

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 Level; Reopening)
Aggressive at 1-level, can be good 4 card suit; sound at the 2-level
New suit = NF except at 3-level; Cue = INVIT raise or any GF
New suit JUMP = Fit showing (3+ card support)
Jump cue = Some values with 4+card support; Jump raise = PRE
Good-Bad 2NT in many situations
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2nd: 15-18 with 5 card Stayman[18], TFR; 3♣♦ INV, 3♥♠ fragment
Reopening: 11-14, CUE=F, other bids natural
4th live: T/O distributional except
when VUL vs NV, 16-19 bal with 5 card Stayman[18] and TFR
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit: PRE at 2 level NV, 3 & 4 level except 1♥/♠ - 3♣ = 5♦ + 5♠/♥
INTERMEDIATE to STRONG at 2-level VUL, 2NT=lower unbid suits;
2-suit weak: 4♣♦=strong ♠♦+major 2 suiter; 4M=to play
Reopen: INTERMEDIATE; 2NT=19-21 with Puppet Stayman[11] and TFR
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
SPECIFIC MICHAELS CUE BID: 1M - 2M=5♣+ other major, any strength
JUMP CUE: stopper ask
1m-2♣ = Natural, 2♦=Michaels
VS. NT (vs. Strong/ Weak; Reopening; PH)
DBL=PEN; subsequent DBS are T/O or COMP
CANAPE TRANSFERS[15]
Passed Hand: DONT (4+/4+); DBL=single suiter
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL for takeout with shortage
REVERSE LEB after (Weak 2)-DBL-(P)
DIRECT CUE=Michaels
2NT=15-18 with Puppet Stayman[11] and TFR
3NT=to play
Leaping Michaels over weak 2♥/♠
DBL Gambling 3NT = takeout
VS. ARTIFICIAL STRONG OPENINGS
1♣: DBL=15+; 1-level overcall=NAT; 1NT=♣; 2♣=6+♦ or ♠/♣ or ♠/♥
2♦=6+♥ or ♦♣ or ♦♠; 2♥=6+♠ or ♥ + minor; 2♠=NAT, 2NT=minors
2♣: DBL=♣; 2NT=minors
OVER OPPONENTS' TAKEOUT DOUBLE
New suit at 1-level F1, at 2-level NF, FSJ, 2NT=Limit raise or better,
JUMP raise = PRE
REDBL with a view to defending except after 1♦ = 4+♦, <4M, 6+HCP

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's suit	
Suit	ACE; 3+5=even; low=odd	ACE; 3+5=even; low=odd	
NT	RNOW; 3+5=even; low=odd	ACE; 3+5=even; low=odd	
Subseq	4ths/ Attitude	4ths/ Attitude	
Lead of Ace in NT asks for unblock or low=even			
LEADS			
	Vs. Suit	Vs. NT	
Ace	AKx(+); A(+)	AKQ10(+); AKJ10(+)	
King	KQ(+); Kx; AK	AKx(+)	
Queen	QJ(+); Qx	KQx(+)	
Jack	J10(+); (K)J10(+); Jx	QJx(+); AQJx(+)	
10	109(+); H109(+); 10x	J10x(+);(A/K)J10x(+); 10x	
9	9x; KJ9(+)	109x(+);(A/K/Q)109x(+); 9x;HH9x	
Hi-x	Sx	Sx	
Lo-x	(H/x)xS;(H/x)xSx;(H/x)xxxS	(H/x)xS;(H/x)xSx;(H/x)xxxS	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Lo=encrg	Hi/Lo=O	O=encrg;E=S/P
	2 Hi/Lo=O	S/P	Hi/Lo=O
	3 S/P		
NT	1 Lo=encrg	Hi/Lo=O	O=encrg;E=S/P
	2 Hi/Lo=O	S/P	Hi/Lo=O
	3 S/P		
Trumps: Hi/Lo=O; S/P if count irrelevant			
STND present COUNT if suit has been previously played			
Other: Suit preference when switch indicated e.g. singleton in dummy			
DOUBLES			
TAKEOUT DOUBLES (Style; Response; Reopening)			
CLASSIC; Most DBLs below 2NT (except of 1NT) are T/O			
Resp DBL to 4♥, denies 4 cards in other major			
Cue is forcing to suit agreement			
DBL of non-GF art. raise is T/O of opener's suit			
SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES			
Nearly all DBLs at 1 and 2 level are T/O or COMP; PEN after T/O DBL and change of suit by Responder.			
REDBL at 2-level of raised suit promises 8-card fit.			
1♣(1♦) DBL promises exactly 4-4 in the majors, 6+ hcp.			
1m(1♥) DBL denies 4♠			
DBL ART 2 opening which does not promise 5+ cards in suit=13-15 bal, or 19+			
1♦(DBL) REDBL = 4+♦, <4M, 6+ HCP			
2♦(DBL) REDBL = equal length in the majors			

WBF Convention Card



Category: RED

NCBO: AUSTRALIA EVENT: 2010 Open

PLAYERS: Pauline GUMBY

Warren LAZER

SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
STANDARD, 5 card majors, with semi-forcing NT, Weak 2M (8-11), 2NT 21-23
1♣=2+♣, 17-20 balanced or 4+♣, 11+ hcp
1♦= 2+♦, 11-13 balanced (12-14 in 3/4 seat) or 4+♦, 11+ hcp
Preemptive raises, ART raises
Natural 2NT/3NT responses
2♣: GF; 2♦: weak, both majors (4+/4+)
2 over 1 responses: Game Forcing
1NT: 14-16 with 2♣ GF relay, 2♦ ART INV+, 2M to play, 2NT puppet to 3♣
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ = 4+ ♥ and 4+♠, 6-10 hcp (4432 allowed if points in majors)
Transfers after 1♦ (2♦ (natural)/♥♠)
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES THAT DON'T FIT ELSEWHERE
1 level response to 1♣ may be < 5 hcp if short in ♣
2NT in competition is frequently Good/Bad 2NT
with immediate bids weak (except 3♣)
PSYCHICS: Extremely rare

OPENING	TICKET	ARTIF	OF MINORS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣	✓	2	4♥	2+♣, 17-20 BAL or 4+♣, 11+	1♦/♥/♠/=NAT, 0+; 1NT=9-11; 2♣=6-9; 2♦= ART GF ♣[1] 2M=SPL; 2NT=12-15(18+) bal; 3♦/♥/♠=SPL; 3NT=16-17bal	1NT=17-18 then 2♣=puppet[2], 2♦=ART GF[3a] ,2NT=puppet to 3♣[4]; 1♥/♠ rebid=UNBAL; mini-splinters; 2NT=19-20 with TFR;2NT checkback after 2M[5];	2♦=weak 2NT=limit raise	
1♦	✓	2	4♥	2+♦, 11-13 BAL (12-14 in 3/4) or 4+♦, 11+	1♥/♠=NAT, 6+; 1NT=5-12;2m=NAT GF; 3m=NAT INV; 2M=very weak; 2NT=13-15(18+) BAL; 3NT=16-17 BAL	1NT rebid = 11-13 bal then 2♣=puppet, 2♦=ART GF[3b]; 2NT puppet to 3♣[4]; 2NT=17-18 BAL 5+♦ with TFR; 1♥-2♣ & 1♠-3♥ = ART GF with 2+M;	2NT=limit raise 3♣=FSJ	
1♥		5	4♦	5+♥, 11+	1♠=6+hcp;1NT=5-12 SF;2m= NAT GF;2♥=6-9;3♥=PRE 2♣=4+♥, 12-15 BAL[7];3♣=4+♥, GF[6];3♦=4+♥, limit; 2NT=13-15(18+)BAL;3NT=16-17BAL;3♠/4♠/♣=SPL 10-14	1NT rebid=11-13 then 2♣=puppet; 2♦=ART GF;2NT puppet to 3♣[4]; 2M-2NT CB[5]; 1♥-1♠, 2m=NAT F1 (may be 3 if 17 bal),2NT=18-19 (transfers) 1♥-1NT, 2NT=GF[17]; Long and short suit trials[12]; ART continuations after 1♥-3♣[6]	2♣=weak 2NT=limit raise;3x=FSJ 3♥=6-9, shortage	
1♠		5	4♥	5+♠, 11+	See 1♥ except 3♥=4+♠ 12-15 BAL;[8] 4♥=SPL	See 1♥	See 1♥	
1 NT			3♣	14-16 bal May have 5 card major, 5-4 minors, 6 card minor	2♣=ART GF relay[13]; 2♦=ART INV+[9]; 2♥/♠=NAT NF 2NT= ♣ or 4441 GF[10];3♣=puppet Stayman[11] 3♦=to play;3♥/♠ = fragment, 9 cards in minor			
2♣	✓	0	4♥	Game Forcing	2♦ denies KO to 5 or better in a major; 2NT=5/5 minors 2M=NAT, KO to 5 or better; 3 any=one loser suit 3NT = ART, any solid suit	3♣=second negative after 2♦ response After 2♣-2♦, 3♣-3♦=waiting, 3NT=long ♦ Transfer after 2♣-2M, 2NT		
2♦	✓	0		4+♥ and 4+♠, 6-10	Pass/2♥/2♠/game=to play; 3♣ NAT NF;3♦/♥/♠=INVIT; 2NT=ART game interest relay[14]	ART responses to 2NT enquiry[14]		
2♥		5		6♥, 8-11	2NT singleton ask, GF new suit = NAT F1, jump = SPL, 3♥ = some values			
2♠		5		6♠, 8-11	2NT singleton ask, GF new suit = NAT F1 jump = SPL, 3♠ =some values			
2 NT			4♥	21-23 BAL	3♣=Romex Stayman[19];3♠=puppet to 3NT;3♦-4♥=TRF;			
3 bids		6		CLASSIC	New suit forcing; jump bids=denial cues[16]			
3NT	✓	7		GAMBLING, solid minor	4/5/6♣=P/C; 4♦ asks for singleton; 4M= to play	After 4♦, 4M=singleton, 4NT=singleton minor		
4♣		7		PRE, disciplined	4♥/♠=to play; 4♦=denial cue[16]			
4♦		7		PRE, disciplined	4♥/♠=to play; 5♣=denial cue[16]			
4M		7		PRE, disciplined	New suit = denial cue[16]			
4NT	✓			Specific Ace ask	5♣=no Ace, 5♦/♥/♠/6♣=that Ace; 5NT=2 Aces	HIGH LEVEL BIDDING		
						Blackwood; RKCB (0314); Minorwood - 1st step shows minimum[20] ; Modified Minorwood[21] ; Cue Bids: Usually show first round control before second, except king in partner's suit. NT bids = trump cues. 5NT = Grand Slam Force: 6♣=1 (0 or 1 if ♣), 6 trump suit = 0 DOPI; REDOPI Denial cues show 2 losers in the bid suit and invites slam if responder has 1st or 2nd round control. Responder bids 6 with 2nd round control, others = 1st round control + another feature		

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Note...1: 2♦ response to 1♣ opening

1♣ 2♦ = Artificial, game force raise in clubs, typically 5+ support. Then

2NT = balanced 17-20 not suitable for 3NT

3NT = balanced 17-18, 4333 on clubs

2M/3♦ = Natural, 5+ clubs or (441)4 minimum

3M/4♦ = splinter

3♣ = long clubs, no shortage, 6322, 7222

4♣ = Minorwood [20];

Note...2:

After 1♣ 1X, the 1NT rebid shows 17-18 hcp and may have an unbid major.

After 1♦ 1M, the 1NT rebid shows 11-13 hcp and may have the other major.

After 1m 1M, 1NT 2♣ is puppet to 2♦. Then

2M = 5+, invitational

2NT = 4M, invitational

3M = invitational with 6M

3 new suit = 5/5 invitational

3♣ = 5/5 invitational

Note...3a: After 1♣-1X, 1NT 2♦ is artificial FG. Natural continuations.

Note...3b: After 1♦-1M, 1NT 2♦ is artificial-FG, then natural continuations at the two level,

3♣/♦ = 5♣/♦, 3M

3♥ = 5♣, 2M

3♠ = 5♦, 2M

3NT=2245

Note...4: 1m 1M, 1NT 2NT is puppet to 3♣. Then

3♦/OM/NT shows raise to 3NT, with worthless doubleton in bid suit (3NT = xx in clubs)

3M = slam try in M. Opener's 3NT denies Qx or xxx or better.

Note...5:-2NT checkback after 1m 1M, 2M

After 1m 1M, 2NT is forcing and asking. Responses are

3M minimum with 4 trumps

3NT, 4x maximum with 4 trumps (cue bid in case responder is slamming)

Other bids are natural non-forcing with only 3 of responder's major.

Note..6:- 3♣ artificial game force response to 1M

1M 3♣ is 4+ support, 15+HCP (16+ if bal). Then

3♦ = 5+ M, 3-4 controls, balanced

3♥ asks for shortage, then

3♠ = Balanced minimum, 16-18

3NT = Balanced maximum, 19+

4♣ = Club shortage

4♦ = Diamond shortage

4♥ = other major shortage. Can bid 4♠ if huge and Hearts are set.

3♠ = shows shortage, 3NT relay

4♣ = Club shortage

4♦ = Diamond shortage

4♥ = other major shortage. Can bid 4♠ if huge and Hearts are set.

3NT = minimum, bal, 6+M, < 3 controls

4X = 5+/5+

4M = 5332, <3 controls, 11-13hcp

Note..7:-2♠ response to 1♥

1♥-2♠ (12-15 balanced, 4+ ♥). Then

2NT = puppet to 3♣ to show shortage, then

3♦ = singleton ♣

3♥ = singleton ♦

3♠ = singleton ♠

3NT = void ♣

4♣ = void ♦

4♦ = void ♠

3X = cue, 1st or 2nd, 4NT is always KCB

3NT = 5+ spades

4♣ = 5+ clubs

4♦ = 5+ diamonds

Note..8:-3♥ response to 1♠

1♠-3♥ (12-15 balanced, 4+ ♠). Then

3♠ = puppet to 3NT to show shortage, then

4♣ short ♣

4♦ short ♦

4♥ short ♥

3NT = starts cue bidding, 1st or 2nd, 4NT is always KCB

4♣ = 5+ clubs

4♦ = 5+ diamonds

4♥ = 5+ hearts

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Note...9:-2♦ response to 1NT

1NT 2♦ is artificial - any game invitational hand and some GF balanced hands with a 5 card major. Then

2♥ = 4+♥, minimum

2♠ = 4+♠, < 4♥, minimum

2NT = minimum, no 4 card major

3♣ = maximum with a four card major, then

3♦ asks for major

3♥ = 5♠

3♠ = 5♥

3♦ = maximum, no four card major, then

3♥ = 5♠

3♠ = 5♥

3♥ = maximum, 5♥

3♠ = maximum, 5♠, 3♥, 4♣/♦ sets ♥/♠

3NT = maximum, 5♠, 2♥, 4♣/♦ sets ♥/♠

Note...10:-2NT response to 1NT

1NT 2NT is to play in clubs or any 4441 game force. Opener must bid 3♣, then

3♦ = 1444

3♥ = 4144

3♠ = 4414

3NT = 4441

Note...11:-Puppet Stayman - 3♣ response to 1NT and natural 2NT overcalls

1NT 3♣ = 4/5 card major enquiry. (Over 1NT shows GF values only.) Then

3♦ = one or more 4 card majors, then responder bids major he doesn't have or 4♦ with both majors

3♥/♠ = 5♥/♠

3NT = No 4 or 5 card major

Note...12:- Long and short suit trial bids after 1M 2M.

After 1M-2M, direct bids are long suit trials, bidding the next step is a relay for a short suit trial.

1♠ 2♠; 2NT = SST relay to 3♣. 1♥ 2♥; 2♠ = SST relay to 2NT. Then

Opener's 3 level bid is a short suit trial.

Opener's 4 level bid shows a void and a slam try.

If responder bypasses the relay he is showing concentrated values in the suit bid, including trumps.

1♥ 2♥; 2NT = long suit trial in Spades

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Note:..13- 1NT 2♣ GF relay sequences

*=Relay

1NT		2♣*												
ALL 4432	or 54 minors			CLUBS										
2♦		2♥*	then	2♠	shows	4♣	then		2NT*					
								3♣	shows	4♦	then		3♦*	
											3♥	shows	2344	
											3♠		3244	
								3♦					2434	
								3♥					3424	
								3♠					4234	
								3NT					4324	
				DIAMONDS										
				2NT	shows	4♦ not 4♣	then			3♣*				
								3♦	shows				2443	
								3♥					3442	
								3♠					4243	
								3NT					4342	
				BOTH MAJORS										
				3♣									4423	
				3♦									4432	
				5/4 IN MINORS										
				3♥									2245	
				3♠									2254	
5♥ or 6♣				CLUBS										
2♥		2♣*	then	2NT	shows	6♣	then			3♣*				
								3♦	shows				2236	
								3♥					2326	
								3♠					3226	
				HEARTS										
				3♣	shows								2533	
				3♦									3523	
				3♥									3532	
5♠ or 6♦				DIAMONDS										
2♠		2NT*	then	3♣	shows	6♦	then			3♦*				
								3♥	shows				2263	
								3♠					2362	
								3NT					3262	
				SPADES										
				3♦	shows								5233	
				3♥									5323	
				3♠									5332	
ALL 4333				DIAMONDS										
2NT		3♣*	then	3♦	shows								3334	
				3♥									3343	
				3♠									3433	
				3NT									4333	
5♣				HEARTS										
3♣		3♦*	then	3♥	shows								2335	
				3♠									3235	
				3NT									3325	
5♦				DIAMONDS										
3♦	shows												2353	
3♥													3253	
3♠													3352	

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Note...13- 1NT 2♣ GF relay sequences (cont)

After opener's shape has been described exactly,

Step 1 sets ♥, Step 2 sets ♠, Step 3 sets ♣, Step 4 sets ♦

Higher bids are to play. 3NT is never a step.

Only 2 responses are allowed to suit setting bids:

Step 1 = maximum for slam purposes, Step 2 = minimum for slam purposes. Then
3NT (if minor set) or game in set suit is to play
cheapest bid is KCB
other is cue with set suit as trumps

After response to KCB, next step asks for trump Q

Step 1 = no Q

Step 2 = Q

Then suit bids are asking bids

Step 1 = no A or K

Step 2 = K

Step 3 = A

Step 4 = KQ

Step 5 = AQ

Step 6 = AK

Step 7 = AKQ

A repeat ask in a suit asks for the Q

Step 1 = no Q

Step 2 = Q

Step 3 = QJ

5NT is a control ask in the highest suit.

Any bid of 6NT or higher or jump to 6-level is a signoff regardless of what trump suit has been set.

Relay Breaks after 1NT 2♣, 2♦

2♠ = 4M, singleton, puppet to 2NT. Then 3♣/♦/♥/♠ = 4M, short in bid suit, game interest only. All subsequent bidding is natural

2NT = hunt for weak doubleton, no 4M, game interest only. Opener bids Qx or worse suit, 3NT=no weak doubleton. 3M by responder is 3 card suit looking for Moysian. 4m by responder is NF. 4NT is pick a minor.

3♣/♦ = 5 card M, short ♣/♦, game interest only. Opener bids 3⁺M, responder's 3NT shows other major.

3♥/♠ = 5 card OM, short ♥/♠, game interest only. All bidding natural, 4m is forcing.

Slam Interest Relay Breaks

KCB Asking relay breaks occur when opener's shape has been partially described. This is a slam interest sequence asking for support and key cards in suit bid. Responses are:

3NT = 2 card support

Step 1 = 3⁺ support, minimum

After 3NT and Step 1, cheapest non signoff = KCB

Step 2 = 3⁺ support, 0/3 KC, maximum

Step 3 = 3⁺ support, 1/4 KC, maximum

Step 4 = 3⁺ support, 2 KC, maximum

Step 5 = 3⁺ support, 2 KC + Q, maximum

Note that in certain sequences, 2 card support is not possible and in such cases 3NT is just another step.

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Note...14:-2♦ -2NT continuations

2♦ 2NT = Forcing, game interest enquiry. Opener's rebids are:

3♣ = 4441 or 4432 (4450 shapes with 5M may be treated as 4441 shapes if suit qualities suggest this)

3♦ = 4-4-5-0 or 4-4-0-5

3♥ = 5+Hearts, exactly 4 spades

3♠ = 5+Spades, exactly 4 hearts

3NT = 5-5 exactly

4♣ = 6+Hearts, 5+Spades. Then 4♦ sets ♥, 4♥ sets ♠, 4♠ to play, 4NT = Blackwood. After 4♦/♥ setting bids, 4NT KCB with weak hand responses.

4♦ = 6+Spades, 5+Hearts. Then 4♥/♠ to play, 4NT = modified KCB in Spades, weak hand responses.

After 2♦ 2NT, 3♣/♦/♥/♠/NT (including after response to 3♦ or 3♥ relay) responder bids

4♣ sets hearts. Then 4♦ maximum, 4♥ minimum

4♦ sets spades. Then 4♥ maximum, 4♠ minimum

4♥ sets clubs. Then 4♠ maximum (1 KC), 4NT maximum (2KC), 5♣ minimum

4♠ sets diamonds. Then 4NT maximum (1 KC), 5♣ maximum (2KC), 5♦ minimum

4NT is quantitative

After responder sets a suit at 4-level and opener shows maximum or minimum,

4NT = modified KCB, Responses are:

If maximum has been shown

5♣ = 1 key card, no trump Q

5♦ = 1 key card plus trump Q

5♥ = 2 key cards, no trump Q

5♠ = 2 key cards plus trump Q

5NT = 3 key cards (very rare)

Use DOPI and REDOPI if there is interference.

If minimum has been shown

5♣ = 0 key cards, no trump Q

5♦ = 0 key cards with trump Q

5♥ = 1 key card, no trump Q

5♠ = 1 key card plus trump Q

5NT = 2 key cards, no trump Q

Note...15:-Defence to 1NT

Non-passed hand – Canape Transfers

X Penalties

2♣ Weak takeout for majors, or a good hand transfer to diamonds, or 5/5 minors if followed by 2NT

2♦ Transfer to hearts (4+), or 5/5 in ♦/♥ if followed by 2NT. After acceptance of transfer, new suit is canapé, good hand.

2♥ Transfer to spades (4+), or 5/5 in ♥/♠ if followed by 2NT. After acceptance of transfer, new suit is canapé, good hand.

2♠ 5/5 in ♣/♠

2NT Transfer to clubs. After acceptance of transfer, new suit is canapé, good hand.

3♣ 5/5 in ♣/♥, good hand

3♦ 5/5 in ♦/♠, good hand

3M Pre-emptive

Passed hand – DONT; double = single suiter, suit = that suit and a higher suit.

Note...16:-Denial Cues

Denial cues show 2 losers in the suit bid and invite slam if partner has 1st or 2nd round control. Partner bids 6 with 2nd round control; other bids show 1st round control and another feature.

Note...17:-2NT GF after 1M – 1NT

1♥ 1NT
2NT ART, game forcing then
3♣ 5+ clubs
3♦ 5+ diamonds
3♥ 3-2-4-4 minimum
3♠ 3-2-4-4 maximum
3NT 5-5 in the minors
4♣/♦ control bid with 3 hearts
4♥ minimum with 3 hearts

1♠ 1NT
2NT ART, game forcing then
3♣ 5+ minor
3♦ 5+ hearts. Accepting the transfer with 3♥ shows 2♥ or xxx, 4♥ shows Qxx or better.
3♥ 4 hearts
3♠ 2-3-4-4
3NT 5-5 in the minors
4♣/♦/♥ control bid with 3 spades
4♠ minimum with 3 spades

Over 3♣ opener can ask with 3D about which minor the responder has. 3H shows clubs and 3♠ shows diamonds

NOTE:

1♠ 1NT
2NT 3♣
3♥
3♠ club suit
3NT diamond suit
4♣ 4 card heart support and club suit
4D 4 card heart support and diamond suit

Opener's 3 level jump shift shows a good hand with 5 cards in the suit but not forcing.

Note...18:-Lavings - 2♣ response to natural 1NT overcall

1NT 2♣ asks for range and 5 card suits
2♦=minimum, no 5 card major
2M= minimum, 5M
2NT=maximum, no 5 card suit
3 suit=maximum, 5 card suit

After 2♦ and 2NT,
3♣=baron for 4 card suits
3♦=asks for 4 card major

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Note...19:-Modified Romex Stayman over 2NT opening

2NT 3♣

3♦ = no major or 4♠ without 4♥

3♥ relay asks: 3♠ = 4♠, 3NT = no major

3♠ = 4♠ and 5♥

3NT = 5♠ and 4♥ { **NB. Have to relay with 3♥ to play 3NT**

4m = 5+ natural, MMW [21]

4♥/♠ = 5♣ + 4♦/5♦ + 4♣, mild slam try. 4NT/5♣/5♦ = to play.

3♥ = 4 or 5♥. Then

3♠ = relay with 3♥: 3NT = 4♥, 4m = cue with 5♥, 4♥ = min with 5♥

3NT = to play

4m = 5+ m, MMW [21]

4♥ = to play

4NT = KCB on ♥

3♠ = 5♠. Then

3NT/4♠ = to play

4m = 5+ natural, MMW [21]

4♥ = ♠ raise, slam invitation or better

4NT = KCB on spades

3NT = 4/4 majors. Then

4♣ puppet to 4♥, 4♦ puppet to 4♠, then responder's 4NT = RKCB

4♥/♠ = 5 card ♣/♦ slammish. Opener's 4NT = no interest,

5m = signoff,

other step = good hand for shown minor

Note...20:Minorwood

When a minor is trumps and 4 of that minor is bid in a GF auction:

1 st step	minimum, then next step = KCB
2 nd step	maximum + 0/3 KC
3 rd step	maximum + 1/4 KC
4 th step	maximum + 2/5 KC, no Q trumps
5 th step	maximum + 2/5 KC, + Q trumps

Note...21:Modified Minorwood (MMW)

In response to responder's natural 4m

4NT	no interest /fit
1 st step	minimum + fit. Responder's 4NT = to play, next step = KCB, other = cue
2 nd step	maximum + 0/3 KC
3 rd step	maximum + 1/4 KC
4 th step	maximum + 2/5 KC, no Q trumps
5 th step	maximum + 2/5 KC, + Q trumps