lead-directional messages.

对一个花色定约做非寻常首攻加倍取消了之前做的首攻指示信息。

*Opposing doubles:* When a forcing bid is doubled and there is no contrary explicit system agreement or logic from the auction, a pass is forcing and a redouble is to play (suggests a contract).

对抗性加倍：当一个逼叫的叫品被加倍而且没有明显的对抗约定或符合竞叫逻辑的推论时，不叫是逼叫，再加倍是建议就打这个定约。

*Passed-hand situations:* When it is logically possible and there is no explicit understanding to the contrary, an action taken by a passed hand has the same general meaning as the corresponding action taken by an unpassed hand, subject to whatever constraints are imposed by the failure to open the bidding.

做过不叫的情形：如果合乎逻辑而且没有对处理手段有明确的约定，不叫过的一方采取的行动如同在从未不叫过的情形下采取行动有相同的含义，如果是未能开叫，那未开叫对后续叫牌的约束是有效的。

*Passes over redoubles:* A pass over a redouble is:

*再加倍之后的不叫：再加倍之后的不叫的含义：*(a) for penalty when a preemptive opening is doubled in either position, a suit one-bid is doubled in reopening position, or a bid at the two-level or higher is doubled after the opponents have bid three or more times;

惩罚：当一个阻击性叫品被在任何位置加倍，一个一阶花色叫品在重开叫位置被加倍，或者在对手叫了三次或以上之后，一个二阶或更高阶的叫品被加倍
(b) for takeout when a suit one-bid is doubled in direct position or a new-suit response is doubled;

技术性：当一个花色叫品在直接位置被加倍或者一个新的花色应叫被加倍
(c) subject to no special agreement when a raise of a one-bid is doubled, or a one-notrump response is doubled, or a one-level bid after the opponents have bid three or more times is doubled.

下列情况下的再加倍后不叫没有统一的意见：当加叫一个叫品后被加倍，或者一个无将应叫被加倍，或者在对手做了三次或更多次叫牌后，一个一阶叫品被加倍

*Redoubles:* A redouble is natural (to play) except the following, which are for takeout: any redouble in passout seat when at least two other strains are possible; opener's redouble of the direct double of a suit one-bid passed for penalty; advancer's redouble of either the penalty double of a simple overcall of a one-bid or the double of a two-notrump overcall of a weak two-bid.

再加倍是自然的（打这个定约）除了以下排除的技术性加倍的情形：（i）当至少存在另外两个花色可以选择时，任何情况下最后一家做再加倍；（ii）一阶花色叫品在直接位置被加倍并且被推进者放罚以后，开叫者做的再加倍；以下两种情况下推进者的再加倍是技术性的：（1）同伴对一阶叫品简单争叫后对手加倍，推进者再加倍；（2）对手弱二开叫同伴叫2NT后对手加倍，推进者再加倍。

*Splinters vs. Fragments:* When two bids are to be used systemically to show distribution, and either each will show shortness in the suit bid ("splinter") or each will show shortness in the suit left unbid ("fragment"), the splinter interpretation applies in all cases.

斯普林特和片段：当两个叫品都被约定用于显示牌型，其中一个显示所叫花色是短套（“斯普林特”），另外一个显示未叫花色是短套（“片段”），不明确时当斯普林特对待。

*Suit jumps:* If an undiscussed competitive suit jump might logically be interpreted in more than one way, it is natural.

花色跳叫：如果未讨论的在竞叫环境下的花色跳叫不止一种含义，是自然的。

*Two notrump:* Competitive two-notrump bids that might be used artificially to help distinguish actions designed to contest the auction from those of a constructive nature are natural.

2NT：竞叫性的2NT可以用作人为性叫品，与自然的建设性的2NT相区别。

**III. Slam-Bidding Methods满贯叫牌方法**

*Ace- and Key-Card-Asking:问A和关键张*

1. When a four-notrump bid is Key-Card Blackwood (KCB), the replies are: five clubs = 0 or 3 key cards; five diamonds = 1 or 4; five hearts (spades) = 2 without (with) the trump queen.

4NT是罗马关键张问叫时，回答：5♣=0或3，5♦=1或4，5♥=2无将牌Q，5♠=2有将牌Q

（备注：我们目前按5♣=1或4，5♦=0或3，5♥=2无将牌Q，5♠=2有将牌Q，以后也许可以改为强牌方问弱牌方按03-14，弱牌方问强牌方按1430）

(b) When a four-notrump bid is Six-Key-Card Blackwood (6KCB), the replies are similar with "trump queen" replaced by "key queen."

4NT是六关键张问叫时，回答：5♣=0或3，5♦=1或4，5♥=2无关键Q，5♠=2有关键Q

（备注：我们目前按5♣=1或4，5♦=0或3，5♥=2无将牌Q，5♠=2有将牌Q，以后也许可以改为强牌方问弱牌方按03-14，弱牌方问强牌方按1430）

(c) When a four-notrump bid is Blackwood but is neither KCB nor 6KCB, or when a bid other than four notrump or four clubs asks for aces, the replies are 0|3-1|4 [one step = 0 or 3 aces; two steps = 1 or 4; three steps = 2].

当4NT只是问A既不是五也不是六关键张问叫，或者用一个除了4NT或4♣以外的叫品问A时，回答：加一级=0或3，加二级=1或4，加三级=2

（备注：我们采用加一级=0个或4个，加二级=1个，加三级=2个，加四级=3个）

(d) When Gerber (four clubs asking for aces) is used, the replies are in steps: one step = 0 aces, two steps = 1 ace, and so forth.

当采用戈伯4♣问A时，回答：加一级0个，加二级1个，如此直到四个A

（备注：我们采用加一级=0个或4个，加二级=1个，加三级=2个，加四级=3个）

Agreed Suit and Number of Keys:同意的将牌花色和关键张数量

When four notrump is a key-card ask, it is 6KCB when and only when two suits have been supported. In KCB, absent an explicit agreement, the priority order for determining the agreed suit is: the only supported suit; the only shown suit; the most recently shown suit. Specific cases:

当4NT是关键张问叫时，只有在两门花色都支持过的情况下才是六关键张问叫。缺乏明显协议的情况下，选择将牌花色的优先顺序是：唯一支持过的花色；唯一叫过的花色；最后叫过的花色。典型情况：
(a) After a two-club opening and a later Blackwood four-notrump bid by opener when there is no explicitly agreed suit: If opener has shown length in only one suit, four notrump is KCB with that suit agreed; otherwise, it is KCB and the usual rules apply.

2♣开叫，之后开叫者4NT问，当没有明确同意的将牌花色时：如果开叫人叫过唯一一个花色那就是那个花色当将牌的关键张问叫，否则就只是问A，适用普遍规则。
(b) When the response to a suit one-bid is a strong jump-shift, and responder then bids four notrump, that is KCB in responder's suit.

当应叫人做过强的花色跳叫，后来应叫人叫4NT，那么是以应叫人的花色做关键张问叫。

备注：例如1♣-2♦（示强新花跳叫）-2NT-4NT，这里4NT是以♦为将牌的KCB问叫

*Approaches to slam decisions:满贯推进*

*First Slam-Try:* When the first slam-try after suit agreement is made by a player who has shown no suit other than the agreed suit, it shows length in the bid suit (or, when applicable, where a high-card value will be especially useful).

第一次满贯试探：当将牌配合后，当已经显示过除了将牌以外无其它长套的一方进行第一次满贯试探时，他显示的是所叫花色的长度（或者当有大牌时，显示有用的大牌）

备注：例如1♥-2NT（强加叫）-3♥-4♣，这里4♣是显示♣有长度，同时也是扣叫有♣A或K

*Kaplan Control Principles:* When there is an agreed suit:

卡普兰控制原则：当有同意的将牌花色时：
(a) After a slam-try by one partner at or below four of the agreed suit: (1) a non-signoff bid or redouble by the other is slam-positive and indicates a specific control; (2) failure to show a control is slam-negative, but does not deny that control.

当同伴在四阶将花或低于四阶将花的水平上做了满贯试探以后，（1）另一方做非止叫性叫牌或再加倍是满贯积极性的表示并显示控制；（2）不显示某个花色的控制是满贯消极的，但不否认有那个花色的控制。
(b) After a slam-try by one partner above four of the agreed suit, the other must show any biddable control below five of the agreed suit (and doing so carries no implication of overall extra values).

在四阶将花以上的水平同伴做了满贯试探后，在五阶将花水平以下另一方必须显示任何可叫的控制（这么做并不承诺有额外的实力）

*Last Train:* Any time there is only one call that indicates slam interest or further slam interest without raising the partnership's level of commitment, it is a Last-Train slam-try, unrelated to the strain named (unless followed by an uninvited further action: a voluntary continuation by the Last-Train bidder converts the Last-Train bid to a control-bid).

末班车：当离成局的叫品只有一个叫品时，叫出这个叫品是末班车满贯试探，与所叫的花色无关（除非后续在非邀请的情况下进一步行动：末班车叫牌人自愿把这个叫品转为控制显示叫品，即再次叫该花色）

*Mild and Serious Slam-Tries:* When an eight-plus-card major-suit fit has been established, neither partner has made a natural two-notrump bid, and the auction is forcing to game, a nonjump bid of three notrump is a mild slam-try, and a control-bid or a long-suit indicator is a strong slam-try.

中性和强烈的满贯试探：当一个八张以上的高花将牌已经确定后，同伴没有叫过自然的2NT，而且已经建立了逼局进程，一个非跳叫的3NT叫品是中性的满贯试探，控制显示叫品或长套显示叫品是强烈的满贯试探。

备注：例如1♥-2♣（逼局）-3♣-3♥-3NT，这里3NT是中性的满贯试探；1♥-2♣（逼局）-3♣-3♥-3♠/4♦是强烈的满贯试探，扣叫控制。

*Open suit:* When one partner has requested that the other (replier) bid slam with at least second-round control of a particular suit (the open suit) regardless of the rest of the holding, this scheme is used for replier's actions: with no control in the open suit, pass or return to (usually five of) the agreed suit; with second-round control, bid six of the agreed suit (or five notrump with the guarded king); with first-round control, control-bid in the open suit (or, with, additionally, first-round or maximum-possible and an as-yet-unshown control in another suit, control-bid in that suit).

敞开花色：当一方要求同伴（响应方）在有某个敞开花色有第二轮控制时叫到满贯而不管其它整手牌如何的时候，这个机制用于响应者的行动：在敞开花色上无控制时不叫或回到将牌（通常是五阶）；有第二轮控制，单缺时叫六将花（有K时叫5NT）；有第一轮控制，扣叫该花色（或者，扣叫另外一门表示不仅有询问花色的第一轮控制还有另外一门未显示的控制）

备注：敞开花色是指没有显示过有控制的花色，一般是指未叫过的花色，例如1♥-2♣(逼局)-2♥-3♥（确定将牌，有满贯意图）-4♥(低限牌，满足于成局但并不否认有旁门的控制)-4♠(超过4♥扣叫♠控制，强制性地要求同伴显示♦的控制，这里♦没有叫过，所以是敞开花色，本来可以用4NT问关键张，但是不叫4NT而叫4♠就是关心♦的控制，可能在方块上有二张小牌，希望同伴有♦K，如果用4NT问，同伴即使有♦K也无从得知。4♠后开叫人如果无♦控制叫5♥，有♦K叫5NT，♦单张叫6♥，有♦A叫6♦，不仅有♦A还有♣A或♣K叫6♣)

Asking follow-ups:问询的后续叫牌
(a) A later bid in the agreed suit (or, in 6KCB, in either of the raised suits) is a signoff (but Teller, with the higher number of key cards for an ambiguous initial reply, may bid on).

后续叫回将牌（或者，在六关键张问询后叫回任意一个已经加叫过的花色）是止叫（但是当回答是0-3或1-4时这样并不明确的回答时，回答关键张的人如果有3或4关键张可以继续叫牌）
(b) After a 0|3 or 1|4 reply to KCB, the cheapest forcing bid by the Blackwood bidder other than a specific-king-ask is a trump-queen-ask, and the negative reply is a return to the agreed suit. After a 0|3 or 1|4 reply to 6KCB, the cheapest bid by the Blackwood bidder below five of a raised suit is a queen-ask relating to both raised suits, with replies in steps: one step, no queen; two steps, one queen; three or more steps, two queens.

当对KCB回答0-3或1-4后，问询人不是问K而叫最便宜的逼叫是问将牌Q，否定回答是叫回将牌。六关键张问叫时回答0-3或1-4之后，问询人在五阶已同意花色之下叫最便宜的叫品是问关键Q，回答按加级：加一级无关键Q，二级一个关键Q，三级或更多有二个关键Q。
(c) A five-notrump bid by the Blackwood (or KCB or 6KCB) bidder confirms partnership possession of all the aces (or of all key cards and the trump queen or key queens or equivalents), invites a grand slam, and asks for specific kings outside the agreed suit (in KCB) or outside the raised suits (in 6KCB).

问询人叫5NT表示所有的关键张都不缺，邀请大满贯，询问其它花色的K。

*Exclusion Blackwood:* When a call is defined as Exclusion Blackwood (EB), the replies are in steps similar to Key-Card Blackwood, but the replier does not count the ace of an excluded suit. The EB interpretation applies to certain jumps that name an excluded suit, and also when a player makes a slam-try, indicates a short suit, receives no encouragement, and then bids four notrump (in which case the indicated short suit is an excluded suit).

排除关键张问叫：当一个叫品确定是排除问叫时，回答类似于KCB的加级回答但是被排除花色的A不计算在内。排除问叫也适用于某些跳叫到排除花色的情况，比如前期当一方显示短套做满贯试探，未收到鼓励回应，然后又叫4NT（在这种情况下，已显示的短套花色是排除花色）

备注：例如1♥-4♣(♣单缺)-4♥-4NT(排除♣的问叫)，无论问叫人♣单张还是缺门，他关心的是除了♣以外的关键张。

*Grand-Slam Force:* When a five-notrump bid is the Grand-Slam Force:

大满贯逼叫：当一个5NT叫品是大满贯逼叫时：
(a) The scheme for determining the agreed suit is the same as it is for Key-Card Blackwood.

决定将花的机制与KCB一样：优先顺序是唯一支持过，唯一叫过，最近叫过
(b) Replier bids above the agreed suit with two (or three) of the top three trump honors. With a lesser trump holding, he bids cheapest-weakest (the higher the bid, the stronger the holding).

响应者在有二个（或三个）将牌大牌时叫到六阶将花以上的叫品。少于二个大将牌时，叫出的叫品越便宜表示越弱

Interference:有干扰时
(a) When there is interference after an ace- or key-card-ask, the replies are: (1) at low enough levels, DOPI (double or redouble = 0 or 0|3, pass = 1 or 1|4, cheapest bid = 2 or 2 without the trump queen, etc.); (2) at high enough levels, DEPO (double = even, pass = odd).

当问A或关键张被对手插叫干扰时，回答：（1）在还有空间回答时采用DOPI（加倍或再加倍表示0-3，不叫表示1-4，最便宜的叫品=2个或2个无Q）；（2）在超出回答空间时采用DEPO（加倍是偶数A或关键张，不叫是奇数A或关键张）

备注：DOPI我们采用加倍1-4，不叫0-3，加一级=2个无Q，加二级=2个有Q，DEPO与标准一致，加倍是偶数，不叫是奇数。

(b) When there is interference after a Grand-Slam Force, the replies are: (1) at low enough levels, DOPI (double or redouble substitutes for what would have been the cheapest bid, pass substitutes for what would have been the second-cheapest bid, the cheapest bid substitutes for what would have been the third-cheapest bid, etc., subject to the logic of the auction); (2) at high enough levels, DEPO (double = even, pass = odd).

当大满贯逼叫被插叫干扰时：（1）较低的空间上用DOPI（加倍或再加倍代替加一级，不叫代替加二级，最便宜的叫品代替加三级等等，只要符合竞叫逻辑）；（2）在较高的空间上采用DEPO（加倍是偶数，不叫是奇数）
(c) When an artificial slam-try (such as a control-bid or a splinter) is doubled, the weakest action by the next player to speak is a return to the agreed suit (or whatever would have been the weakest action without the double).

当一个人为的满贯试探（比如扣控制或斯普林特）被加倍，同伴回到将花是最弱的行动（没有被加倍时叫回将花也是最弱的行动）

*Pass and Pull:* Making a forcing pass and pulling partner's double is stronger than the same action taken directly.

逼叫性不叫和延长同伴的加倍是示强，比直接叫牌要强。

*Slow arrival:* Except where there is a specific agreement to the contrary, when there is a choice between two game-forcing bids in a particular strain, BWS uses slow arrival (a jump is either stronger than a simple bid or it is a picture bid with a specific descriptive meaning).

缓达：除非对于相反的情况有专门的协议，某个叫牌过程中当有二个逼局的叫品可以选择时，BWS采用缓达原则（跳叫仍然比简单叫品强或者跳叫是有某种描述牌情的含义）

备注：“好牌慢叫”，在建立逼局进程后最好采用便宜的叫品描述牌情。

*Voids:* A reply to an ace- or key-card-ask above the usual range shows a void:

缺门：对于问A或关键张的回答超出正常范围是显示缺门：
(a) the cheapest void-showing reply shows two [or an even number of] aces or key cards, plus a void;

最便宜的缺门显示回答是有二个（或偶数个）A或关键张加一个缺门。

备注：对4NT问关键张回答5NT是有二个（或4个）A加一个缺门。

(b) a higher action indicates one [or an odd number of] aces or key cards, plus a void, and, when possible, indicates the suit of the void.

较高的叫品是显示一个（或奇数个）A或关键张加一个缺门，而且，当有可能时显示缺门的花色。

备注：在未超过六阶将花的情况下，对4NT问A或关键张回答6♣／6♦／6♥是有一个（或3个）A或关键张加一个缺门，所叫的花色就是缺门花色。

**IV. Partnership-Bidding Methods**

**搭档之间的叫牌方法**

This section describes agreements about auctions in which our side makes the first bid and the opponents do nothing but pass.

这一章描述的是我方开叫然后对手不叫后的叫牌协议

**A. Opening-Bid Requirements**

BWS-2017 is a mostly natural system based on an artificial, strong two-club opening, weak two-bids in the other suits, strong notrump (with Stayman and transfers), and five-card majors (with a semi-forcing one-notrump response and game-forcing two-over-one responses). Opening requirements are neither extremely sound nor light. The minimum requirement to open with a long minor is about half a point higher than with a long major.

BWS2017是一套最自然的系统基于人为的强2♣开叫，其它花色弱二开叫，强无将（后续用斯台曼和转移），五张高花开叫（1NT应叫是半逼叫，二盖一应叫逼局）。开叫要求不强也不弱。对低花开叫的最低要求比高花开叫的最低要求多半个点。

♠ A Q x x x ♥ A x x ♦ J x x x ♣ x

is a minimum one-spade opening bid as dealer with neither side vulnerable.

这是双无局情况下1♠开叫的最低要求。

♠ A K Q J 10 ♥ A K Q ♦ K 10 9 x ♣ x

or

♠ A K Q J 10 ♥ A K Q ♦ Q 10 9 x ♣ x

is a minimum two-club opening bid as dealer with neither side vulnerable.

这是双无局情况下2♣开叫的最低要求。

This scheme is used for opening the bidding with a balanced hand:

以下设计用于平均牌型的开叫：
      suit, then minimum notrump: 12 to 14 HCP

 开叫花色然后叫无将：12-14大牌点
      one notrump: 15 to 17 HCP
 开叫1NT：15-17点

suit, then strong action in notrump: 18 to 19 HCP
 开叫花色然后示强再叫无将：18-19点

 two notrump: 20 to weak 22 HCP

开叫2NT：20-弱的22点
      two clubs, then minimum notrump: strong 22 to 24 HCP

开2♣然后叫最低水平的无将：22-24点
      two clubs, then two hearts (Birthright) over a two-diamond response, then two notrump over a two-spade relay: 25-plus HCP

2♣-2♦-2♥-2♠-2NT：25点以上

It is optional to open one notrump with any of these distributions: 5-3-3-2 with a long major, 2=4=2=5, 2=4=5=2, 6-3-2-2 with a long minor.

以下牌型可以选择开叫1NT：任意5-3-3-2五张是高花，四张♥二张♠低花是任意52分布（2=4=2=5，2=4=5=2），任意6-3-2-2六张是低花套

It is acceptable to open two notrump (or two clubs, intending to rebid in notrump) with an unstopped doubleton, a five-card major, a six-card minor, or five-four distribution including a five-card minor.

以下情况开叫2NT（或2♣再叫无将）是可以接受的：有一门无止张的双张，一个五张高花，一个六张低花，或者五张是低花的任意54套

On the understanding that requirements within an overall style vary with form of scoring, table position and vulnerability, the BWS requirements for initial preemptive openings are not extreme in any direction.

要理解的是，根据不同记分方式，叫牌的位置和局况，BWS对于开叫阻击叫的要求并无严格指引

A three-notrump opening is gambling (solid seven-card minor with little side strength).

开叫3NT是赌博性的（七张坚固的低花，旁门没什么实力）

An opening of four of a minor is natural.

开叫四阶低花是自然的。

（备注：我们采用纳姆雅茨4C/4D表示红心和黑桃的强牌）

A first- or second-position weak two-bid that includes three of this list of characteristics is unacceptable: five cards in the bid suit; seven cards in the bid suit; flimsy (definition adjusted to suit the vulnerability) six cards in the bid suit; side void; side four-card or longer suit. Otherwise, opener may use judgment.

同时具有下列情况中的三种，在第一家或第二家开叫弱二阻击叫是不可以接受的：开叫五张套；开叫七张套；脆弱的六张套；旁门有缺门，旁门有四张或以上的套。不是上述情况，开叫人可以自行判断。

**B. Choice of Suit**

When opening a one-bid in a minor suit: with three-three in the minors, always bid one club; with either four-four in the minors or four diamonds, five clubs and a minimum-range hand, use judgment to decide which minor to open.

当开叫一阶低花时：低花3-3总是开叫1♣；低花4-4或四张♦五张♣低限实力，自行判断开叫哪一门低花。

With a minimum-range five-six hand, open in the higher and shorter suit only when the long suits are adjacent.

最低限的5-6套，只有当两套相邻时才开叫较高和较短的套

On a hand calling for an opening one-bid with five-five in the black suits, opener should always bid one spade.

持5-5黑花色在一阶叫牌，应该总是先叫1♠。

In third or fourth position, it is acceptable to open in a strong four-card major if the auction rates to be manageable thereafter.

在第三或第四家的位置，可以开叫四张高花，如果可以控制后续竞叫的速度（不冒叫）。

**C. After Our Preempt**

**我方开阻击叫之后**

Responding to preemptive openings in a suit: When responder is an unpassed hand:

对阻击性开叫的应叫：当应叫人是从未不叫过的一方：
(a1) if the opening is not in clubs and not at the four-level, a four-notrump response is an ace-ask, a four-club response is a key-card-ask;

如果开叫不是♣而且不是在四阶，4NT应叫是问A，4♣是问关键张；
(a2) when the opening is three clubs or at the four-level, four notrump is a key-card-ask;

如果开叫是3♣或四阶任意花色，4NT是问关键张；
(b) a raise of a major-suit preempt to five is a trump-ask after a four-bid, otherwise preemptive (a bar);

如果阻击开叫是四阶高花，应叫人加叫到五阶是问将牌，否则是阻击性的加叫（止叫）。

（备注：4H-5H-？后续怎么叫？加叫人至少有一个将牌顶张，建议开叫人将牌AKQ一个都没有就不叫，有一个就扣叫最便宜的旁花AKQ，二个将牌顶张叫5NT，以后应叫人叫6H止叫，如果继续六阶扣叫旁花就是邀请大满贯）
(c) a simple new-suit response to partner's game-level preemptive opening is an asking-bid about the suit named (replies: one step, neither first- nor second-round control; two steps, second-round control; three steps, first-round control; higher, first- and second-round controls);

对同伴成局水平的阻击开叫简单地应叫一个新花色是该花色的控制问叫（回答：一级=无第一或第二控制；二级=第二控制；三级=第一控制；更高=第一和第二控制都有）

备注：例如4♥-4♠-5♣，这里5♣表示♠有K或单张；4♠-5♦-5NT表示♦有A或缺门。

(d) a simple below-game new-suit response is a one-round force;

对成局水平以下的阻击开叫应叫一个新花色是逼叫一次；
(e) a below-game, jump new-suit response other than four clubs is an asking-bid about the bid suit;

成局水平以下，跳应叫新花（除了4♣以外）是该花色的控制问叫；
(f) a two-notrump response to a weak two-bid invites game and suggests a fit for opener's suit.

对弱二开叫应叫2NT是邀局而且对开叫花色有配合。

Responses to a three-notrump opening:

对3NT开叫的应叫：
(a) club bids are pass-or-correct;
应叫♣是希望同伴不叫或改叫方块

1. four notrump is invitational;

4NT是邀请6NT
(c) four diamonds asks for side shortness (opener bids four of a major with shortness there, four notrump with no shortness, or five of a minor with shortness in the other minor;

4♦是问单缺（开叫人叫4阶高花是单缺，4NT无单缺，叫5阶低花是将牌同时表示另外一门低花是单缺）
(d) any other bid is natural.

其它的应叫是自然的

Weak two-bidder's continuations: After a two-notrump response to a weak two-bid, opener's rebids are: Feature-showing with a maximum.

弱二开叫的后续：应叫人叫2NT后开叫人在高限时可以显示牌型特征，低限叫回将牌。

（备注：我们是按低低高高回答，3♣=低限♥；3♦=低限♠；3♥=高限♥；3♠=高限♠）

**D. After Our Two Clubs**

**2♣开叫以后**

A two-diamond response to two clubs denies the values for a positive response in a hand with either a strong suit (at least six-card length or five cards headed by at least two honors) or acceptable orientation to bid notrump.

2♦应叫否定了具有好套的积极性的应叫（没有六张或五张带二个大牌的套），也不适合应叫无将。

A suit-bid response to two clubs from three hearts to four diamonds indicates a one-loser suit.

对2♣开叫应叫3♥／3♠／4♣／4♦花色表示该花色只有一个输张

After a two-diamond response and a natural simple new-suit rebid by opener, responder's cheapest minor-suit bid through three diamonds is a double negative (after which opener's same-suit rebid of three of a major may be passed), new-suit single jump is a splinter raise, and double raise is a picture bid (strong trumps and little else). Two clubs — two diamonds — two hearts is Birthright (responder relays with two spades, after which opener bids two notrump to show a balanced, game-going hand or anything else to show hearts and whatever shape is shown by the most-recent bid).

在2♣-2♦之后开叫人简单地再叫一个新花，应叫人最便宜地再应叫低花（3♣或3♦）是二次示弱（以后如果开叫人再叫三阶高花的原花色同伴可能会不叫）；应叫人单跳新花是斯普林特加叫，双加叫是描述性叫品（好的将牌支持和一些富余实力）。2♣-2♦-2♥是与生俱来的约定好的叫牌过程（之后应叫人必须再叫2♠接力，之后开叫人叫2NT表示25点以上的强均型牌，叫其他的则表示♥套和其它的一个套，22点以上）

（备注：目前我们采用的是2♣-2♥是示弱0-3点，其他应叫叫品都是4点以上逼局，）

**E. After Our Two-Notrump-Family Opening**

**2NT开叫以及类似2NT的一系列开叫之后**

These methods apply after a two-notrump opening bid, a two-notrump rebid by a two-club opener following a two-diamond response, and a two-notrump rerebid by a two-club opener in the sequence two clubs — two diamonds — two hearts (Birthright) — two spades (relay) — two notrump:

这些方法适用于2NT开叫，2♣-2♦-2NT，2♣-2♦-2♥-2♠-2NT这一系列开叫
(a) Texas (four-level) transfers, after which four notrump is Key-Card Blackwood and a new-suit bid is Exclusion Key-Card Blackwood;

得克萨斯转移（四阶），之后4NT是问关键张，新花是排除关键张问叫。
(b) Gerber;

戈伯问A
(c) three spades showing both minors;

3♠显示双低花；
(d) Jacoby (three-level) transfers, after which a notrump bid or a new-suit bid is natural, a self-raise to the four-level is a slam-try, and a new-suit jump is an autosplinter (a one-suiter with shortness in the bid suit);

雅各比转移（三阶），之后叫无将或新花是自然的，自己加叫到四阶是满贯试探，跳新花是自动斯普林特（所叫花色是单缺，只有单套也就是已经转移的那个花色）
(e) Stayman, with responder's three-of-a-major rebid over three diamonds Smolen. There is no agreement on the difference between showing the same major-suit shape via transfer and via Smolen.

斯台曼问高花，如果回答3♦之后应叫人再叫三阶高花是斯莫伦约定叫（应叫人有5-4高花，再叫的是四张高花），双高花时，对于用转移和斯莫伦的区别没有一致意见。

**F. After Our One-Notrump Opening**

**1NT开叫之后**

Responses to a one-notrump opening:应叫
(a) Texas (four-level) transfers, after which four notrump is Key-Card Blackwood, and a new-suit bid is Exclusion Key-Card Blackwood;

得克萨斯转移（四阶），之后4NT问关键张，新花是排除问关键张。
(b) Gerber;

戈伯问A
(c) Jacoby (two-level) transfers, after which a notrump bid or a new-suit bid is natural (Transferring to spades and then bidding hearts shows at least five-five. Transferring to hearts and then bidding two spades shows at least four spades, at least five hearts, and at least game-invitational strength; this is the only way to invite game with four spades and five hearts. Over two spades, opener with a minimum bids three of a major or two notrump, any of which responder may pass; with a maximum, opener bids something else, which is a game-force.); a self-raise to the three-level is invitational; a self-raise to the four-level is a slam-try; and a new-suit jump is an autosplinter (a one-suiter with shortness in the bid suit);

雅各比转移（二阶），之后叫无将或新花是自然的（转移到♠然后叫♥表示至少5-5.转移到红心再叫2♠表示至少5张♥4张♠，邀局实力，这是5张红心四张黑桃唯一的邀局手段。2♠之后开叫人如果是低限再叫三阶高花或2NT，应叫人应当不叫，如果开叫人叫其他叫品则是逼局的）；应叫人自己加叫到三阶高花是邀局，加叫到四阶高花是满贯试探，跳新花是自动斯普林特（所叫花色单缺，单套牌）；
(d) Stayman (possibly a weak hand; opener bids hearts with both majors), followed by

responder's bid of: (i) two hearts is weak (scrambling for a two-level contract with length in both majors); (ii) two spades is invitational；(iii) three of a major is invitational if a direct raise, or Smolen (forcing; ostensibly four of the bid major and five of the other) if over two diamonds, or a slam-try in opener's shown major with an unspecified splinter if in the unbid major (then, the cheapest bid by opener is a relay and responder shows the short suit in steps: lowest-|middle-|highest-ranking possible short suit; if a step bid would be inappropriately nonforcing, the next available bid substitutes for it); (iv) four clubs is a key-card-ask if opener showed a major, otherwise shows four=six in the majors; (v) four diamonds is a slam-try in opener's major with no short suit, otherwise shows six=four in the majors;

斯台曼（应叫人可能是一手弱牌；开叫人持双高套时先叫2♥），应叫人的后续叫牌：

(i)2♥是弱牌（就打二阶高花定约）；(ii)2♠是邀请；(iii)加叫到三阶高花是邀请，在2♦回答后跳叫三阶高花是斯莫伦逼局，跳叫的高花四张另一高花五张；在开叫人答叫了一个高花后应叫人再叫三阶的另一个高花是有单缺的满贯试探，以开叫人答叫的高花为将牌（之后，开叫人叫最便宜的叫品接力，应叫人将按低-中-高加级的方式显示短套，如果加级的叫品是不逼叫的那么用下一级叫品代替它）；(iv) 开叫人在2♣后叫过高花，应叫人叫4♣是问关键张，如果开叫人在2♣后没叫过高花，4♣是表示四张♠六张♥；(v)如果开叫人在2♣后叫过高花，应叫人叫4♦是没有单缺的满贯试探，如果开叫人在2♣后没有叫过高花，4♦是表示六张♠四张♥
(e) modified four-suit transfers with two spades = either a range inquiry (opener bids two notrump with a minimum) or clubs (simple new-suit rebid by responder shows shortness), two notrump = diamonds (simple new-suit rebid by responder shows shortness), three clubs = both minors weak (nonforcing), three of another suit = both minors strong (three diamonds = no major-suit shortness; three of a major = at most one card in the suit bid).

修改后的四花色转移叫2♠=要求转移到♣同时也是实力问询（开叫人低限叫2NT）或3♣（非低限）（应叫人再叫新花是示单缺），2NT=要求转移到♦（后续应叫人再叫新花是示单缺），3♣=双低花弱牌（不逼叫），三阶其它花色=强的双低花（3♦=高花无单缺；3♥／♠=所叫高花单缺）。

（备注：我们采用未修改的四花色转移，2♠转3♣（开叫人2NT表示♣有三张带一大牌的支持，直接3♣是无这样的支持），2NT转3♦（开叫人3♣表示♦有三张带一大牌的支持，直接3♦是无这样的支持），3♣／3♦=六张好的低花套，7-9点，邀请3NT；3♥／3♠=强牌，所跳高花单缺，另一高花三张，低花5-4，进局逼叫。）

**G. After Our Major-Suit Opening**

**高花开叫以后**
(See also section I., below)（參见下述第I部分）

Responder is unpassed except where otherwise stated.

假设应叫人从未不叫过除非另有说明

*Responses:应叫*
(a) a one-notrump response is semiforcing (limited to at most game-invitational strength; opener may pass with 5-3-3-2 or 4=5=2=2 and a hand deemed no stronger than 12 high-card points);

1NT应叫是半逼叫（实力有限制，最高是邀请实力的高限，开叫人在任意5332或4=5=2=2不超过12点的情况下可以不叫）
(b) a two-over-one response is forcing to game;

二盖一应叫逼局；
(c) a single raise is moderately constructive (when responding with a weaker fitting hand, bid one notrump planning to rebid two of the major, a sequence that could also show 6-9 HCP and a doubleton fit);

单加叫是有一定实力的建设性的（当有弱配合时可以叫1NT然后回到二阶将牌显示6-9点双张将牌支持）
(d) a double raise is invitational with four or more trumps (with equivalent values and only three trumps, respond one notrump planning to rebid three of the major after a minimum new-suit rebid);

双加叫是有四张及以上将牌支持邀局（只有三张将牌有等价值邀请实力时，先应叫1NT，如果开叫人简单地叫新花色，应叫人再跳三阶将牌表示邀请）

（备注：我们采用反伯根，3♣=10-12，四张支持，3♦=7-9，四张支持，直接加叫到三阶：阻击叫，0-6）
(e) two notrump (no side shortness) or a new-suit double jump (splinter) shows game-forcing strength with at least a four-card fit;

2NT（旁花无单缺）或双跳新花（斯普林特）表示逼局的至少四张将牌支持；
(f) a jump-shift to three of an underranking suit is invitational; a two-spade response to one heart is strong and indicates a hand stronger than ordinary game-going values [a strong jump-shift shows more than ordinary game-going strength (the equivalent of 16-plus HCP), a substantial suit (at least five-card length with at least two of the top three honors), and one of three hand-types: balanced, one-suited, support];

跳三阶低于将牌花色的新花是邀请；1♥-2♠是示强【强的新花跳叫是显示一手超过逼局实力的牌（等价于16大牌点以上的牌），一个好套（至少5张套并且有三带二的顶张大牌），或者是下列三种牌：均型，单套，有支持】；

（备注：因为用1major-3♣／3♦表示伯根加叫，此条目前我们不用，1♥-2♠是弱牌阻击）
(g) three notrump or a triple raise is a weak preemptive raise, the former showing some defensive strength;

3NT或三加叫是阻击性的加叫，前一种表示有一定的防守实力；

（备注：1♥／1♠-3NT这样的加叫表示支持开叫人的高花，我们目前还没有这样用，可以尝试。）
(h) a double jump-shift is a splinter;

双跳新花是斯普林特；
(i) except for one heart - four spades (which is natural), a triple jump-shift is Exclusion Key-Card Blackwood

除了1♥-4♠（这是自然的），三跳新花是排除关键张问叫.

（备注：注意与开叫低花的情况相区别，比如：1D-4S是排除关键张问叫）

*Opener's rebids:*

开叫人再叫
      After a one-spade response to one heart:
1♥-1♠之后：

1. a one-notrump or two-notrump rebid may include a singleton spade;

1NT或2NT可能只有单张♠（备注：1♥-1♠-1NT这种进程开叫人应该是低限弱牌，不愿意在二阶叫四张新花或者叫六张太弱的原高花，1NT可能是最佳定约）
(b) a three-notrump rebid shows long, strong hearts;
3NT表示有长而强的红心套

（备注：我们目前很少这样用，可以1♥-1♠-3♥／4♥表示长而强的红心，不过可以尝试用3NT表示坚固的七张以上的红心，跳三阶原高花表示半坚固六张以上套，16点以上）

(c) a four-heart rebid is unrestricted as to spade length;

再叫4♥对♠长度没有限制
(d) a four-of-a-minor rebid is a splinter raise.

四阶低花再叫是斯普林特加叫♠

One heart — one notrump — two spades is forcing.

1♥-1NT-2♠是逼叫。（备注：这是逆叫，逼叫一次）

One of a major — one notrump — two notrump is invitational; responder's continuation of three of a suit other than opener's is a transfer.

1♥／♠-1NT-2NT是邀请，应叫人三阶再叫非开叫花色的套是转移

（备注：我们目前没有用转移，这样的进程开叫人应该有18点，超过开叫1NT的实力）

One of a major — one notrump — rebid one level above a forcing reverse or jump-shift is an autosplinter (big one-suiter; shortness bid).

一阶高花-1NT-在比逆叫高一阶的水平上叫新花色或双跳叫新花是自动斯普林特（长的单套牌，所叫花色单缺）

（备注：例如1♥-1NT-3♠（♠单缺），1♠-1NT-4♣（♣单缺））

After a two-over-one response, a two-level reverse or a non-jump three-level new-suit bid shows extra strength, but two notrump or a single raise may be based on a minimum hand.

在二盖一应叫后，在二阶逆叫或三阶非跳叫的叫新花色显示有额外实力，但是2NT或简单加叫则可能是一手弱牌。

【备注：二盖一后，我们用2NT表示弱牌（“垃圾箱”，仅仅是维持叫牌不承诺额外实力，比如5=3=3=2，12点，叫牌过程可能是：1♠-2♣-2NT），再叫二阶原高花表示六张以上，实力不限，可以有额外实力，加叫应叫人的低级花色表示四张以上支持，实力不限，可以是低限也可以不是，加叫应叫人高花有三张支持：1♠-2♥-3♥】

After a single raise:

简单加叫以后
(a) a reraise to three is preemptive;

再加叫到三阶是阻击；（备注：邀请用2NT，1♥-2♥-3♥阻击，1♥-2♥-2NT邀请）
(b) two notrump is forcing with at least game-invitational strength;

2NT是逼叫至少有邀请实力；
(c) a simple new-suit bid is a game-try showing length (or a suit where honor strength would be helpful).

简单叫新花是长套寻求帮助邀请。

After a two-notrump forcing raise: a simple new-suit bid shows shortness, a new-suit jump shows a two-suiter, and the three other game-and-below bids (simple same-suit rebid, three notrump, jump same-suit rebid), herein called TOBs, deny the requirements for any new-suit bid. The TOBs are graded from strongest to weakest (cheapest bid is strongest).

2NT逼局强加叫以后：简单的叫新花是单缺，跳叫新花是两套牌，三种其他的成局或不成局叫品（三阶简单再叫原高花，3NT，四阶原高花），这里统称为TOBs，否认有其它新的花色的长套。TOBs从最强到最弱分级（最便宜的叫品实力最强）
      After a direct game-invitational raise to three of opener's major: the cheapest bid asks for shortness. One heart — three hearts — three notrump is a control-bid in spades.

将开加的高花直接加叫到三阶邀局之后：最便宜的叫品是问单缺。1H-3H-3NT是表示有♠控制。（备注：此条不适用，因为1H-3H是阻击不是邀请）

*Later actions:后续叫牌*
(a) After one heart — one notrump — two of a minor — ?, two spades is a strong raise of opener's minor and is forcing to three of opener's minor;

在1♥-1NT-2♣／2♦-？之后，2♠是对开叫人低花的强加叫，逼叫到三阶低花。

（备注：合乎逻辑，因为应叫人如果是♠套，第一次应该应叫1♠而不是1NT）
(b) After one spade — one notrump — two diamonds — ?, three hearts is a strong raise of diamonds that bears no direct relationship to hearts;

在1♠-1NT-2♦-？之后，3♥是对方块的强加叫，与♥没有直接关系。

（备注：1♠-1NT-2♦-2♥是自然叫，3♥就是虚叫，表示对第二套♦的支持）
(c) After one heart — one notrump — two clubs — ?, three diamonds shows long diamonds in a hand improved by the two-club bid;

在1H-1NT-2C-？之后，3D表示长的方块套，并且整手牌的价值在同伴叫了2♣之后得到提升。
(d) After one of a major — one notrump — two of a lower-ranking suit — ? or a one-notrump response and a jump-shift, four of a suit ranking below opener's second suit is a control-bid supporting opener's second suit.

在一阶高花-1NT-二阶低于开叫花色-？之后或者是应叫人应叫1NT开叫人跳新花后，应叫人在四阶叫一个低于开叫人所叫第二个套的花色是控制显示叫品，表示支持开叫人的第二套。（备注：例如：1♠-INT-2♥-4♣表示草花有控制支持红心；1♠-1NT-3♦-4♣表示♣有控制支持♦）

(e) After one spade — one notrump — two clubs — ?, a two-diamond rebid is Bart, artificially temporarily suggesting five hearts and converting natural rebids by responder to showing stronger hands than if the same action had been taken directly.

1♠-1NT-2♣-？，2♦是巴特约定叫，人为地显示五张♥并且比直接叫♥的牌要强。

（备注：目前我们没有用巴特约定叫，1♠-1NT-2♣-2♦表示♦套，6-12点）

*Passed-Hand Situations:* These methods apply to responding to a major-suit opening by a passed hand:

Pass头的情况：这些方法应用于对高花开叫的应叫人曾经不叫过的情况
(a) one notrump is semiforcing (6-12 points);
1NT是半逼叫（6-12点）

1. two clubs is a strong raise (a hand too strong for a single raise, but unsuited to a higher bid);

2♣是强的加叫（比单加叫要强但不适合叫更高的叫品）

（备注：p-p-1♠-p-2♣，不叫过的应叫人叫2♣是朱瑞约定叫，至少三张支持♠，10-11点，开叫人叫原花是轻开叫，叫其它是正常开叫）
(c) three clubs is natural, similar to two diamonds but with long clubs;

3♣是自然的，类似于2♦但有长的♣套

（备注：p-p-1♠-p-3♣，这里不是伯根了，是♣套，阻击叫）
(d) a jump-shift other than three clubs is a strong raise with length in the suit bid;

跳叫非♣套的新花是强加叫，并且所跳叫的花色是长套

（备注：例如p-p-1♠-p-3♦／♥，对♠有至少四张支持，♦／♥是长套，10-11点）

(e) a double jump-shift is a splinter raise.

双跳新花是斯普林特加叫。

**H. After Our Minor-Suit Opening**

**低花开叫以后**
(See also section I., below)（參见下述第I部分）

Responder is unpassed except where otherwise stated.

假设应叫人从未不叫过，除非有其他说明。

*Responses: In response to one club, with four of a major and four-plus diamonds,*

*应叫：对1♣的应叫，如果有四张高花和四张以上的方块，*

responder bids: one of the major with four diamonds, one diamond with invitational-plus values (otherwise one of the major) with five diamonds, one diamond with six diamonds.

应叫的叫品：四张♦时应叫一阶高花，五张♦同时有邀请以上实力的时候应叫1♦（否则应叫一高花），六张方块时应叫1♦。

*In response to one diamond:* two clubs is forcing to game; three clubs is invitational. A one-notrump response shows 6-10 points. A jump-shift to the two-level is limited with majors if two of a major (five-plus spades, four-plus hearts, game-invitational if two spades, weaker than game-invitational if two hearts), strong [see section G, above, for requirements] if two diamonds. A two-notrump response to a minor opening is natural and invitational. A single minor-suit raise is game-invitational or stronger, forcing to three of the raised minor, and denies a four-card or longer major; a double raise is preemptive (but of sufficient strength to support a contract of three notrump or four of the minor opposite a balanced hand with 18-19 HCP); a double jump-shift is a game-forcing splinter. A three-notrump response shows a balanced hand, 16-17 HCP, and little suit-slam interest. A triple jump-shift response is natural (an exception to "one level above a splinter is Exclusion Key-Card Blackwood").

*对1♦的应叫*：2♣是逼局；3♣是邀请。1NT表示6-10点。跳叫二阶高花是限制性的（2♠=五张以上♠，四张以上♥，邀局的实力，2♥=五张以上♠四张以上♥，弱于邀局的实力），应叫2♦是强的【要求参见上面G章节】。对低花开叫应叫2NT自然的邀请。单加叫低花是成局邀请或更强，逼叫到三阶低花并且否认有四张以上的高花；双加叫低花是阻击（但是如果开叫人有18-19点均型牌时，加叫方的实力足够打3NT或四阶低花）；双跳新花是逼局的斯普林特。3NT是16-17点均型牌有轻微的花色满贯兴趣。三跳新花是自然的（这对于“比斯普林特高一级的叫品是排除关键张问叫”的原则来说这是一个例外）。

（备注：我们的1♦-3NT是自然的，13-15点均型，而不是这个标准定义的16-17点，如果要符合这个标准，应叫人持13-15点的均型牌要先应叫2♣逼局后续再叫无将。要注意的一点：1♦-4♥／4♠／5♣是自然的，准备打这个定约而不是缺门关键张问叫）

*Opener's Rebids:* 开叫人再叫
      A one-notrump rebid may include a singleton in responder's suit.

1NT再叫有可能在应叫人应叫的花色上只有单张
      In rebidding, after having opened in a minor suit:

开叫低花后再叫的叫品如下：
(a) with 4=3=3=3 or 3=4=3=3, rebid in notrump over a one-over-one response that does not hit a four-card fit;

4333牌型4张是高花的时候，在同伴一盖一应叫后如果没有四张支持就再叫无将。

(b) with 4-4-3-2 too weak to open one notrump and lacking four-card support, rebid in a four-card suit at the one-level when possible, except with 4=4=2=3 (bid one notrump);

4432牌型不足够开叫1NT而且对同伴没有四张支持时，如果可以就在一阶叫出自己的四张套，除非是4=4=2=3（再叫1NT）。

备注：1♣-1♦-1NT这个进程开叫人可能有44双高花，但要优先显示均型12-14的点力，这点与我们目前是不同的，我们如果再叫1NT就排除了开叫人有四张高花。按标准，1♣-1♦-1♥／1♠这个进程开叫人只有单高花，开叫花色四张或五张以上，点力12-14或18-19，逼叫一次。）
(c) with 4-4-3-2 too strong to open one notrump and lacking four-card support: (1) with 4=4=2=3 after a one-diamond response, rebid two notrump; (2) otherwise use judgment to decide whether to rebid two notrump or a four-card suit at the one-level.

4-4-3-2强于开叫1NT的牌又还没有找到4-4配合的将牌时：（1）同伴应叫的是1♦时再叫2NT；（2）应叫不是1♦，那么自行决定是再叫2NT还是在同阶叫四张套新花。

（备注：比如1♣-11♦-2NT并未排除高花，但要优先显示18-19的点力）

Opener's rebid one level above either a jump-shift or a forcing reverse is a game-forcing splinter raise.

开叫人在比新花跳叫或逆叫高一阶的水平再叫是逼局的斯普林特加叫。

   （备注：例如1♣-1♥-3♦表示♦单张或缺门并且至少四张红心支持，逼局；又如：1♦-1♥-4♣表示♣单缺并且至少四张红心支持，逼局）

Opener's rebid one level above a jump-reverse shows a void in a strong raise.

开叫人在比跳逆叫高一阶的水平再叫是表示再叫花色缺门的强加叫。
   （备注：例如1♣-1♥-3♠表示♠缺门并且至少四张红心支持）

 After a one-of-a-suit response, opener's double-jump rebid in his own suit (e.g., one club — one spade — four clubs) shows a game-forcing raise with strong four-card support and a long (typically six-card), strong suit.

应叫人应叫一个花色后，开叫人双跳再叫自己的花色（例如：1♣-1♠-4♣）是表示对应叫人的花色有四张支持同时再叫的花色是强的长套（一般是六张），逼叫进局

Opener's reverse after a one-notrump response is forcing. Opener's reverse after a one-level suit response is forcing and promises a rebid below game.

在应叫人应叫1NT之后开叫人逆叫是逼叫一次。在应叫人应叫花色后开叫人逆叫是逼叫而且承诺在进局以前再叫一次。

【备注：例如1♣-1NT-2♦逼叫一次，这里应叫人必须叫牌而开叫人后续可以不叫，因为应叫人的1NT已经是一个限制性的叫品，牌型和实力已经叫清楚了；1♣-1♥-2♦逼叫一次而且开叫人保证进局前再叫一次，应叫人如果持进局实力的牌可以放心的简单描述牌型而不用担心开叫人不叫，这里应叫人1♥的叫品是非限制性的，开叫人逆叫第二花色后应叫人第二次叫牌应当优先描述牌型（示选开叫人花色或再叫自己的花色或者叫无将），而应叫人的实力仍然不清楚，开叫人必须第三次再叫】

      After a strong single minor raise, opener can: (1) show willingness to play in three of his minor by bidding it; (2) bid two notrump natural (but the bidding is forced to three of the minor); or (3) bid a new suit (after which the bidding may still stop at three of the agreed minor).

在强的低花单加叫以后，开叫人可以：（1）再叫三阶低花是准备打；（2）2NT是自然的（但是逼叫到三阶低花）；或（3）叫新花（之后仍然可以停在三阶将花上）
      Opener's reverse of the form one diamond — two clubs — two of a major does not promise extra values and is ambiguous as to diamond length.

在如下开叫人逆叫的进程中：1♦-2♣-二阶高花，开叫人的逆叫不承诺额外实力和方块长度。
      After a two-notrump response: a same-suit rebid is nonforcing; a new-suit bid of three clubs is natural and forcing; a three-level reverse shows a short suit.

在应叫2NT后：再叫原花是不逼叫的；叫3♣新花是自然的逼叫一次；三阶逆叫表示短套。

 （备注：1♣-2NT-3♣是准备打3♣，1♦-2NT-3♣是新花逼叫一次；三阶逆叫是表示单缺，准备打低花进局或者满贯，例如：1♦-2NT-3♥/♠是表示♥/♠单缺，1♣-2NT-3♦/♥/♠是表示♦/♥/♠单缺）

*Passed-Hand Situations:* When responder to a minor-suit opening is a passed hand:
Pass过的情况：如果对低花开叫的应叫人是pass过的：

1. A one-notrump response shows 6-10 HCP;
a two-notrump response shows 11-12 HCP.

1NT=6-10点；2NT=11-12点

(b) A single raise is invitational or stronger but not forcing.

单加叫是邀请的或更强但是不逼叫。
(c) A preemptive double raise has the same range as by an unpassed hand.

双加叫是阻击，与没有pass过的情况下的实力相同。
(d) A jump-shift shows a strong hand, a fit, and length in the bid suit.

跳新花是配合开叫花色，好牌并且新花有长度。
(e) A double jump-shift is a splinter raise.

双跳新花是斯普林特加叫。

1. **After Any Suit One-Bid**

任意一阶花色开叫和应叫之后

Responder is unpassed except where otherwise stated.

假设应叫人从未不叫过除非有其他说明

*After a one-level new-suit response:*

*在应叫过一阶新花以后：*(a) opener's single raise shows a minimum opening of requisite shape;

开叫人单加叫表示最低的支持和开叫实力和牌型；
(b) with 4=3=5=1 or 4=3=1=5 distribution, opener should rebid in spades after a one-heart response. [After one of a minor — one heart — one spade — one notrump — ?, opener may bid two hearts with four=three in the majors, shortness in the unbid suit, and any strength consistent with the one-spade rebid.]

四张♠三张♥低花5-1牌型时，在应叫人应叫1♥后开叫人应该再叫1♠。【在1♣／♦-1♥-1♠-1NT-？过程中，开叫人可以叫2♥表示4=3=5=1或4=3=1=5牌型，实力与再叫1♠的实力相符合。（备注：2♥这个叫品不逼叫，如果要逼局应当叫第四花色）】
(c) opener's double jump to three notrump shows a long, usually strong suit.

开叫人双跳到3NT表示开叫套长又强的单套牌（备注：例如1♣-1♦-3NT表示♣坚固的七张套，其它两门有止。）

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*After a one-level new-suit response and opener's simple new-suit rebid:*

*在一阶新花应叫并且开叫人简单地再叫新花之后：*
(a) two notrump or three of any suit previously bid is invitational;

2NT或三阶已经叫过的花色是邀请；
(b) a fourth-suit bid at the two- or three-level is forcing to game;

在二阶或三阶的第四花色是逼叫进局；
(c) after one club — one diamond — one heart — ?, one spade shows spades [then, if opener bids one notrump: two of a minor is invitational; three of a minor is forcing; two spades is an artificial game-force; if opener bids two clubs: two diamonds is invitational; two spades (artificial) is game-forcing; three diamonds is forcing], two spades is an artificial fourth-suit bid;

在1♣-1♦-1♥-？这个进程中，应叫人再叫1♠是表示♠套【之后如果开叫人叫1NT：应叫人再应叫2阶低花是邀请；再应叫三阶低花是逼叫一次；再应叫2♠是人为的进局逼叫；如果开叫人再叫2♣：2♦是邀请，2♠是人为的逼局；3♦是逼叫一次】，应叫人再叫2♠是人为的第四花色逼叫；

（备注：在一阶没有第四花色逼叫，第二阶以上才有第四花色逼叫进局）
(d) a bid one level above a game-forcing fourth-suit bid is a splinter.

比第四花色逼叫更高一阶的叫品是斯普林特。

*After opener's one-notrump rebid:*

*开叫人再叫1NT之后：*
(a) responder's rebid of two clubs is a puppet to two diamonds (with responder's non-jump continuation invitational); responder's rebid of two diamonds is a game-forcing checkback; after one club — one diamond — one notrump — ?, responder's rebid of two of a major is forcing to game;

应叫人再应叫2♣是傀儡式地要求开叫人叫2♦（后续应叫人非跳叫地继续邀请）；应叫人再应叫2♦是逼局的回探；在1♣-1♦-1NT-？应叫人再应叫2♥／2♠是逼叫进局；

（备注：1XYNT后用广义双路，2♣是邀请，2♦／2♥／2♠都逼局）
(b) responder's rebid of three of the cheapest unbid minor is weak;

应叫人再应叫三阶最便宜的未叫低花是弱牌；

（备注：例如1♣-1♥-1NT-3♦是四张♥五张♦套的弱牌）
(c) four clubs is Gerber.

4♣是戈伯问A。

（备注：1♣-1♥-1NT-4♣是问A）

*After a one-level suit response and opener's simple same-suit rebid:*

*在一阶花色应叫，开叫人简单再叫原花色之后：*
(a) a third-suit bid that is a reverse or a three-level bid is forcing to game;

应叫人逆叫第三个花色或在三阶叫牌是逼局；

（备注：1♦-1♥-2♦-2♠，1♥-1♠-2♥-3♣，1♥-1♠-2♥-3♠都是逼局，1♣-1♥-2♣-2♦不是逼局，是逼叫一次）
(b) a third-suit non-reverse at the two-level is forcing for one round, and responder may pass if opener bids two of responder's first suit or three of opener's suit;

应叫人在二阶顺叫第三个花色是逼叫一次，如果开叫人在二阶叫应叫人第一次叫的套或在三阶叫开叫人自己的套，应叫人可以不叫。

（备注：例如1♣-1♥-2♣-2♦-2♥-pass，1♣-1♥-2♣-2♦-3♣-pass）
(c) a non-reverse jump to three of a third suit is natural (five-five or more) and game-forcing (to invite with the same shape, responder bids two and then three of the third suit);

非逆叫地跳到三阶叫第三个花色是自然的（5-5或更好）逼局的（如果拿同样牌型有邀请实力的牌，应叫人在二阶叫第三套然后在三阶再叫一次。）

（备注：例如1♣-1♥-2♣-3♦逼局，1♣-1♥-2♣-2♦-2x-3♦邀请）
(d) a bid one level above a game-forcing third-suit bid is a splinter.

比逼局的第三花色叫品更高一阶的叫品是斯普林特。

（备注：例如1♣-1♥-2♣-4♦是♦单缺加叫♣，1♥-1♠-2♥-4♣是♣单缺，加叫♥，1♣-1♥-2♣-3♠是♠单缺加叫♣）

*After a one-level new-suit response and opener's further-bid-promising reverse: Any rebid by responder is forcing to game except two of his original suit and the cheaper of a fourth-suit bid and two notrump.*

*在应叫人应叫一阶新花而且开叫人做过保证再叫一次的逆叫以后：应叫人的任何再叫是逼局除了以下两种情况：（1）在二阶叫应叫过的原花色或者；（2）在2NT和第四花色之间选便宜的一个叫品。*

（备注：我们用第四花色逼局，叫原花或2NT不逼局，例如1♣-1♥-2♦-2♥／2NT不逼局，1♣-1♥-2♦-2♠逼局）

*After a one-level new-suit response and opener's (game-forcing) jump-shift: Responder bids naturally.*

*在一阶新花应叫并且开叫人跳叫新花（逼局）之后：应叫人再应叫都是自然的。*

*After opener's raise of a one-level major-suit response to two:*

*在开叫人把应叫的一阶高花加叫到二阶之后：*
(a) a reraise and two notrump are invitational and nonforcing;

再次加叫和2NT都是邀请，不逼叫；
(b) three of opener's minor is forcing for one round;

在三阶叫开叫人的低花是逼叫一次；（备注：需讨论）
(c) one heart — one spade — two spades — three hearts is forcing to game (similar to after a response of two of a minor; with only invitational strength, responder must either choose a different game-try or bid one notrump originally).

1♥-1♠-2♠-3♥是逼局（类似于应叫二阶低花以后的叫牌；如果只有邀请实力，应叫人应该选择一个不同的成局试探或者第一次就应该先应叫1NT）

（备注：需讨论）

*After a one-level new-suit response and opener's two-notrump rebid:*

*在一阶新花应叫并且开叫人再叫2NT之后：*
(a) responder's three-club rebid is artificial, and opener bids three diamonds unless he has three-card support for responder's major (responder's next bid up to and including three of his original suit is nonforcing; otherwise, responder's next bid is a signoff if that is possible; otherwise, it is a choice of games if that is possible; otherwise, it is a checkback for an eight-card major-suit fit if possible; otherwise, it converts the three-club rebid into a natural bid in the minor that three diamonds over two notrump would *not* have shown);

应叫人再应叫3♣是人为的，开叫人应该叫3♦除非他有应叫人应叫的高花的三张支持（应叫人下一个叫品如果没有越过三阶原来应叫的花色是不逼叫的；或者，如果可能的话，应叫人下一个叫品应该是止叫；或者，如果可能的话，挑选进局；或者，如果可能的话，探查是否有八张高花配合；或者，在开叫人开叫1♦再叫2NT后应叫人有三张方块未能显示的情况下将3♣转换为自然的3♦低花叫品。）例如1♦-1♥-2NT-3♣-3♦

（备注：1♣-1♠-2NT-3♣-3♦-3♥-？这是不逼叫的，因为3♥没有越过3♠，开叫人可以pass；

1♣-1♥-2NT-3♣-3♦-3♠-？这是逼叫的；1♣-1♠-2NT-3♣-3♦-？4♣／♦是自然的，逼叫；1♣-1♠-2NT-3♥也是逼叫的；1♣-1♠-2NT-3♣-3♦-3NT是在3NT和4♠之间挑选，应叫人至少有六张♠）

(b) responder's three-diamond rebid shows a fit for opener's minor;

应叫人再应叫3♦是支持开叫人的低花；

（备注：1♣-1♥／♠-2NT-3♦表示♣配合，逼叫进局，这一点不太明显，需引起注意。1♦-1♥／♠-2NT-3♦表示♦配合，这二个叫品都应该是逼叫进局的，否则应当在2NT后不叫）

(c) four clubs is Gerber.

4♣是戈伯问A。

*After a one-notrump response and opener's reverse:* Responder's rebids of two notrump, three of opener's first-bid suit, and three of a suit ranking below opener's original suit are nonforcing.

在1NT应叫并且开叫人逆叫以后：应叫人再应叫2NT，在三阶叫开叫人第一次叫的花色，在三阶叫低于开叫花色的新花都是不逼叫的。

（备注：1♣-1NT-2♦-2NT／3♣不逼叫，1♥-1NT-2♠-3♣／♦不逼叫）

*After opener's double jump to three notrump:* five clubs is a key-card-ask for opener's suit; four of a new suit shows a control; four notrump is invitational.

在开叫人双跳到3NT：5♣是以开叫花色为将牌问关键张；四阶叫新花色是显示控制；4NT是邀请6NT。

（备注：开叫人双跳到3NT表示持单套强牌至少七张，这种叫品目前很少用，需讨论。1♥-1♠-3NT-5♣是以♥为将牌问关键张，4♣／♦／♠是显示控制，4NT是邀请6NT）

*After a one-level new-suit response:* responder's rebid of four of opener's minor is:

在一阶新花应叫后：应叫人在四阶再应叫开叫人开叫的低花的情况是：
(a) a splinter after opener's simple new-suit rebid;

在开叫人简单再叫新花之后，这是斯普林特；（比如：1♣-1♦-1♠-4♣：表示♣单缺，支持♠）
(b) natural and forcing after opener's simple or jump same-suit rebid.

在开叫人是简单或跳叫原来的花色之后，这是自然的而且是逼叫。（备注：1♣-1♦-2♣-4♣，或1♣-1♦-3♣-4♣，4♣叫品都是表示支持♣，问关键张）

*After a new-suit response at the two-level:* opener's jump-shift or jump-reverse to the three-level is a splinter that may be based on any strength.

在二阶应叫新花（二盖一）之后：开叫人跳新花或三阶逆跳新花是斯普林特，可以是任意实力的牌。（比如：1♥-2♣-3♦：♦单缺；1♥-2♣-3♠：♠单缺）

*Passed-Hand Situations:* When responder is a passed hand, a third-suit or fourth-suit bid is not forcing unless it is a reverse.

不叫过的情形：当应叫人不叫过，第三或第四花色是不逼叫的除非是逆叫。

（备注：pass-pass（对手）-1♣-pass（对手）-1♥-pass（对手）-1♠-pass（对手）-2♦是不逼叫的，，如果应叫人先叫♦后叫♥，逆叫是逼叫的。）

**V. Competitive-Bidding Methods**

**竞争叫牌方法**

This section describes agreements about auctions in which our side makes the first bid and the opponents do something other than pass.

这一章讲述的是关于在我方开叫对手争叫后的竞叫过程中的协议

1. **Competition After Our Preempt**

在我方阻击开叫以后的竞叫

*When our preemptive opening is doubled:*

*我方阻击开叫被加倍以后：*
(a) Responder's redouble is strength-showing, temporarily suggests playing for a penalty, and creates a force to the next level of opener's suit.

应叫人再加倍是示强，暂时建议就打这个定约作为惩罚对手，而且逼叫到下一阶开叫人的花色。
(b) Responder's simple new-suit bid below game is forcing, but lead-directional (presumably with a fit).

应叫人在成局水平之下简单应叫新花是逼叫，但是首攻指引（可能有配合）。
(c) Responder's jump new-suit bid below game is forcing, fit-showing, lead-directional.

应叫人在成局水平之下跳应叫新花是逼叫，有配合，也是首攻指引。

*When our preemptive opening is overcalled:*

*当我们的阻击开叫被争叫：*
(a) Responder's simple new-suit bid below game is forcing, suggesting length (can be raised).

应叫人在成局水平之下简单应叫新花是逼叫，有长度（可以被加叫）。

(b) Responder's jump new-suit bid below game is forcing and fit-showing.

应叫人在成局水平之下跳应叫新花是逼叫，显示有配合。

*When our weak two-bid is overcalled:* Responder's competitive two-notrump response is forcing and similar to the same bid made noncompetitively.

当我们的弱二开叫被争叫后：应叫人应叫2NT是逼叫的，与对手未争叫时的情况相同。

When responder raises a preempt to game, whether competitively or not, and an opponent bids, opener may not bid but may double (indicating maximum defensive potential).

当应叫人把阻击开叫加叫进局，无论是竞争性或不是，无论对手是否叫牌，开叫人应当不叫除了加倍（显示有最大的防守潜力）

When responder raises a preempt below game, whether competitively or not, and an opponent overcalls, opener may not bid and there is no special agreement over whether he may double.

当应叫人把阻击开叫进行加叫但未进局，无论是竞争性或不是，无论对手是否盖叫，开叫人应当不叫，是否可以加倍没有特别的规定。

1. **Competition After Our Two-Club Opening**

在我们的2♣开叫后的竞叫

If two clubs is overcalled, responder's double shows double-negative strength and a pass is forcing. Opener's double of the overcall shows a balanced hand.

如果2♣被盖叫，应叫人加倍是否定加倍（示弱），不叫是逼叫。开叫人加倍显示平均牌型

There is no agreement about responder's actions after two clubs is doubled.

2♣被加倍后的竞叫没有特别规定。

After a negative response to two clubs and an overcall:

在对2♣做了否定应叫后被盖叫：
(a) opener's pass is forcing;

开叫人不叫是逼叫；
(b) opener's double is for penalty.

开叫人加倍是惩罚。

1. **Competition After Our One-Notrump Opening**

1NT开叫后的竞叫

1. A double of a natural two- or three-level overcall is negative, of a higher bid is penalty.

对于自然的二阶或三阶的盖叫的加倍是否定性的，对更高的盖叫的加倍是惩罚

（备注：我们目前对于2♠及以上的加倍是惩罚，2♠以下的加倍是否定性加倍。）

1. Over a two-level overcall: (i) After a natural overcall other than two clubs, lebensohl [two notrump is a puppet to three clubs and responder's rebid below three of overcaller's suit is nonforcing; a direct bid of three of an underranking suit is forcing] applies, with "fast denies stopper" for cue-bid (similar to Stayman) and three-notrump direct responses versus responder's rebids following a two-notrump response. (ii) After a natural two-club overcall, normal system meanings apply with a double substituting for a two-club response. (iii) An artificial action is treated as though it had been a natural bid in an anchor suit indicated.

二阶盖叫以后：（i）除了2♣以外的自然盖叫，运用莱本索尔【2NT是傀儡式地逼叫3♣，之后应叫人在三阶再应叫低于盖叫花色的叫品是不逼叫的；直接在三阶叫低于盖叫花色的叫品是逼叫的】， “快速否定止张” 原则适用于扣叫（类似于斯台曼）和直接应叫3NT与先2NT后再应叫3NT的过程。（ii）自然的2♣盖叫后，加倍等同于应叫人应叫2♣，其他与普通斯台曼一样。（iii）对待一个人为的盖叫叫品等同于对待它显示的锚花色盖叫叫品的情况一样。

1. A below-game new-suit jump is forcing.

低于成局水平的新花跳叫是逼叫。

1. A redouble of an artificial double is strength-showing.

对于人为的加倍的再加倍是显示实力。

1. A double of an artificial bid suggests a penalty double of the escape.

对人为叫品的加倍是建议对逃叫进行惩罚性加倍。

1. After any penalty suggestion: the opening side is forced to two notrump, below-game new-suit bids are forcing, raises and two notrump are not forcing.

在任何惩罚建议后：开叫人被逼叫到2NT，低于成局的新花是逼叫，加叫和2NT是不逼叫的。

1. A bid in a suit shown by an artificial defense indicates at least a game-invitation and is forcing to two notrump.

叫一个对手人为争叫的叫品所显示的花色是表示至少有进局邀请的实力，逼叫到2NT。

1. Bids in suits not indicated (although possibly bid) by an artificial action have the same meaning as if the interference had been a natural bid in an indicated suit [for example, one notrump — (two hearts, showing spades) — three hearts is equivalent to one notrump — (two spades, natural) — three hearts].

叫一个不是人为争叫所显示的花色（尽管有可能就是这个人为争叫的叫品）与争叫是自然叫品时一致【例如：1NT-（2H显示♠套）-3H等同于1NT-2S（自然的）-3H】。

1. One notrump — (overcall) — pass — (pass) — double is takeout, but one notrump — (pass) — pass — (overcall) — double is penalty.

1NT-（盖叫）-不叫-不叫-加倍是技术性的，但是1NT-不叫-不叫-（盖叫）-加倍是惩罚。

（备注：1NT开叫人在重开叫位置加倍是技术性的，在直接位置加倍是惩罚性的。）

1. Over an overcall, Texas transfers apply if the overcall was no higher than four clubs.

争叫后，得克萨斯转移叫仍然适用只要争叫未超过4♣。

1. After a two-notrump overcall (ostensibly showing minors), three of a minor is Stayman, three diamonds and three hearts are transfers.

在对手2NT盖叫后（一般显示低花），3♣是斯台曼，3♦和3♥是转移。

1. After one notrump — (pass) — two clubs — (double) — ?, opener passes with no club stopper or bids with a stopper; if opener passes or redoubles (showing strong clubs), two diamonds or two hearts by responder indicates a Garbage-Stayman hand-type.

在1NT-pass-2♣-X-？，开叫人不叫表示♣无止张或者叫牌表示有止张；如果开叫人不叫或再加倍（表示强♣套），应叫人叫2♦或2♥表示持有垃圾斯台曼的弱牌。

1. After a two-level transfer is doubled, opener should: (i) superaccept (bid above two of the suit indicated by responder) with any of the same, or roughly the same, set of hands that would have been suitable for superacceptance had intervenor passed; (ii) accept (or, if appropriate, superaccept) the transfer with at least three-card support for the suit indicated by responder; (iii) redouble rather than pass with significant length and strength in the suit bid.

在二阶转移叫被加倍后，开叫人应该：（i）超转（叫高一阶转移）；（ii）简单转移（或者，如果适合超转）表示至少三张支持；（iii）再加倍表示在当前叫的花色上有长度和强度。

1. After a two-level transfer and an overcall: a nonjump, nonreverse new-suit bid by responder is nonforcing.

在二阶转移被盖叫后：应叫人非跳叫和非逆叫的叫品是不逼叫的。

备注：例如：1NT-p-2♦-2♠（对手）-p-p-3♣，这里3♣是不逼叫的

1. **Competition After Our Major-Suit Opening**

**我方高花开叫后的竞叫
(See also section F., below)**

**（参见下面F章节）**

*In responding to a major-suit opening over a takeout double:*

*我方高花开叫被加倍以后的应叫：*
(a) a one-spade response is forcing (by an unpassed hand);

1♠应叫是逼叫的（应叫人未pass过）
(b) a two-level new-suit response is not forcing;

二阶新花应叫是不逼叫的；
(c) two notrump shows a game-invitational or stronger raise of the major (direct jump-raises are preemptive);

2NT是进局邀请或对开叫高花的强加叫（直接跳加叫是阻击）
(d) a jump-shift is preemptive;

跳叫新花是阻击；
(e) a double jump-shift is a splinter raise;

双跳新花是斯普林特加叫；
(f) a redouble shows any other hand-type with 10-plus HCP.

再加倍表示任意10点以上的牌。

*In responding to a major-suit opening over an overcall:*

*我方高花开叫被盖叫以后：*
(a) a double is negative through three spades;

加倍是负加倍，运用至3♠水平；
(b) two notrump is natural (invitational) and nonforcing (jump or not);

2NT是自然的（邀请）和不逼叫的（无论跳叫与否）

备注：注意与对手加倍后的2NT相区别，加倍后的2NT是有支持的邀请，逼叫到三阶
(c) over a simple overcall, a cue-bid shows a raise with game-invitational or greater strength, and a jump cue-bid is a splinter (direct jump-raises are preemptive);

在对手简单盖叫后，扣叫表示邀局的加叫或更强，跳扣叫是斯普林特（直接跳加叫是阻击）；
(d) four-notrump is Key-Card Blackwood (jump or not);

4NT是问关键张（无论跳叫与否）
(e) a jump-shift is preemptive.

跳叫新花是阻击；

*In responding to a major-suit opening over an artificial action:*

我方高花开叫，对手人为叫品争叫以后：
      Over a Michaels cue-bid (other major plus a minor):

迈克尔斯扣叫后（另一高花和一个低花）
(a) a bid in a minor is nonforcing;

叫低花是不逼叫的；
(b) a virtual cue-bid in overcaller's anchor major is a game-invitational-plus raise.

虚拟扣叫（没有控制）争叫者的高花是邀局的加叫。

备注：例如1♥-2♥(对手)-2♠，这里扣叫对手的♠表示对♥的支持和邀请以上的实力。

      Over a bid showing two fixed suits: (a) a bid in the remaining suit is nonforcing; (b) the cheapest cue-bid (actual or virtual) is a game-invitational or stronger raise; (c) the second-cheapest cue-bid is a one-round force with the remaining suit.

 当对手的叫品显示有两个确定的长套花色：（a）叫剩下未叫的那个套是不逼叫的；（b）

最便宜的扣叫（有控制或没有）是邀局或强加叫；（c）第二便宜的扣叫是有剩余的那个花色长套，逼叫一轮

备注：例如1♥-2NT(对手，双低花)-3♠，不逼叫；1♥-2NT(对手，双低)-3♣，表示支持红心，邀请进局；1♥-2NT(对手，双低花)-3♦是持有♠长套（至少五张）的强牌，逼叫一次。

After one of a major — (pass) — one notrump — (overcall) — ?: a double by opener is takeout, a double by responder (after two passes) is cooperative-takeout.

在1♥／♠-（pass）-1NT-（争叫）-？开叫人加倍是技术性的，应叫人加倍（二个不叫之后）是建议性技术性加倍。

备注：开叫人加倍是表示在对手争叫的花色上是短套，建议应叫人叫其它的花色，开叫人不叫则不是短套，注意这里开叫人加倍不一定是高限；应叫人加倍是建议性的排除，往往是有实力但是对开叫花色无好的支持，对手争叫的花色有三张和一定的防守实力，开叫人可以继续叫牌，也可以罚放。

1. **Competition After Our Minor-Suit Opening**

**我方低花开叫后的竞叫
(See also section F., below)**

**（参见以下F章节）**

*After our minor-suit opening and a takeout double:*

*在我方低花开叫被技术性加倍以后：*
(a) a one-level new-suit response is forcing (by an unpassed hand);

一阶新花是逼叫（应叫人从未不叫过）；
(b) one diamond — (double) — two clubs is not forcing;

1♦-（加倍）-2♣是不逼叫的；
(c) two notrump shows a game-invitational or stronger raise of opener's suit (direct jump-raises are preemptive);

2NT是邀局或更强的加叫（直接跳加叫是阻击）；

备注：11点以上可以用低花反加叫的牌在对手加倍后应叫2NT，逼叫一次
(d) a direct single raise is natural, similar to a single major-suit raise;

直接单加叫是自然的，类似于高花的单加叫；

备注：这里不再是低花反加叫，直接加叫是6-10点。
(e) a jump-shift is preemptive;

跳新花是阻击；
(f) a double jump-shift is a splinter raise;

双跳新花是斯普林特加叫；
(g) a redouble shows any hand with 10-plus HCP that is not suitable for a raise or a new-suit bid.

再加倍是任何一手10点以上的牌但不适合加叫或叫新花色。

*After our minor-suit opening and an overcall:*

*我方开叫低花被盖叫以后；*
(a) a double is negative through three spades;

负加倍运用到3♠；
(b) two notrump is natural (invitational) and nonforcing (jump or not);

2NT是自然的（邀请）和不逼叫的（无论跳叫与否）

备注：注意与对手加倍后的2NT相区别，加倍后应叫人叫2NT是强加叫，逼叫一次。
(c) over a simple overcall, a cue-bid shows a raise with game-invitational or greater strength, and a jump cue-bid is a splinter (direct jump-raises are preemptive);

对手简单盖叫后，扣叫是邀局的加叫或更强，跳扣叫是斯普林特（直接加叫是阻击）；
(d) a jump-shift is preemptive.

新花跳叫是阻击。

*In responding to a minor-suit opening over an artificial action:*

对手人为叫品争叫
      Over a Michaels cue-bid (both majors):

迈克尔斯扣叫（双高花）：
(a) a bid in the unbid minor is nonforcing;

叫未叫低花是不逼叫的；
(b) the cheapest virtual cue-bid shows a game-invitational or stronger action in the unbid minor; the second-cheapest virtual cue-bid shows a game-invitational or stronger raise of opener's minor

最便宜的虚拟扣叫是以未叫的低花为将牌的邀局或更强，第二便宜的扣叫是以开叫的低花为将牌的邀局或更强的加叫。

备注：例如1♣-2♣(对手，双高)-2♥，表示以♦为将牌，邀局以上的实力；1♣-2♣(对手，双高)-2♠，表示以♣为将牌，邀局以上的实力。

Over another bid showing two fixed suits:

对手的叫品显示两套确定的花色：
(a) a response in the remaining suit is nonforcing;

叫剩下未叫的花色是不逼叫的；
(b) the cheapest cue-bid (actual or virtual) shows at least game-invitational strength and the remaining suit; the second-cheapest cue-bid (actual or virtual) shows a game-invitational or stronger raise of opener's minor.

最便宜的（实际或虚拟）扣叫是以未叫的低花为将牌的邀局或更强，第二便宜的扣叫是以开叫的低花为将牌的邀局或更强的加叫。

1. **Competition After Any Suit One-Bid**

任意一阶花色争叫以后的竞叫

*When responder passes:*

*当应叫人不叫：*
(a) Opener's double of a new-suit advance of an overcall is takeout for opener's suit and the unbid suit.

开叫人对一个低于开叫花色的争叫花色加倍是技术性的，对开叫花色和未叫花色寻求支持。

备注：例如1♣-p-p-1♥(对手)-X，1♣-1♥(对手)-p-p-X，在这二个进程中，开叫人无论在重开叫位置或直接位置的加倍都是技术性的，寻求应叫人对开叫花色和未叫花色的支持。

(b) After a reopening one-notrump bid by opener, responder's only below-game forces are cue-bids.

开叫人在重开叫位置叫1NT之后，应叫人在进局水平之下只有扣叫是逼叫。

备注：例如1♣-1♥(对手)-p-p-1NT-p-？，这时应叫人叫2♥是逼叫，其它都是自然的，不逼叫

*A simple new-suit response over an overcall* is forcing (by an unpassed hand). If at the two-level, it is forcing to the next level of opener's suit, and opener's raise of responder's suit is nonforcing.

对手争叫后，从未不叫过的应叫人简单应叫新花是逼叫。如果在二阶水平，逼叫到下一阶开叫人的花色，开叫人对应叫人花色的加叫是不逼叫的。

备注：例如1♣-1♥(对手)-1♠，或1♣-1♥(对手)-2♦，都是逼叫的（这就是通称的“强自由”），其中2♦是逼叫到3♣，即逼叫到三阶开叫花色。

*Negative doubles:* A negative double at the one-level or when there is exactly one unbid major guarantees at least four cards in any unbid major (opener may rebid in a three-card suit there in a pinch);

负加倍：一阶负加倍或者当只存在一个未叫的高花时的负加倍保证在未叫高花套上至少有四张（开叫人别无他法的时候可以用三张加叫）

备注：例如1♣-1♥(对手)-X，1♥-2♣(对手)-X，都表示有四张♠

a negative double of one heart shows exactly four spades [then: opener's one-spade rebid shows a hand with three spades too weak to raise a noncompetitive one-spade response to two; opener's two-spade rebid shows four spades and a hand worth a possibly-minimum raise of a noncompetitive one-spade response to two];

对1♥的负加倍确切地表示有四张♠【然后：开叫人再叫1♠表示一手只有三张♠的弱牌，即使在非竞叫情况下对1♠的应叫也不够加叫到2♠；开叫人再叫2♠表示有四张♠并且即使在非竞叫情况下对1♠的应叫也值得加叫到2♠的牌】；

备注：1♣-1♥(对手)-X-1♠(三张支持，低限)，1♣-1♥(对手)-X-2♠(四张支持)

after a negative double at a higher level, opener should not rebid in a three-card suit.

在二阶以上的负加倍，开叫人不应该再用三张支持。

备注：例如1♥-2♣(对手)-X-2♠，1♥-3♣(对手)-X-3♠，开叫人都必须保证至少有四张♠

When responder's negative double guarantees length in an unbid major, opener's bids in that suit function as would raises in the corresponding noncompetitive auction.

当应叫人的负加倍保证在未叫高花有长度，开叫人再叫那个高花就像在没有竞叫环境下的加叫。

After one club — (one of a major) — double — (pass) — ?, opener's two-diamond rebid shows four diamonds but does not show extra values. After opener's one-notrump rebid, responder's two-level cue-bid shows invitational-plus strength. After a negative double of a two-level overcall, opener's two-notrump rebid could be based on no extra values.

在1♣-（1♥／♠）-加倍-pass-？，开叫人的2♦再叫表示四张♦但不表示有额外实力。在开叫人再叫1NT之后，应叫人的二阶扣叫表示邀请以上的实力。在一个对二阶争叫做的负加倍以后，开叫人的2NT再叫不保证有额外实力。

备注：1♣-1♥(对手)-X-p(对手)-1NT-p(对手)-2♥，这里2♥表示邀请以上的实力。

 1♥-2♣(对手)-X-p(对手)-2NT，这里2NT不保证有额外实力，只保证在♣上有止张。

*Support and related doubles and redoubles:* After a one-level response and an opposing double or overcall below two of responder's suit, opener's redouble or double (even of a natural or artificial one notrump) shows a three-card fit for responder's suit and not doubling denies such a fit (except in a freakish hand).

支持性加倍和再加倍：在一阶应叫后对手加倍或对手在低于二阶应叫花色的水平下争叫

，开叫人的再加倍或加倍（甚至包括对手的争叫是自然的或人为的1NT）表示对应叫人花色的三张支持而且不这样做就没有三张支持（除了异乎寻常的一手牌）。

备注：例如1♣-1♥-X(对手)-XX，1♣-1♥-2♦(对手)-X，1♣-1♥-1NT(对手)-X，这三个进程中开叫人的加倍和再加倍都表示对应叫人的♥套有三张支持。

*After four-card support:* If opener shows four-card support with a single raise of a major-suit response, any bid by responder is forcing to at least three of the raised major.

在四张支持后：如果开叫人对应叫高花表示四张支持后，应叫人的任何叫品都逼叫到三阶支持过的高花。

*Opener's maximal-bid doubles:* In any sequence in which responder has made a nonforcing single raise of opener's suit, and there is an opponent's bid one step below three of the raised suit, opener's double is a game-try that may include shortness in the suit doubled.

高限加倍：当应叫人已经对开叫人的套做了一个不逼叫的简单加叫，对手争叫的叫品离三阶加叫的套只有一步了，开叫人加倍是进局试探，也可能在争叫的套上是短的。

备注：例如1♥-2♥-3♦(对手)-X，这里加倍是进局试探，表示开叫人是高限；1♥-2♥-3♣(对手)-X

这里加倍是惩罚，因为到3♥之前还有可用的叫品，如果开叫人想进局试探，可以叫3♦。

*After opener's one-notrump rebid when responder bid competitively:* Responder's cue-bid is a one-round force, and other low-level bids are natural.

在应叫人在对手争叫后主动应叫而且开叫人再叫1NT后：应叫人扣叫是逼叫一次，其他低阶水平的叫品是自然的。

备注：例如1♣-1♥(对手)-1♠-1NT-2♥，这里2♥是扣叫逼叫一次，其它叫品是自然叫，不逼叫。

*Raise then double:* After one of a suit — (pass|double|simple overcall) — single raise — (single raise|simple new-suit bid|simple overcall) — pass — (pass) — ?: responder's double is cooperative-penalty.

加叫然后加倍：在1花色-（对手不叫／加倍／简单盖叫）-单加叫-（对手单加叫／新花／简单盖叫）-pass-（对手pass）-？这个过程后，应叫人加倍是建议惩罚。

备注：例如：1♥-1♠(对手)-2♥-2♠(对手)-p-p(对手)-X，这里加倍是建议惩罚。

*After a redouble:*

*再加倍以后：*
(a) After one of a suit — (double) — redouble — (bid) — ?, opener's pass is forcing everywhere.

在一花色-（对手加倍）-再加倍-（对手叫牌）-？后，开叫人不叫无论如何都是逼叫。

备注：例如1♣-X(对手)-XX-1♦(对手)-p，这里开叫人pass是逼叫性不叫，寻求惩罚对手的机会，开叫人也许拿着♦长套，等应叫人技术性加倍后罚放。

(b) After one of a suit — (double) — redouble — (pass) — pass — (bid) — ?, responder's pass is forcing everywhere.

在一花色-（对手加倍）-再加倍-（对手不叫）-不叫-（对手叫牌）-？之后，应叫人的pass无论如何是逼叫的。

备注：例如1♣-X(对手)-XX-p(对手)-p-1♥(对手)-p，这里应叫人pass是逼叫性不叫，寻求惩罚对手的机会，应叫人也许拿着♥长套，等开叫人技术性加倍后罚放。
(c) Responder's redouble followed by a penalty double is a weaker penalty suggestion than if responder passes over the double and later doubles for penalty.

应叫人在对手惩罚性加倍后马上再加倍是较弱的惩罚建议，比应叫人在对手惩罚加倍后不叫，然后又惩罚加倍对手要弱。
(d) A nonjump, nonreverse new-suit bid by opener is nonforcing.

开叫人非跳叫非逆叫的新花叫品是不逼叫的。

备注：例如1♥-X(对手)-XX-p(对手)-2♣-p-？，这里2♣是不逼叫的，应叫人可以不叫。

*After a jump-overcall:* Responder's jump-shift is fit-showing.

在对手跳争叫后：应叫人跳叫新花是显示配合。

备注：例如1♥-2♠(对手)-4♦，是表示♥配合同时有♦长套，逼叫

*Responder's reopening double of a sandwich overcall* is cooperative-takeout through the three-level after a one-level response, is cooperative-penalty through the three-level after a two-level response.

在一阶应叫后，三阶水平以下（包括三阶）应叫人在重开叫位置对一个三明治位置的争叫进行加倍是建议排除性加倍；在二阶应叫后，三阶水平以下（包括三阶）这样做是建议惩罚。

备注：例如1♣-1♥-3♦(对手)-p-p(对手)-X，这里应叫人加倍是技术性，希望开叫人叫除了♦以外的花色，因为联手实力不一定强于对手，不建议惩罚对手；1♦-2♣-3♥(对手)-p-p(对手)-X，这里应叫人加倍是建议惩罚，因为二盖一后我方联手实力明显强于对手。注意，如果采用弱跳新花应叫，这样做就不是惩罚而是技术性的，比如1♣-2♥(弱牌阻击)-3♦(对手)-p-p(对手)-X，

这里加倍是技术性的。

*After a competitive two-notrump response:* A nonreverse three of a new suit by opener is nonforcing.

在竞争环境下应叫人应叫2NT之后：开叫人的一个非逆叫的三阶花色是不逼叫的。

备注：例如1♥-2♣(对手)-2NT-3♦，这里3♦是不逼叫的。

*After an overcall of a strong single minor-suit raise:* A pass by opener is forcing to three of the agreed minor.

在一个强的低花反加叫被盖叫以后：开叫人不叫是逼叫到三阶加叫过的低花。

备注：例如1♣-2♣-2♥(对手)-p，这里开叫人不叫是逼叫到3♣

*Pseudo-reverses:* If opener makes a competitive rebid that would have been a reverse in the absence of competition, it shows extra values but can be weaker than reverse strength and is nonforcing; among responder's rebids, the only below-game forces are cue-bids and jumps.

伪逆叫：如果开叫人在竞争环境下的再叫叫品是“逆叫”，那只是显示有额外实力，但是比在非竞争环境下的逆叫要弱而且是不逼叫的；

备注：例如1♣-1♥(对手)-p-p(对手)-2♦，这里的2♦是“逆叫”但是不逼叫，表示非低限开叫实力但是也可能没有17点，不够正常“逆叫”的实力，如果更强的牌可以用加倍来逼叫。

*After a sandwich overcall:* a simple, nonreverse new-suit bid by responder is nonforcing.

在一个三明治位置的争叫后：应叫人简单非逆叫地叫一个新花是不逼叫的。

备注：例如1♣-1♥-1♠(对手)-p-p(对手)-2♦，这里2♦是不逼叫的，如果要逼叫可以用加倍或扣叫来逼叫。

**VI. Defensive-Bidding Methods**

**防守叫牌方法**

This section describes agreements about auctions in which the opponents makes the first bid.这一章讲述的是对手先开叫后的竞叫过程中的协议。

1. **Initial Defensive-Action Requirements**

最基本的争叫要求

Generally, the BWS requirements for initial constructive defensive actions (takeout doubles and overcalls) are moderate, but two-level overcalls are sound. The vulnerability somewhat affects the minimum strength required.

一般来讲，桥牌世界标准对初始争叫（排除性加倍和争叫）的要求是不严格的，但对于二阶争叫的要求是严格的。局况对争叫的最低要求也有影响。

The requirements for initial preemptive defensive actions (jump overcalls; the weak version of two-suited actions) are possibly light.

对初始的阻击争叫的要求（跳争叫，弱二花色）可能比较轻微。

♠ A Q x x x ♥ x x x ♦ Q x x x ♣ x

is a minimum one-spade overcall of one club with neither side vulnerable.

双无局下，上述牌是对1♣开叫争叫1♠的最低要求。

♠ A x x x ♥ A x x x ♦ Q x x x ♣ x

is a minimum takeout double of one club with neither side vulnerable.

这是在双无局下，对1♣开叫加倍的最低要求。

BWS does *not* use minimum equal-level conversions (minELC), in which doubler's same-level suit bids over a suit advance may be based on minimum high-card strength (with appropriate shape).

BWS不采用最低限的同阶转换（minELC），最低限同阶转换是指：加倍人在加倍后在同一阶叫新花套可以基于所要求的最低的大牌实力（有合适的牌型）。

♠ A K Q 10 x ♥ A K x ♦ Q x x x ♣ x

is slightly too strong for a one-spade overcall of one club with neither side vulnerable.

这手牌在双无局下对1♣开叫争叫1♠显得太强了。

备注：加倍后叫新花是要求有额外实力的，至少17点以上，所以不采用最低限的同阶转换。

   The normal simple overcall maximum is 18 HCP with 5-3-3-2 distribution or the equivalent after trading off high cards for shape.

一般的简单争叫的高限是18点5332牌型，或者大牌点或牌型可以相互补充的等值于此的牌。

备注：除非是很差的18点5332牌型，18点一般都要先加倍后出套。

   A direct-position one-notrump overcall shows a strong 15 to 18 HCP, regardless of the suit opened.

直接位置的1NT争叫表示一手强的15-18点的牌，无论开叫花色是什么。
   In reopening-position: a one-notrump overcall shows 10-14 HCP (by a passed hand, 10 HCP to a maximum non-opening); a two-notrump overcall shows 18-19 HCP, regardless of the suit opened.

在重开叫位置：争叫1NT表示10-14大牌点（如果pass过，是10到未开叫的高限）；2NT争叫是18-19点，无论开叫花色是什么。

备注：2♥(对手)-p-p-2NT，我们在重开叫位置的2NT是16-18点，这与该标准有所不同，低限是16而不是18。

   An unpassed-hand's cue-bid in opener's suit, in either direct or reopening position, shows从未不叫过的一方扣叫开叫人的花色，无论是直接位置或重开叫位置，那是表示：
(a) both majors if the cue-bid is in a minor; or
(b) the unbid major and an unspecified minor if the cue-bid is in a major. The same bid by a passed hand shows a strength range consistent with security and the initial pass.

1. 扣叫低花表示双高花；或者
2. 扣叫高花表示另一门高花和一个没确定的低花

 不叫过的一方做上述扣叫的实力要保证安全并且与之前的不叫的实力是符合的。
备注：对精确1♣开叫有所不同，争叫2♣是♣实套，无论是直接位置还是重开叫位置，加倍表示双高，争叫1NT表示双低

   An unpassed-hand's direct two-notrump overcall of a suit one-bid shows length in the two lowest unbid suits. By a passed hand, the strength is limited by failure to open; a one-notrump overcall by a passed hand shows a similar hand-type but less playing strength.

未不叫过的一方直接争叫2NT表示在两门最低的未叫花色上有长度。不叫过的一方其实力最高是不开叫的高限；不叫过的一方争叫1NT表达的是同样的牌型但是有较少的实力。

 A jump cue-bid is:
(a) natural in direct position in opener's minor;
(b) asking for a stopper for three notrump (suggesting a solid suit elsewhere) in direct position in opener's major and in reopening position.

跳扣叫是：（a）直接位置跳扣叫开叫的低花是自然的；（b）在直接位置跳扣叫开叫的高花和在重开叫位置跳扣叫任意开叫的花色是问止张准备打3NT（有一个坚固的套）。

备注：例如1♣(对手)-3♣，1♦(对手)-3♦这是自然的低花实套，因为对手的1♣／♦只保证三张或四张，而我方有六张好套时肯定要争叫；1♥(对手)-3♥，1♥(对手)-p-p-3♥，1♣(对手)-p-p-3♣，这是问止张，要求同伴有一个止张时叫3NT，在重开叫位置没必要阻击，因为对手都不叫了，所以跳扣叫任何花色都肯定是问止张，而在直接位置，对手是高花保证五张，我方跳扣叫不可能是实套，所以是问止张。

A single jump-overcall of a suit opening in direct position is preemptive, in reopening position has a strength range roughly equal to the value of one king and shows at least an opening bid with at least a strong six-card suit (by a passed hand, shows a similar hand limited by context).

对手花色开叫后我方在直接位置单跳争叫是阻击的，在重开叫位置的实力大概比开叫实力多一个K而且有一个至少六张的套（如果不叫过，其实力受之前不叫的限制。）

备注：例如1♥(对手)-2♠(阻击)，无局情况下可能只有6点；1♥(对手)-p-p-2♠(比直接位置阻击叫多一个K)，在重开叫位置，因为对手已经不叫了，对手实力有可能低于我方，因此我方跳争叫意在争部分定约，甚至有邀请进局的意思。

*Special-situation defenses:*

特殊情况下的防守叫牌：
      Against a natural preempt:对于一个自然的阻击开叫。
(a) A double of an opening through four spades is for takeout.

对直到开叫4♠水平的加倍是排除的技术性加倍。

备注：4♠-X，4♠-p-p-X，这里加倍都是技术性的。我们建议技术性到4♥，对4♠加倍是惩罚，如果是单套牌，对4♠开叫直接在五阶争叫，双套牌可争叫4NT，对4♥开叫加倍承诺有四张♠和低花的支持。
(b) A four-notrump overcall: (1) of four spades shows a non-spade two-suiter; (2) of four hearts shows minors; (3) of four of a minor is natural.

4NT争叫：（1）对于4♠开叫，4NT争叫表示非♠的两套牌；（2）对4♥开叫，4NT表示双低花；（3）对四阶低花开叫，4NT是自然的。
(c) A strength-showing jump in a new suit is natural, except when the jump is to four of a minor, which is forcing and shows that minor and the unbid major.

一个示强的新花跳叫是自然的，除了跳叫到四阶低花，那是逼叫并且表示那个低花和未叫的高花有长度。

备注：例如3♦(对手)-4♥，2♦(对手，自然叫)-3♥这是自然的准备打这个定约；2♠(对手)-4♣/♦，这分别是表示草花/方块和♥有长度，逼叫。这里为何不采用扣叫来表示另一个高花加一个不明确的低花呢？因为三阶扣叫是问止张，准备打3NT。
(d) A three-level cue-bid asks for a stopper for notrump.

三阶的扣叫是问止张准备打无将定约。

备注：例如2♥(对手)-3♥这是问止张，准备打3NT

(e) A four-level cue-bid shows majors over a minor, other major plus unspecified minor over a major.

四阶扣低花是表示双高花，扣高花是表示未叫的高花和一个不确定的低花的两套牌。

备注：例如3♦(对手)-4♦表示双高花，3♥(对手)-4♥表示有至少五张♠套和另一个五张低花，注意，如果对手开叫的是2♥，直接跳四阶低花表示♠和低花双套牌。

(f) Lurker's new-suit advance of a reopening-position overcall of a preemptive opening is nonforcing (but by an unpassed advancer it is forcing).

对手阻击开叫，同伴在重开叫位置争叫后，潜伏者叫新花推进是不逼叫的（但是未不叫过的推进者这样做，这是逼叫）

备注：例如2♥-p-p-2♠-p-3♣，这里3♣是不逼叫的；2♥-X-p-2♠-3♣，这里3♣是逼叫的。

 Against two hearts Flannery: defensive meanings as against a weak two hearts.

对于弗兰纳里2♥：与针对弱2♥开叫的防守叫牌意思一样。
Against two diamonds Flannery: double shows high cards, two hearts for takeout of hearts.

对于弗兰纳里2♦：加倍是表示♦有大牌，2♥表示排除♥
Against two diamonds used as a weak-two in either major: double shows general strength.

对于2♦开叫是表示任意一套弱二高花：加倍表示整手牌的实力。
Against strong, artificial one club or two clubs, or a matching weak, artificial one-diamond or two-diamond response: double shows majors, notrump shows minors.

对于人为的强1♣或2♣开叫，或者弱配合，人为的1♦或2♦应叫：加倍表示双高花，无将表示双低花。
Against Namyats: double of opening (or of the next-bid relay response) for takeout of opener's real suit; delayed double penalty.

对于纳姆雅茨（开叫4♣／4♦）：加倍表示排除开叫人的套有其他的花色长度，延迟加倍是惩罚。

备注：4♣(表示♥套)-X，这里马上加倍是排除♥的技术性加倍，4♣-p-4♥-p-p-X，这里延迟加倍是惩罚。

Against transfer and unspecified preempts: double shows strength but does not create a force.

对于转移和不明确的阻击：加倍表示实力但是不构成逼叫。

备注：例如2♦(对手，表示单套高花阻击)-X，这里加倍表示实力但是不逼叫。

Against two-suited preempts: double, a bid in the other suit shown, and a delayed double all for takeout.

对于两套牌的阻击：加倍表示有已经明确的另一个长套（除对手已经明确的那个套之外的另一个高花或低花），（对手的两门花色都明确后）延迟加倍是排除性的技术性加倍。

备注：例如2♠(对手，♠+低花)-X，这里加倍表示有♥套，但是否有其它花色的支持并不明确；

2♠(对手，♠+低花)-p-(2NT)-p-(3♣)-X,这里延迟加倍是排除♠和♣的技术性加倍，明确有♥和♦的长套。

Against natural one-notrump openings: double = a four-card major and a longer minor (advancer can bid two clubs to ask for the minor, two diamonds to ask for the major), two clubs = majors (advancer can bid two diamonds to ask for a preference between them), two diamonds = a major one-suiter, two hearts|two spades = the bid suit plus a minor, two notrump = minors, three of a suit = natural.

对于自然的1NT开叫：加倍=一个四张高花和一个更长的低花（推进者可以叫2♣询问低花，2♦询问高花），2♣=双高花（推进者可以叫2♦询问争叫人倾向于哪一门高花），2♦=单套高花，2♥／2♠=一高带一低，2NT=双低花，三阶花色=自然的。
备注：这里对1NT加倍不是同等牌力，而是要求有特定的牌型，即四张高花和五张以上的低花。

Against a limited, natural two-bid (e.g., a Precision two-club opening showing long clubs and a minimum opening): as against a weak two-bid in the same suit.

对于一个限制性的自然的二阶叫品（比如精确的2♣开叫显示长草花套和开叫实力）：就如同对付弱二开叫一样。
An undiscussed auction-entry double of an artificial suit bid shows that suit (and whichever interpretation makes the most sense among penalty, value-showing and lead-directional).

一个未经过讨论的在竞叫中介入的对人为花色叫品的加倍表示有那个花色的长套（加倍的含义取决于下列解释哪一个最合理：惩罚，显示实力和首攻指引）

备注：例如1NT-2♣(问高花)-X，这个加倍是表示有♣长套，也可能是首攻指引。

*Actions in sandwich position:*

在三明治位置的行动：
   A low-level sandwich-position double after the opponents have bid two suits is takeout for the unbid suits.

低阶的在三明治位置的加倍在对手已经叫过二门花色的情况下是排除性的技术性加倍，要求叫未叫的花色。

备注：例如1♣-p-1♥-X，这个加倍是要求同伴叫♦和♠

   Over an opposing opening bid and one-over-one response:

在对手开叫并且一盖一应叫后：
(a) one notrump, two or more of opener's suit, or two of responder's suit is natural;
1NT是自然的，在开叫和应叫的花色上至少有二张。

备注：例如1♦-1♠-1NT，显示在♦和♠有止张，16-18点均型牌。

(b) two notrump shows the unbid suits;

2NT显示未叫花色；

备注：例如1♦-1♠-2NT，显示有♥和♣二套牌。

(c) three of responder's suit asks for a stopper in that suit for three notrump (suggesting a solid suit elsewhere).

3阶扣叫应叫人的花色是问止张准备打3NT（有一个坚固的套）

备注：例如1♦-p-1♥-3♥，这是问♥止张，准备打3NT，如果扣叫3♦也是问♦止张

Over an opposing opening and one-notrump response: (a) double is takeout of opener's suit; (b) a two-level cue-bid is similar to that bid directly over the opening bid; (c) two notrump shows the two lowest unbid suits.

在对手开叫和1NT应叫后：（a）加倍是排除开叫花色；（b）二阶扣叫类似于在开叫后直接扣叫；（c）2NT表示未叫的最低两套牌。
备注：例如1♦-1NT-X，排除♦的技术性加倍；1♦-1NT-2♦，迈克尔思扣叫，显示双高；

1♦-1NT-2NT，显示♥和♣二套牌。

Over an opposing opening and two-over-one response:
(a) a cue-bid in opener's suit or two notrump is takeout;
(b) a cue-bid in responder's suit is natural.
在对手开叫和二盖一应叫后：

1. 扣叫开叫人花色或2NT是排除；

备注：例如1♥-2♣-2♥，是排除♥的扣叫，显示有♠和低花长套(低花有可能是♣套)，1♥-2♣-2NT，是显示未叫的二套，即♠和♦

1. 扣叫应叫人的花色是自然的，有这个花色的长套。

备注：例如1♥-2♣-3♣，是自然的，显示有好的♣长套，因为对手的2♣可能只有三张或四张。

As far as basic meanings of defensive actions are concerned, an opposing sequence of a one-bid and a strong jump-shift should be treated similarly to a one-bid and a two-over-one response. However, that approach does not apply when the jump-shift is weak.

对于对手一阶开叫和强的跳新花应叫以及一阶开叫和二盖一应叫这两个进程，防守叫牌的基本含义是类似的。但是，对于弱跳新花应叫是不适用的。

When the opponents raise a one-bid to two, there are no special system agreements other than those listed here:

当对手加叫一阶开叫花色到二阶，除了下列情况以外没有特别的约定：
(a) a cue-bid shows majors over a minor, unbid major plus unspecified minor over a major;

扣叫低花表示双高花，扣叫高花表示未叫高花加不确定的低花。

备注：例如1♥-(p)-2♥-(3♥),这里3♥表示有♠和不确定的低花二套牌

 例如1♣-(p)-2♣-(3♣),这里3♣表示有♠和♥双高套

(b) a jump-overcall is preemptive or sacrifice-suggestive.

跳争叫是阻击的或建议牺牲。

备注：例如1♥-(p)-2♥-(4♣),这里4♣是阻击或建议牺牲叫。

In these situations, actions by the sandwich-position intervenor have the same fundamental meanings as if made in direct position over responder's call as an opening bid:

在下列这些情形下，应叫人加叫开叫人的花色后，在三明治位置的行动与在直接位置的行动有相同的基本意思：
(a) preemptive opening plus raise;阻击开叫后应叫人加叫

备注：例如2♥-(p)-3♥-(X),这里X是排除，与2♥-X中的加倍的含义一致。
(b) one-bid plus constructive jump-raise;一阶开叫后应叫人建设性跳加叫

备注：例如1♥-(p)-3♣(伯根加叫)-(X),这里X是排除♥，与1♥-X中的加倍的含义一致。

(c) one-bid plus preemptive jump-raise. 一阶开叫后应叫人阻击性跳加叫

备注：例如1♥-(p)-3♥(阻击)-(X),这里X是排除♥，与1♥-X中的加倍的含义一致。

A double of one of these opposing artificial raises of a one-bid via a different-suit bid is for takeout of opener's suit if the raise is marked T, or lead-directional and/or sacrifice-oriented if the raise is marked L:

对于那些对手通过一个不同的花色叫品人为地加叫一阶花色的情况，对于下列情况下标记为T的加叫，加倍是排除性的，对于标记为L的加叫，加倍是首攻指引或建议牺牲。
      game-forcing splinter L

 逼局的斯普林特 L

      non-game-forcing splinter L
      非逼局的斯普林特 L

 range-showing game-force L

 显示实力范围的逼局 L

备注：例如1♥-(p)-4♣(♣单缺)-(X),这里X是♣有长度和大牌，希望同伴首攻♣或牺牲叫。
总之，对手实力强的时候，加倍都是首攻指引或建议牺牲。

      range-showing game-invitational raise T

 显示实力的邀局的加叫 T
      range-showing weak (i.e., single) raise T

显示实力的弱的加叫（比如：单加叫） T
      passed-hand fit-showing device T

不叫过的一方显示有配合的手段 T

备注：对手实力不足以进局时，我方加倍是排除对手花色的技术性加倍。
      other, not individually discussed, artificial raise L

其它的未单独讨论过的人为加叫 L

备注：针对对手人为叫品的加倍是表示实套，首攻指引或建议牺牲。

   After an opposing weak two-bid and (forcing) two-notrump response, an action by the sandwiched intervenor is analogous to the same action taken directly over the opening bid.

在对手弱二开叫应叫人2NT逼叫应叫后，三明治位置人介入竞叫的行动类似于在直接位置人行动一样。
   After an opposing preempt and a new-suit response (jump or not), a double shows the two unbid suits.

在对手阻击开叫和新花应叫（跳或不跳），加倍表示另外未叫的花色。

备注：例如2♥-p-3♣-X，加倍表示♦和♠二套牌。
   After an artificial semi-positive or positive response to a strong, artificial opening, a double shows the suit doubled.

对手一个强的人为的开叫并且应叫人做了人为的半积极性或积极性的应叫后，我方加倍表示有那个套。

备注：例如1♣(精确)-p-1♥(示强，非♥套)-X，这里加倍表示有♥套，总之，对手是虚则我方是实套，对手是实套我方则是排除的技术性。
   After (one notrump; strong) — pass — (two clubs; Stayman) — ?, a double shows clubs, strength unspecified.

在（对手强1NT）-pass-（2♣斯台曼）-？加倍表示有长的草花套，实力不明确。

   After (one notrump; weak) — pass — (two clubs) — ?, a double shows general strength.

在（对手弱1NT）-pass-（2♣斯台曼）-？加倍表示整手牌有实力。

   After an opposing two-level transfer response to one notrump (whether the opening is weak or strong): (a) double shows the suit doubled; (b) a bid of the indicated suit is for takeout of that suit.

在对手对1NT（无论强弱）做二阶转移应叫后，（a）加倍表示有那个套；（b）叫对手准备要转移到的花色是排除那个花色。

*Other initial defensive actions:* 其它初始的防守行动：
   A low-level delayed double by lurker after the opponents have bid three suits shows strength with length in the suit of the opening bid.

在对手叫了三个花色以后，防守方的一个低阶的延迟的加倍是显示在开叫的花色上有长度和实力。

备注：例如1♣-(p)-1♥-(p)-1♠-(X)，表示加倍人持有强而长的♣套；又如1♦-(p)-1♥-(p)-2♣-(X)，这里加倍表示有强而长的♦套。

1. **After Our Double of a One-Bid**

在我方对一阶花色加倍以后

A one-notrump advance of a takeout double shows 7-10 points and a stopper in opener's suit, regardless of vulnerability and suit opened.

在排除性加倍后推进者应叫1NT表示7-10点并且在开叫花色上有止张，无论局况和开叫花色如何。

A cue-bid advance of a takeout double shows at least game interest and creates a force until a suit is bid twice or game is reached. (In particular, advancer's two-notrump continuation is forcing.)

排除性加倍后推进者扣叫至少是表示进局兴趣并且建立逼叫进程，直到一个花色被叫过两次或者已经进局前不可以停叫。（特别地，推进者的2NT接续是逼叫。）

备注：例如1♥-(X)-p-(2♥)，这里2♥是建立逼叫进局进程，跟♥无关，以后不进局之前不可以停叫，或者一个花色被叫过二次之前不可以停叫。

A noncompetitive raise of a noncompetitive one-level advance of a takeout double, or the noncompetitive raise of a competitive advance, indicates four-card support and approximately a four-HCP range beginning one ace above a minimum double. When (only) the raise is competitive, the minimum strength requirement is one queen above a minimum. When both the advance and the raise are competitive, the minimum strength requirement is the takeout-double minimum.

一阶排除加倍后推进者在非竞叫情况下叫牌，然后在非竞叫情况下，加倍人加叫，或者推进者是在竞叫情况下叫牌，而在非竞叫情况下，加倍人主动加叫推进者的叫品，表示有四张支持而且整手实力大约比加倍的最低要求要多四个大牌点（一个A）。当加叫是竞叫下的，要求比加倍的最低实力要求多一个Q。当推进者和加倍人的加叫都是在竞叫情况下，那么只要有加倍的最低实力就可以了。

备注：例如1♥-(X)-p-(2♣)-p-(3♣),这种情况下对手未争叫了而加倍人主动加叫，其实力要比一般的技术性加倍的实力（即开叫实力）多一个A；又如1♥-(X)-p-(2♣)-2♥-(3♣),加倍人的实力要求比开叫实力多一个Q；又如1♥-(X)-2♥-(3♣)-3♥-(4♣),四家都在争叫，对加倍人的实力没有额外要求。

After a noncompetitive advance, doubler's strength-showing cue-bid does not promise another bid if advancer makes a negative bid no higher than two of his original suit, but the cue-bid promises another bid if advancer bids higher than that (but below game). That cue-bid may be used with four-card support for advancer's major suit in a hand too strong for a direct single raise.

在推进者非竞叫情况下应叫后，加倍人显示实力的扣叫不承诺再叫一次如果推进者在不超过二阶他的原花色的水平下做了一个否定性的叫牌，但是如果推进者叫牌超过二阶原花色（但尚未进局）加倍人的扣叫承诺再叫一次。这样的扣叫可以用作是有四张支持推进者的高级花色，一手比直接单加叫更强的牌。

备注：例如1♥-(X)-p-(1♠)-p-(2♥)-p-(2♠)-p-(?),这个进程中因为推进者的再叫未超过二阶原花色，加倍人可以不叫；又如1♣-(X)-p-(1♦)-p-(2♣)-p-(2♥)-p-(?)，这里推进者的再叫超过了二阶原花，加倍人必须再叫一次。

A one-level doubler's jump in notrump does not deny the usual minimum fit in advancer's suit suggested by the takeout double.

一阶加倍人跳叫无将不否认对推进者叫的花色有最少的配合。

备注：例如1♥-(X)-p-(1♠)-p-(2NT)，这里2NT不否认对♠有三张配合。

After a one-level doubler's single jump in a new suit, any bid by advancer is a game-force.

在一阶加倍人单跳新花后，推进者的任何叫品都是逼局的。

备注：例如1♥-(X)-p-(1♠)-p-(3♣)-p-(?)，这里加倍人虽然是强牌（至少20点）但3♣不逼叫，如果推进者主动叫牌则是逼叫进局。

After a double of a suit one-bid, a simple advance in a major suit, and a new-suit bid or cue-bid by doubler, advancer's continuation in an unbid minor denies more than four cards in the suit of the original advance.

在对一阶花色加倍后，推进者简单地叫一个高花，加倍人叫新花或扣叫，推进者继续叫一个未叫的低花否认原来叫的花色有比四张更多的长度。

备注：例如1♥-(X)-p-(1♠)-p-(2♣)-p-(2♦)，这里否认有五张♠，最多四张。

After doubler's strength-showing new-suit bid: a simple takeout to advancer's suit or to the unbid suit is constructive; advancer's simple notrump bid guarantees a stopper in opener's suit.

加倍人显示实力的新花叫品以后：简单的回到推进者的花色或叫一个未叫的新花是建设性的；推进者的简单无将叫品保证在开叫花色上有一个止张。

备注：例如1♥-(X)-p-(1♠)-p-(2♣)-p-(2NT)，2♣是建设性的，逼叫一次，这里2NT保证在♥上有一个止张。

Among advancer's actions over responder's redouble:

在应叫人再加倍以后推进者可进行如下行动：
(a) a new-suit jump is preemptive;跳叫新花阻击；

备注：例如1♥-(X)-XX-(2♠)，这里2♠是阻击。
(b) when the suit opened is a major, one notrump is for escape, and a cue-bid is constructive (forcing for one round).

当开叫的是高花，1NT是逃叫，扣叫是建设性的（逼叫一次）。

备注：例如1♥-(X)-XX-(1NT)是逃叫，又如1♥-(X)-XX-(2♥)是建设性的逼叫一次。

Among advancer's actions over responder's new-suit bid:

在应叫人叫新花以后推进者可进行如下行动：
(a) a double is for penalty;加倍是惩罚

备注：例如1♥-(X)-1♠-(X)，推进者加倍是惩罚。
(b) a non-jump cue-bid in either of the opponents' suits is an artificial force (the lower cue-bid is forcing for one round, the higher cue-bid to suit agreement or game).

非跳扣叫任意一个对手的花色四人为的逼叫（较低的扣叫是逼叫一次，较高的扣叫是直到找到花色配合或进局）。

备注：例如1♥-(X)-1♠-(2♥)，这里2♥是较低的扣叫，逼叫一次，如果是2♠扣叫是逼局。

Among advancer's actions over responder's raise: a double is responsive (for takeout or showing general values, depending on level).

在应叫人加叫开叫花色后推进者的行动：加倍是应叫性的（排除性或显示总体实力，取决于叫牌的阶数）。

备注：例如1♥-(X)-2♥-(X)，因为对手已经有♥配合，推进者这个加倍是排除性的应叫性加倍，显示整手牌的实力

1. **After Our Suit Overcall of a One-Bid**

在我方花色盖叫对手的一阶叫品后

After our simple overcall of a one-bid:

在我方简单盖叫对手的一阶叫品后：
(a) A new-suit bid by an unpassed advancer is natural and nonforcing, constructive if an advance of a two-level overcall. (Then: a cue-bid by intervenor is artificial and neither shows nor denies a primary fit for advancer's suit.)

未不叫过的推进者叫新花是自然的和不逼叫的，如果是推进到二阶那是建设性的。（后续：争叫者扣叫是人为的，既未表示也未否认对推进者叫的花色有一定的配合）

备注：例如1♣-(1♥)-p-(1♠)-p-(?),这里争叫人可以不叫，因为1♠不逼叫；1♣-(1♥)-p-(2♦)-p-(?)

这里推进到二阶了，是建设性的，争叫人不是绝对低限，应该叫一次；再如1♣-(1♥)-p-(1♠)-p-(2♣)，这里争叫人扣叫对手的♣套是人为叫品，是否支持♠并不确定，但是逼叫一次，希望推进者继续描述牌情。

(b) A cue-bid may be either a strong raise or a prelude to a forcing bid in a new suit (but a passed-hand cue-bid guarantees a fit for intervenor's suit), a jump cue-bid is a mixed (i.e., semi-preemptive) raise that shows at least one defensive trick, a new-suit bid followed by a same-suit rebid is weakish, and a new-suit jump is invitational.

扣叫可能是强加叫也可能是开启一个逼叫新花的序幕（但是不叫过的一方扣叫要保证对争叫人花色有配合），跳扣叫是混合的（例如，半阻击性）加叫表示至少有一个防守赢墩，后续如果再叫争叫人花色是弱牌，跳叫新花是邀请。

备注：例如1♣-(1♦)-p-(2♣)-p-(2♦)-p-(2♥)，这里推进者先扣叫后来又叫新花色是表示强牌，建立逼局进程，不一定支持♦，而1♣-(1♦)-p-(2♣)-p-(2♦)-p-(3♦)则是对♦有强的支持；如果推进者不叫过，比如：(p)-1♣-(1♥)-p-(2♣)，这里推进者不能开叫，不可能是拿强牌，所以扣叫♣一定是表示对争叫人的♥套有好的支持。1♣-(1♥)-p-(3♣)表示♥配合，三阶阻击同时在♣上至少有一个防守赢墩；1♣-(1♥)-p-(2♦)-p-(2NT)-p-(3♦)，推进者重复原花是弱牌，而新花跳叫是强牌，邀请进局，例如1♣-(1♥)-p-(3♦)，推进者是邀请实力，如果有逼局的实力要先扣叫再叫新花。

(c) Over a bid by responder, a jump, below-game, new-suit advance is a fit-jump.
在应叫人应叫后，推进者在成局水平以下跳叫新花色是配合显示跳叫。

备注：例如1♣-(1♥)-1♠-(3♦)，这里3♦表示支持♥同时♦也是长套。

1. A single raise is similar to single raise of major-suit one-bid; direct jump-raises are preemptive.

单加叫类似于对一阶高花的单加叫；直接跳加叫是阻击的。

备注：1♣-(1♥)-p-(2♥)，2♥表示8-10点三张支持，1♣-(1♥)-p-(3♥)，3♥是阻击叫至少四张支持有局5-8点，无局3-6点。

(e) A one-notrump advance shows 8-11 points and a stopper in opener's suit, regardless of vulnerability and suit opened; two notrump is similar, 12-13 HCP (less after a two-level overcall). After a one-notrump advance, a cue-bid by intervenor is artificial and forcing. After a two-notrump advance of a two-level overcall, intervenor's nonreverse, three-level suit bid is forcing.

1NT推进表示8-11点和开叫花色有一个止张，无论开叫花色和局况是什么；2NT类似，12-13点（可以少一些如果争叫人是在二阶争叫）。在1NT推进后，争叫人扣叫是人为的逼叫的。

在争叫人在二阶争叫推进者应叫2NT推进，争叫人非逆叫的三水平的花色叫品是逼叫。

备注：1♣-(1♥)-p-(1NT／2NT)，1NT表示8-11点♣有一个止张，2NT则表示12-13点；1♣-(1♥)-p-(1NT)-p-(2♣)，这里2♣扣叫是人为的逼叫；1♥-(2♦)-p-(2NT)-p-(3♣)，这里3♣是逼叫，因为争叫人和推进者都显示有一定的实力，三阶叫新花肯定是逼叫，有可能进局。

If intervenor overcalls and then shows a lower-ranking suit, indicating length in two suits that could have been shown directly with a two-suited action, intervenor shows only four cards in the lower-ranking suit.

如果争叫人本来可以用一个叫品表示两套牌，但是却先争叫一个花色然后又叫另一个级别较低的花色，这是表示第二套只有四张。

备注：例如1♥-(2♦)-2♥-p-p-(3♣)，这里争叫人本来可以在第一次叫牌时叫2NT表示双低，但是没有那样做，而是分二次叫牌叫出二个低花套表示第二个套只有四张。

Among advancer's actions when responder bids a new suit:

如果应叫人叫了一个新花色，推进者可以采取下列行动：
(a) a double shows length in the unbid suit plus a tolerance for overcaller's suit;

加倍表示在未叫花色有长度同时也可以承受打争叫人的套；

备注：例如1♥-(2♦)-2♠-(X)，加倍表示有♣套同时♦也有一定的配合，俗称“金鱼草加倍”

(b) a cue-bid in opener's suit is similar to one had responder passed;

扣叫开叫人花色类似于应叫人没应叫的情况；

备注：1♥-(2♦)-2♠-(3♥)，这里3♥扣叫可能是强牌建立逼局进程，也可能是对♦的强加叫，要看后续推进者是支持♦还是叫自己的花色。

(c) a cue-bid in responder's suit is a strong raise of overcaller's suit;

扣叫应叫人的花色是强加叫争叫人的花色；

备注：1♥-(2♦)-2♠-(3♠)，这里3♠扣叫是对♦的强加叫。

(d) a simple bid in the unbid suit is nonforcing.

简单叫未叫花色是不逼叫的。

备注：1♥-(2♦)-2♠-(3♣)，这里3♣是不逼叫的。

Among advancer's actions after a response of one notrump:

在应叫人应叫1NT后推进者的行动：
(a)a double shows interest in the unbid suits;

加倍表示对未叫花色的兴趣；
(b) a cue-bid shows a strong raise.

扣叫表示强加叫。

Among advancer's actions when responder raises opener: a double is not for penalty (for takeout or showing general values, depending on level).

当应叫人加叫了开叫人的花色推进者的行动：加倍不是惩罚（是排除或者表示有整体实力，取决于叫牌的阶数。）

After (suit opening) — simple overcall — (single raise) — single raise — (same-suit rebid) — ?, a double is a game-try when (and only when) there is no new-suit bid available below three of the overcalled suit.

在（对手花色开叫）-我方简单争叫-（对手单加叫）-我方单加叫-（对手再叫原花）-？这样的过程中，加倍是进局试探当且仅当在三阶争叫花色之下没有可用的新花叫品。

Among advancer's actions after responder's negative double: a redouble shows strength.

在应叫人做负加倍以后推进者的行动：再加倍表示实力。

1. **After Our One-Notrump Overcall**

在我方1NT争叫后

Advancer's methods after either a direct- or reopening-position one-notrump overcall are the same as responder's after a one-notrump opening.

无论是在直接位置还是重开叫位置争叫1NT之后，推进者的叫牌如同我方开叫1NT后应叫人的叫牌一样。

1. **After We Reopen a One-Bid**

在我方一阶重开叫以后

In advancing a reopening single-jump overcall, two notrump and a new-suit bid are forcing for one round. After a reopening simple suit overcall and a new-suit bid by opener, a cue-bid in opener's first suit is forcing and artificial.

我方在重开叫位置单跳争叫后，推进者叫2NT或新花是逼叫一次。我方在重开叫位置简单争叫一个新花而且开叫人又叫了一个新花之后，扣叫开叫人的第一个花色是人为的逼叫的。

备注：例如1♥-p-p-(2♠)-p-(2NT/3♣/3♦)，这里推进者的叫品都是逼叫一次；1♥-p-p-(1♠)-2♣-(2♥)，这里2♥扣叫是人为的逼叫，扣叫3♣则是对♠表示有强的支持。原理是扣叫开叫人第一次叫的花色是人为的逼叫手段，因为本来第一次叫牌时就可以扣但是没有扣，延迟扣叫就是人为的逼叫手段，而扣叫开叫人最近叫的第二个套则是对同伴最近叫过的花色有支持。

1. **When the Opener has Preempted**

当开叫人阻击以后

In advancing a takeout double of a weak two-bid (or the equivalent), lebensohl applies (two notrump is a marionette to three clubs [intervenor bids above three clubs only with significant extra strength], after which advancer can pass or bid lower than three of opener's suit to show a weak hand; direct, non-jump, three-level new-suit advances show moderate values).

对手开叫弱二阻击（或类似的叫品）我方加倍，后续用莱本索尔推进（2NT逼转3♣【争叫人有超强的额外实力可以不转3♣】，之后推进者可以不叫或在三阶叫低于开叫花色的套表示弱牌。推进者直接地非跳叫地在三阶叫新花是表示有适度的实力。）

备注：例如2♥-(X)-p-(2NT)-p-(3♣)

A direct natural three-notrump advance strongly suggests that strain (bidding two notrump first is more tentative about notrump).

推进者直接叫3NT是自然的强烈建议打3NT（先叫2NT是不太确定要打无将定约）。

备注：例如2♥-(X)-p-(3NT),这里3NT是强烈建议准备打这个定约。而2♥-(X)-p-(2NT)-p-(3♣)-p-(3NT)这样的进程是不确定要打3NT。

A direct unbid-major-suit inquiry cue-bid suggests that doubler, if not replying in a major, not bid notrump without a full stopper in opener's suit (bidding two notrump first suggests that doubler can return to notrump with no help in opener's suit.) A jump to three spades over a double of two hearts is invitational and shows at least five spades (bidding two notrump first makes a three-spade rebid forcing).

推进者直接叫未叫的高花是问止张，建议加倍人如果不再叫高花，在开叫花色上没有一个绝对的止张时不要叫无将（推进者叫2NT是建议加倍人当在开叫花色无止张时可以回到无将。）在我方对2♥开叫加倍后，推进者跳叫到3♠是邀请的，表示至少有五张♠（先叫2NT再叫3♠是逼叫。）

In advancing either a direct- or reopening-position two-notrump overcall (showing strong-notrump values) of either a weak two-bid or an opening treated equivalently:

对手开叫弱二或类似的叫品，无论我方在直接或重开叫位置争叫2NT（表示强无将均型牌）之后，推进者的叫牌如下：
(a) if the opening was in a major, all three-level suit bids are transfers to the next higher-ranking suit (three spades shows clubs), with a transfer into the suit of the opening functioning as Stayman;

如果开叫的是高花，所🈶️三阶的花色叫品都是转移到下一级别的花色（3♠转♣），转移到开叫花色则用作斯台曼问叫；
(b) if the opening was in a minor, three clubs is Stayman [Smolen is not used], three diamonds and three hearts are transfers to the next higher suit, three spades shows the unbid minor.

如果开叫的是低花，3♣是斯台曼【斯莫伦不适用了】，3♦和3♥是转移到下一级花色，3♠表示未叫的低花。

**G. After Our Sandwich-Position Action**

在我方在三明治位置叫牌以后

After a sandwich-position double of a new-suit response: (a) advancer's cue-bid in opener's suit is natural; (b) advancer's cue-bid in responder's suit is forcing and promises another bid below game.

我方在三明治位置对应叫人的新花叫品加倍以后：（a）推进者扣叫开叫人的花色是自然的；（b）推进者扣叫应叫人花色是逼叫并且承诺在进局以前再叫一次。

After a sandwich-position one-notrump overcall, advancer uses the same bidding structure as responder to a one-notrump opening.

我方在三明治位置争叫1NT以后，推进者的叫牌如同我方开叫1NT以后的应叫方法一样。

**H. Delayed Auction Entry**

延迟介入竞叫

If a player who passed over the opening bid next:

如果一方在对手开叫后先不叫后续又如下叫牌：
(a) bids two of opener's minor to overcall a one-notrump response or rebid, that is natural;

在应叫人应叫1NT或开叫人再叫1NT后，在二阶叫开叫的低花是自然的；

(备注：1♣-p(先不叫)-1NT-P-P-2♣，或1♣-p(先不叫)-1♥-p-1NT-2♣这都是自然的，持有♣套）
(b) doubles a one-notrump response, one-notrump rebid, or simple rebid in opener's suit, that is penalty.

在应叫人应叫1NT，开叫人再叫1NT，或者开叫人简单再叫开叫花色之后，我方加倍是惩罚。

(备注：1♣-p(先不叫)-1NT-P-P-X，或1♣-p(先不叫)-1♥-p-1NT-X或1♣-p(先不叫)-1♥-P-2♣-X，这些都是惩罚)

**VII. Bridge World Standard Defense**

**桥牌世界标准防守方法**

1. *Opening Leads*

首攻

*Against suit contracts:* 对有将定约：
   (i) Honor leads: ace from ace-king; top from a sequence; highest equal from an interior sequence

大牌首攻：AK攻A；连续牌张攻顶张（如QJ10攻Q），间张连续牌攻最大的连接张（如AJ109xx攻J）

备注：这一条符合我们01首攻的约定，补充：（1）对无将定约，首攻A要求解封10以上的大牌；（2）AKJ10首攻A；（3）对五阶及以上的定约首攻A不一定保证有K，对四阶及以下的定约首攻A保证有K（除非A单张或Ax双张）；（4）AK双张时首攻K再攻A，以反常的首攻表明双张；（5）首攻A可能出自于下列结构：AK(x),AKQXX,Ax,A,AKJ10

(6)首攻K可能出自于KQ(+)，KQ109，KQ10,

(7)对非满贯定约首攻A或K都要求姿态信号，姿态很明显时（比如次级大牌在明手）给张数信号，明手单张或缺门时给花色选择信号

(8)对满贯定约首攻A要求姿态信号，首攻K要求张数信号，姿态和张数都无意义时给花色选择信号

(9)同伴首攻A，双张小牌出大的欢迎，同伴首攻K，双张小牌出小的表明没有A或J（这一点需要讨论）

   (ii) Spot-card leads: third highest from even length; lowest from odd length

从不连续的牌张中攻牌：偶数长度时首攻长三；奇数长度时攻最小的。

备注：双张首攻大的，三张攻最小，四张或六张无论是否带大牌都攻长三，五张无大牌首攻长三，否则攻最小的，七张无大牌攻长三，否则攻最小的，这里说的大牌都是指AKQ之一。

   (iii) Alarm-clock leads (to suggest an unusual situation, such as a ruff possibility): fourth highest from five or six cards; fifth highest from seven cards

警钟式首攻（提醒有特殊情况，比如有将吃的可能）：从五或六张套中攻第四大的牌；从七张套中攻第五大的牌

备注：拿长套的人往往有单缺，用反常的首攻提醒同伴给将吃。

   (iv) Trump leads: count (low even, high odd, but preserve the highest spot card except to lead highest of equals)

将牌首攻：计数（先小后大是偶数，先大后小是奇数，但是将牌有大牌且不连续时要保留最大的将牌除非是连续张就攻最大的连张）

备注：在不损赢墩的情况下是这样，建议改为首攻将牌先小后大是奇数，先大后小是偶数，与张数信号一致。还要注意的是，首攻将牌不同于庄家清将时的跟将牌，跟将牌时一般都是先小后大，无特别含义，如果先跟大将牌再跟小将牌是花色选择信号，要求攻击高级别花色。

*Against notrump contracts:* 对无将定约：
   (i) Honor leads: ace requests unblock or count signal; queen requests jack; highest equal from non-ace sequences and interior sequences

攻A要求解封10以上的大牌或给张数信号；Q要求解封J；无A的连续张攻最大的连张，间断的连续张也是攻最大的连续张

备注：对无将定约首攻A一般出自于AKJ10x或AKQJ9类似的结构，要求解封10以上的大牌，首攻Q可能出自于KQ109xx要求解封J，其它可能出自于QJ10(+)连张，AQJ也是攻Q

   (ii) Spot-card leads: fourth highest; second highest (but highest of equals) from a weak suit

不连续的牌张中攻牌：带大牌时攻长四；都是小牌时攻第二大（连张攻最大的）

备注：四张小牌时首攻第二大再出第三大

1. *Later Leads*

转攻

*Against suit contracts:* 有将定约：
   (i) Honor leads: king from ace-king; otherwise, highest equal from sequences and interior sequences

大牌转攻：AK攻K；连张或间断的连张攻最大的连张

备注：从第二墩开始，AK都是攻K，这点与首攻不一样。

   (ii) Spot-card leads in opening leader's suit: high from remaining doubleton; low from remaining tripleton

在首攻的花色上是非连续的牌张，转攻时：剩余双张攻大的；剩余三张攻小的

备注：三张无论是否有大牌都是攻小的，这个要看情况，不飞牌的情况下是这样。

   (iii) Spot-card leads in a new suit: third highest from even length; lowest from odd length

转攻一个新花色：偶数张攻长三；奇数张攻最小

备注：与首攻一致

   (iv) Trump leads: count (low even, high odd, but preserve the highest spot card except to lead highest of equals)

将牌转攻：计数（先小后大表示偶数张，先大后小表示奇数张，但是要保留大牌除非是连续张攻最大的连张）

备注：建议改为先大后小是偶数，先小后大是奇数，还要看将牌的大小，不能损赢墩。

*Against notrump contracts:* 对无将定约：
   (i) Honor leads: highest equal from sequences and interior sequences

大牌转攻：连张或间断的连张攻最大

备注：与首攻一致，AQJ转攻Q，AJ10转攻J

   (ii) Spot-card leads in opening leader's suit: original fourth highest

在首攻花色上是非连张时：攻原来的第四大的牌
   (iii) Spot-card leads in a new suit: attitude

攻新花非连张时：姿态转攻（攻大无大，攻小有大）

1. *Signaling Techniques (How to Send Messages)*

信号手段（怎样给信号）

*Attitude signals:* low encourages; high discourages

姿态信号：小牌欢迎；大牌不欢迎（备注：我们采用有将大欢迎，无将小欢迎）
*Count signals:* high odd; low even

张数信号：大小表示偶数；小大表示奇数
*What a count signal shows:* present count

张数信号表示：目前的张数
*Suit-preference signals:* high prefers higher suit; low prefers lower suit

花色选择信号：大牌欢迎高级别花色；小牌欢迎低级别花色

备注：垫牌信号采用奇偶，垫小奇数号码牌欢迎本花，小偶数号码牌不欢迎本花同时要求攻击低花，垫大偶数号码牌不欢迎本花同时要求攻击高花，垫大奇数号码牌无特别含义。要注意的是，无合适牌可垫时不一定是信号。

1. *Signal Meanings (When to Send Which Message)*

信号的意思（什么时候发哪一种信号）

*When following to partner's lead:* attitude (at trick one, discouraging signal suggests the ability to support the obvious shift), but:

当同伴攻牌时：姿态（在第一墩，不鼓励信号是建议转攻），但是：
   (i) suit-preference when a high honor is led and dummy has a singleton and can trump

当攻大牌而且明手只有单张可以将吃时信号当花色选择处理
   (ii) count at trick one when dummy's highest is the jack or lower or the equivalent, and third hand is not finessing and not beating dummy's card

当明手最大的是J或比J小的牌，而第三家在不是飞明手的牌的情况下盖不过明手的牌，那么第三家应当给张数信号。

*When following to declarer's or dummy's lead:* count (but see Smith, below)

当庄家或明手出牌时：给张数信号（但是参见以下史密斯信号）

（备注：每次都给吗？会不会给庄家提供太多的信息？建议生搭档每次都给信号，熟搭档看情况办。）

*When following suit in trumps:* suit-preference

跟将牌时：花色选择信号

（备注：跟将牌时先大后小要高花，反之无特别含义，正常的跟将牌都是先小后大）

*When discarding:* 垫牌时
   (i) from sequences and interior sequences with significant trick-taking ability: highest equal

在从有很强的赢墩能力的连张和间断连张中垫牌时：垫最大的连张

备注：比如垫掉K或Q表明是连张中最大的，这不同于一般的垫小号码牌的奇偶信号。

   (ii) first discard in a particular suit: attitude

从某一个花色中第一次垫牌时：姿态信号

备注：第一次垫牌时是奇偶，表明态度。
   (iii) second discard in a particular suit: count

从某一个花色中第二次垫牌时：张数信号

备注：从某一个花色第二次垫牌时是目前的张数，垫大偶数，垫小奇数

   (iv) discard relating to a different suit: suit-preference

垫牌关联到一个不同的花色时：花色选择信号

备注：第一次垫牌时是奇偶，表明态度。

*When splitting honors as second hand:* king from ace-king; otherwise highest equal

在第二家，从连张大牌中出牌时：AK出K；其它情况出等值的最大的牌（比如QJX，出Q）

备注：第二家出K赢墩后，同伴一般能够判断第二家还有A

第三家出连张时，应当出最小的连张，比如QJX出J

*Throughout the defense:* 全局防守：
   (i) Special situations where count takes precedence: at trick one against a suit slam after a king-lead

某些特殊情况下张数信号优先：对满贯定约第一墩攻K时要求同伴给张数信号

备注：对满贯定约第一墩攻K同伴要给张数信号，非满贯定约给姿态信号。

   (ii) In general, unusual play shows unusual holding or requests unusual play.

一般来说，不寻长的出牌表示有不寻常的牌或要求不寻常的攻牌
   (iii) Smith: Against notrump, each defender's first card played after trick one that does not need an emergency meaning—such as count in dummy's long suit—is an in-context attitude signal relating to the suit of the opening lead.

史密斯信号：对无将定约，第一墩牌之后，任意一个防守方的第一次跟牌在不需要马上表明意图时---比如要表明在明手的长套上自己的张数，当作是史密斯信号，表明对首攻花色的态度。