

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
Aggressive at 1-level, can be good 4 card suit; sound at the 2-level. Then: new suit = NF at 2-level; Cue = INV raise or any FG. new suit JUMP below game = Fit showing (3+ card support). jump cue = Some values with 4+ card support; jump raise = PRE. Good-Bad 2NT in many situations
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
2 <sup>nd</sup> : 15-18 BAL - responses as for 1NT opening <b>Reopening:</b> 11-14: responses as for 1NT opening 4 <sup>th</sup> Live: T/O distributional, except when VUL vs NV, 16-19 BAL
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
1-suit: INTERMEDIATE to strong at 2-level VUL; PRE at 2 level NV, 3&4 level except: 1♥-3♣=5+♦/5+♠, 1♠-3♣=5+♦/5+♥, 1♣-2♦=5+♥/5+♠ 2NT = 5+/5+ lower unbid suits; 2-suit: Over weak 2, 4♣/♦=strong ♣/♦+major 2 suiter; 4M=to play Reopen: INTERMEDIATE; 2NT=19-21 with puppet Stayman [A2]
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
SPECIFIC MICHAELS CUE 5+/5+ in ♣ +other major, any strength; JUMP CUE=stopper ask; (1♣) 2♣=natural; (1♦) 2♦ = 5+♥/5+♠
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
DBL=PEN; subsequent DBLs are T/O or COMP 2♣ = weak both majors OR 5+♠+5+♦ good OR 6+♦ good 2♦ = (5)6+♥ OR 5+♦+5+♥ good OR 4♥+6+other very good 2♥ = (5)6+♠ OR 5+♥+5+♠ good OR 4♠+6+other very good 2NT= 6+♣ OR 4♠+6+other very good 2♠ = 5+♠+5+♠ good; 3♣ = 5+♠+5+♥ good; 3♦ = 5+♦+5+♠ good <b>Passed hand: DONT (4+/4+); DBL=</b> single suiter
<b>VS.PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
DBL for takeout; REVERSE LEB after (weak 2x)-DBL-(P) [F12]; DIRECT CUE=Michaels; 3NT=to play; Leaping Michaels (4♣/♦) over 2M 2NT=15-18 with 3♣ puppet Stayman [A2] and 3♦/♥ transfers [F15] DBL Gambling 3NT = takeout
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
1♣: DBL=15+ HCP; 1♦/♥/♠=NAT; INT=♣; 2♠=NAT; 2NT=♣+♦; 2♣=<15, 6+♦ or ♠+♣ or ♠+♥; 2♦=<15, 6+♥ or ♦+♣ or ♦+♠; 2♥=<15, 6+♠ or ♥+♣ or ♥+♦. 2♠: DBL=♣; 2NT=♣+♦;
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
New suit at 1-level F1, at 2-level NF. 2NT=Limit raise or better. JUMP raise = PRE. Fit showing jumps. RDBL= 10+ HCP, except 1♦ (DBL) RDBL=6+ HCP, 4+♦

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
Lead	In Partner's Suit		
Suit	3 <sup>rd</sup> /5 <sup>th</sup> ; low=odd	3 <sup>rd</sup> /5 <sup>th</sup> ; low=odd; [B1]	
NT	4 <sup>th</sup> , 2 <sup>nd</sup> or top from weakness	4 <sup>th</sup> , attitude	
Subseq	4 <sup>th</sup> , attitude	4 <sup>th</sup> , attitude	
Other: Lead of Ace in NT asks for U/B or lo=even			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+); Ax(+)	AKQ10(+); AKJ10(+)	
King	KQ(+); Kx; AK	AKx(+)	
Queen	QJ(+); Qx	KQ(+)	
Jack	J10(+); (K)J10(+); Jx	QJx(+); AQJx(+)	
10	109(+); H109(+); 10x	J10x(+); (A/K)J10x(+); 10x	
9	9x; KJ9(x)	109x(+); (A/K/Q)109x(+); 9x	
Hi-X	Sx	Sx; xSx(x); Sxx	
Lo-X	(H/x)xS; (H/x)xSx; (H/x)xxxS	HxS; HxxS; HxxSx	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
Suit	1 Lo=enrg	Lo=like opening lead	O=enrg; E=S/P
	2 Hi/Lo=O	Hi/Lo=O	Hi/Lo=O
	3 S/P	S/P	
NT	1 Lo=enrg	Lo=like opening lead	O=enrg; E=S/P
	2 Hi/Lo=O	Hi/Lo=O	Hi/Lo=O
	3 S/P	S/P	
Signals (including Trumps): Reverse Smith [B2]; Hi/Lo=O; S/P			
STANDARD present COUNT if suit has been previously played			
Suit preference when switch indicated e.g. singleton in dummy.			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
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-FG ART raise is T/O of opener's suit.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Nearly all DBLs at 1/2 level are T/O or COMP 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♠. 1♦ (DBL) RDBL=6+ HCP, 4+♦ without major DBL art. 2 opening that does not show 5+ cards in suit = 13-15 bal or 19+ DBL by overcaller of stopper ask in overcaller's suit = don't lead my suit			

WBF CONVENTION CARD
<b>CATEGORY:</b> Red <b>NCBO:</b> Australia <b>PLAYERS:</b> Pauline GUMBY – Warren LAZER <b>EVENT:</b> Yeh Bros Cup
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2 over 1 game forcing Short 1♣ and 1♦ (minimum of 2 if balanced) 5 card majors with semi-forcing 1NT response 1M 1NT includes invitational raise with 3 M. 14-16 NT 2♦ opening = 6-10HCP, ♥ and ♠, 4+-4+NV, 5+-5+VUL 2♥/♠ opening = weak, 6-10, usually 5 card suit NV 2NT = 21-23 BAL
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENCE</b>
1♣ opening = NAT 4+♣ OR 17-20 BAL 1♦ opening = NAT 4+♦ OR 11-13(12-14) BAL 2♦ opening = 6-10HCP, ♥ and ♠, 4+-4+NV, 5+-5+VUL
<b>Specific Michaels Overcalls:</b> (1♣) 2♣ = natural; (1♣/♦) 2♦ = 5+♥-5+♠, any strength (1M) 2M = 5+♣-5+♠, any strength (1M) 3♣ = 5+♦-5+♠, any strength NEG free bids at 2-level after overcall of 1♦ opening. 1♦ (1♠) X does not promise ♥ - may be start of FG.
<b>SPECIAL FORCING PASS SEQUENCES</b>
<b>IMPORTANT NOTES</b>
1♦/1♥/1♠ NAT response to 1♣ may be <5 HCP if <5♣.
<b>PSYCHICS: Extremely rare</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE, PASSED HAND BIDDING
1♣	✓	2	4♥	4+♣, NAT, 11+ HCP or 17-20 BAL	1♦/♥/♠ = nat, 0+ HCP; 1NT = 9-11; 2♣ = 5-9, 4+♣; 2♦ = art FG, 5+♣; 2♥/♠ = mini SPL, 5+♣; 2NT = 12-15(18+) BAL; 3♣ = PRE; 3♦/♥/♠ = SPL; 3NT=16-17, 33(34)	1♥/♠ rebid = UNBAL; 2NT = 19-20 (transfers); 1NT = 17-18 (may have unbid major) then: 2♣ = PUP, 2♦ = ART FG, 2NT = PUP to 3♣ [F1]; 3NT = 6+♣ to play	2♦ = weak 2NT = limit raise
1♦	✓	2	4♥	4+♦, NAT, 11+ HCP or 11-13 BAL (1 <sup>st</sup> /2 <sup>nd</sup> seat) or 12-14 BAL(3 <sup>rd</sup> /4 <sup>th</sup> seat)	1♥/♠ = nat, 5+ HCP; 1NT = 6-12; 2♣/♦ = NAT FG; 2♥/♠ = 0-5, 6+♥/♠; 2NT = 13-15 (or 18+) BAL; 3♣/♦ = NAT, INV; 3♥/♠ = 5-9 HCP, 7+♥/♠; 3NT = 16-17, 33(34)	1♠ rebid = UNBAL; 2NT checkback after 1♦-1M, 2M; 1NT = 11-13 (may have unbid major) then 2♣ = PUP, 2♦ = ART FG, 2NT = PUP to 3♣ [F2]; 3NT = 6+♦ to play; 2NT = 17-18 BAL with 5+♦; TRFs after 2NT rebid; 1♦-1♥, 2♠ and 1♦-1♠, 3♥ = ART FG	NF bids at 2-level in competition; After 1♦ (2x), 2NT→3♠=TRF [F3] 1♦ (X) XX = 4+♦
1♥		5	4♦	5+♥, 11+ HCP	1NT = 5-12, <4♠, SF; 2♣/♦ = nat FG; 2♥ = 5-9; 2♠ = 4+♥, 12-15 bal [F4]; 2NT = 13-15 (18+) bal [F6]; 3♣=4+♥ FG [F5]; 3♦ = 4+♥, limit; 3♥ = PRE; 3NT = 16-17, 33(34); 3♠/4♠/4♦ = SPL	1NT = 11-13 then 2♣ = PUP, 2♦ = ART FG, 2NT = PUP to 3♣ 1♥-1NT, 2NT= ART FG [F7]	Fit Showing Jumps 2NT = LIM raise
1♠		5	4♥	5+♠, 11+ HCP	1NT = 5-12, SF; 2♣/♦/♥ = nat FG; 2♠ = 5-9; 2NT = 13-15 (18+) bal [F6]; 3♣ = 4+♠ FG [F5]; 3♦ = 4+♠, limit; 3♥ = 4+♠ 12-15 bal [F4]; 3♠ = PRE; 3NT = 16-17, 33(34); 4♣/♦/♥ = SPL	1NT = 11-13 then 2♣ = PUP, 2♦ = ART FG, 2NT = PUP to 3♣ 1♠-1NT, 2NT= ART FG [F7]	Fit Showing Jumps 2NT = LIM raise
1NT			3♣	14-16 HCP	2♣ = simple Stayman [F8]; 2♦/♥ = TRF [F9]; 2♠ = minor ask [F10]; 2NT/3♣ = TRF to 3♣/3♦ [F11]; 3♦ = 5+♥+5+♠, INV or better; 3♥/♠ = 9 cards in minors, short in other major; 4♣/♦ = 6+♥/♠	After 1NT-2♣, 2♦: 2♥ = weak with majors; 2♠ = nat, inv; 2NT = INV; 3♣/♦ = nat FG; 3♥/♠ = Smolen [A4] After 1NT 2♦/♥, 2♥/♠: 2NT/3♣/♦=TRF [F9]	REV LEB [F12] X=values or T/O
2♣	✓	0	4♥	Game force	2♦ = neg/waiting; 2♥/♠ = KQxxx or better; 2NT = 5+♠+5+♦; 3m = KQxxxx or better; 3M = 1 loser suit; 3NT = ART, any solid suit	3♣ = second negative after 2♦ response After 2♣-2♦, 3♣: 3♦ = waiting, 3NT = long ♦	
2♦	✓	0		4+♥ - 4+♠ NV 5+♥ - 5+♠ VUL 6-10 HCP	2♥/♠ to play; 3♥/♠ mild INV; 2NT strong enquiry [F13]; 3NT to play		X = PEN
2♥		5		6-10 HCP Usually 5♥ NV	NV: 2NT = INQ; 2♠/3♣/♦ = nat, NF; 3/4♥ = to play; jump = SPL VUL: 2NT = INQ; 2♠/3♣/♦ = nat, F1, 3/4♥ = to play; jump = SPL	NV: After 2NT, 3m/♠=nat, 3♥/NT=bal min/max VUL: After 2NT, 3m/♠=shortage, 3♥/NT=bal min/max	X = PEN
2♠		5		6-10 HCP Usually 5♠ NV	NV: 2NT = INQ; 3♣/♦/♥ = nat, NF; 3/4♠ = to play; jump = SPL VUL: 2NT = INQ; 3♣/♦/♥ = nat, F1, 3/4♠ = to play; jump = SPL	NV: After 2NT, 3m/♥=nat, 3♠/NT=bal min/max VUL: After 2NT, 3m/♥=shortage, 3♠/NT=bal min/max	X = PEN
2NT			4♥	21-23 balanced	3♣ = muppet Stayman [F14]; 3♦/♥ = TRF [F15]; 3♠ = PUP to 3NT [F16]; 3NT/4♣/♦/♥/4NT/5♣ = TRF; 4♠ = range ask [F17]	After 2NT-3♣, 3♦=4 major, 3♥= no major, 3NT=5♥ After 2NT-3♦/♥, 3NT/4♣=super accept with 3/4 trumps	
3♣/♦/♥/♠		6		CLASSIC	New suit forcing; jump bid = denial cue		X = PEN
3NT	✓			Gambling, solid minor	4/5/6♣ = Pass/Correct; 4♦ = Ask for singleton; 4M = to play	After 4♦, 4M=singleton, 4NT=singleton minor	
4♣		7		PRE, disciplined	4♥/♠ = to play; 4♦ = denial cue		
4♦		7		PRE, disciplined	4♥/♠ = to play; 5♣ = denial cue		
4♥/♠		7		PRE, disciplined	New suit = denial cue		
4NT	✓			Specific ace ask	5♣ = no ace; 5♦/♥/♠/6♣ = that ace; 5NT = 2 aces		DBL=unbiddable A
5♣/♦		7		PRE, disciplined	New suit = cue		
<b>HIGH LEVEL BIDDING</b>							
Blackwood; RKCB (03/14); Minorwood (4m); Majorwood (3M); Cue Bids : Show first or second round control; 3NT=serious slam try 5NT = Grand Slam Force : 6 trump suit = 0, 6♣=1 (0 or 1 if ♣), 6♦/NT=2; DOPI; REDOPI. [F18]							

## A) Conventions used

[A1] Muppet Stayman: 2NT 3♣. See [F14]

2NT 3♣; 3♦ = no 5 major, but at least one 4 card major.

3♥ = no 5/4 major.

3♠ = 5♠.

3NT = 5♥.

[A2] Puppet Stayman: Used after (2x) 2NT (P) and (1x) P (P) 2NT

2NT 3♣; 3♦ = no 5-card major, but at least one 4-card major. Continuations as for Muppet Stayman [F14]

3♥ = 5♥

3♠ = 5♠.

3NT = no 5/4 M.

[A3] Simple Stayman: 1NT 2♣ and (1x) 1NT (P) 2♣ and (1x) P (P) 1NT; (P) 2♣. See [F8]

[A4] Smolen: The sequence 1NT 2C 2D 3M = 4M + 5oM, FG. See [F8]

## B) Leads and signals

[B1] If we have raised partner's suit, we may lead top (attitude) from 3 or 4 small.

[B2] Reverse Smith peters. Unless irrelevant or giving reverse count is absolutely critical, we show our attitude to the opening lead when declarer first plays a suit - low is encouraging, high is discouraging. This applies in both NT and suit contracts.

[B3] The discard of a 6 (especially if followed by odd pip in same suit) tends to be "no particular signal we wish to make".

## C) Bids that may require a defence

[C1] 1♠ 2♦ = ART, FG, 5+♠

[C2] 1♠ 2M = mini SPL, 5-9 HCP, 5+♠, short in M

[C3] 1♥ 2♠ = 4+♥, BAL, 12-15 HCP

[C4] 1♠ 3♥ = 4+♠, BAL 12-15 HCP

[C5] 2♦ opening shows 4+♥ and 4+♠ NV, 5+♥ and 5+♠ VUL

[C6] Specific Michaels Overcalls

(1M) 2M = 5+♠-5+oM, any strength

(1M) 3♣ = 5+♦-5+oM, any strength

(1m) 2♦ = 5+♥-5+♠, any strength

(1♠) 2♣ = natural

## D) Defensive and competitive bidding

Fit Showing jumps are used in competition and by passed hands. They show 3+ cards in partner's suit and 5+ cards in the bid suit and are F1. Jumps to game are natural, to play.

## E) Doubles

Doubles of 1NT are always penalties except:

- (a) (1x) P (1NT) X = takeout of x, and
- (b) doubles by a passed hand when partner has not bid are takeout

Doubles of suits below 2NT are generally takeout or values. Exceptions:

(a) one of us has shown a suit by inference (e.g. takeout double), the opponents then bid that suit and partner doubles.

(1♣) X	(1♥) X	1♣	(1♦) X	(1H) X
		X		

Both of these are penalties.

(b) A T/O double has been passed for penalties. All doubles are now penalty.

(c) Partner makes T/O double and opponent rebids suit at 2-level (or shows preference). Now X = penalty

(1♠) P	(1NT) X	(1♠) P	(1NT) X
(2♠) X		(2x) P	(2♠) P
		(P) X	

Note,

(1♦) P	(1M) P	(1♦) P	(1M) P
(1NT) X		(1NT) P	(P) X
T/o of M. Unsuitable for t/o X of 1♦		penalties with M.	

If I have shown a suit e.g. opened 1M or 2M or overcalled including specific Michaels, and my RHO makes a DAB type call to which my LHO is expected to bid NT to show a stopper, then:

- X = my suit is poor and suggests a lead in a different suit might work out better,
- P = suggests my suit be led.

If my partner has shown a suit e.g. opened 1M or 2M or overcalled including specific Michaels, and my RHO makes a DAB type call to which my LHO is expected to bid NT to show a stopper, then:

- X = a top honour (A/K/Q) in partner's suit and suggests it be led.
- P = no top honour in my partner's suit.

If my partner has shown a suit e.g. opened 1M or 2M or overcalled including specific Michaels, and my RHO makes a cue raise at any level,

- X = A and/or K in my partner's suit.
- P = no A or K in that suit.

If I open 1♦ and my RHO cues diamonds,

- X show good diamonds
- P denies good diamonds and suggests weak NT or (4441) including diamonds.

If we open 1♣ and RHO cues 2♣/3♣

- X = good hand, T/O of their shown suit, neither denying nor promising clubs
- P = suggests weak hand with clubs (suit may or may not be good).

Doubles at 3-level are takeout in these auctions:

- (1M) P (3m Bergen Raise), X = takeout of the major
- 1NT (3x) X
- 2NT (3x) X
- (3x) X

If they bid and raise the suit with no intervening passes

- 1♣ (1♥) 1♠ (2♥)
- 2♣ (3♥) X = game try

But

- 1♣ (1♥) 1♠ (2♥)
- 2♣ (P) P (3♥)
- X by either hand is penalties

## F) Back of card

### [F1] Continuations after 1♣ 1x, 1NT

After 1♣ 1♦, 1NT

2♣ is puppet to 2♦. To play in 2♦ or various invitational hands

2♦ is ART FG. Then 2♥ = 4♥  
2♠ = 4♠ with <4♥  
2NT = 33(43)  
3♣ = 3♦ and 5/6♣  
3♦ = (23)44  
3♥ = 2♦ and 5/6♣  
3♠ = 5♦(332)  
3NT = 2245

2NT is puppet to 3♣. Then

Pass is to play

3♥/♠/NT is value raise to 3NT with weak doubleton in ♥/♠/♣

3♦ = natural slam try - needs help in trumps

3♣ is INV, nat, 6+♣ with exactly 4♦

3♦ = FG, 6+♦, 0-1 loser suit

3♥/♠ = 6+♦ with 5+♥/♠

After 1♣ 1♥, 1NT

2♣ is puppet to 2♦. To play in 2♦ or various invitational hands

2♦ is ART FG. Then 2♥ = 3 hearts  
2♠ = 2♥ and 4♠  
2NT = 3244  
3♣ = 3♥ and 5♣  
3♦ = 3♥ and 5♦  
3♥ = 2♥ and 5♣  
3♠ = 2♥ and 5♦  
3NT = 2245

2♥ = 5+♥, to play

2♠ = INV with exactly 4♥ and 4♠

2NT is puppet to 3♣. Then

Pass is to play

3♦/♠/NT is value raise to 3NT with weak doubleton in ♦/♠/♣

3♥ = natural slam try - needs help in trumps

3♣/♦ is INV, nat, 6+♣/♦ with exactly 4♥

3♥ = FG, 6+♥, 0-1 loser suit

3♠ = FG, 6+♥ and 5+♠

3NT = to play

After 1♣ 1♠, 1NT

2♣ is puppet to 2♦. To play in 2♦ or various invitational hands

2♦ is ART FG. Then 2♥ = 4♥  
2♠ = 3♠ with <4♥  
2NT = 2344  
3♣ = 3♠ and 5/6♣  
3♦ = 3♠ and 5♦  
3♥ = 2♠ and 5/6♣  
3♠ = 2♠ and 5♦  
3NT = 2245

2♥ = 4+♥/5+♠, NF

2♠ = 5+♠, to play

2NT is puppet to 3♣. Then

Pass is to play

3♦/♥/NT is value raise to 3NT with weak doubleton in ♦/♥/♣

3♠ = natural slam try - needs help in trumps

3♣/♦ is INV, nat, 6+♣/♦ with exactly 4♠

3♥ = FG, 5+♠ and 5+♥

3♠ = FG, 6+♠, 0-1 loser suit

3NT = to play

## [F2] Continuations after 1♦ 1M, 1NT

After 1♦ 1♥, 1NT

2♣ is puppet to 2♦. To play in 2♦ or various invitational hands

2♦ is ART FG. Then 2♥ = 3 hearts

2♠ = 2♥ and 4♣

2NT = 3244

3♣ = 3♥ and 5♣

3♦ = 3♥ and 5♦

3♥ = 2♥ and 5♣

3♠ = 2♥ and 5/6♦

3NT = 2245

2♥ = 5+♥, to play

2♠ = INV with exactly 4♥ and 4♣

2NT is puppet to 3♣. Then

Pass is to play

3♦/♠/NT is value raise to 3NT with weak doubleton in ♦/♠/♣

3♥ = natural slam try - needs help in trumps

3♣/♦ is INV, nat, 6+♣/♦ with exactly 4♥

3♥ = FG, 6+♥, 0-1 loser suit

3♠ = FG, 6+♥ and 5+♠

3NT = to play

After 1♦ 1♠, 1NT (note: 1NT rebid includes 1444 shape)

2♣ is puppet to 2♦. To play in 2♦ or various invitational hands

2♦ is ART FG. Then 2♥ = 4♥

2♠ = 3♠ with <4♥

2NT = 2344

3♣ = 3♠ and 5♣

3♦ = 3♠ and 5♦

3♥ = 2♠ and 5♣

3♠ = 2♠ and 5/6♦

3NT = 2245

2♥ = 4+♥/5+♠, NF

2♠ = 5+♠, to play

2NT is puppet to 3♣. Then

Pass is to play

3♦/♥/NT is value raise to 3NT with weak doubleton in ♦/♥/♣

3♠ = natural slam try - needs help in trumps

3♣/♦ is INV, nat, 6+♣/♦ with exactly 4♠

3♥ = FG, 5+♠ and 5+♥

3♠ = FG, 6+♠, 0-1 loser suit

3NT = to play

### [F3] Interference over 1♦ opening

Negative free bids apply at the 2-level only.

Jumps to the 3-level are natural FG single suited.

2-level cue is artificial. FG, probably balanced.

X then new suit is FG, but suggests more than one place to play.

After 2-level interference, 2NT-3♥ are transfers.

<p>1♦ (1♥), X = 8+ HCP, &lt;4♠          1♠ = natural, F1, 4+♠          1NT = (7)8-10(11) HCP          2♣/♦ = natural, NF          2♥ = balanced, FG          2♠ = weak          2NT = natural FG          3♣/♦ = natural, FG, single suiter</p>	<p>1♦ (1♠), X = 8+ HCP, does not promise 4♥          1NT = (7)8-10(11) HCP          2♣/♦/♥ = natural, NF          2♠ = balanced, FG          2NT = natural FG          3♣/♦/♥ = nat, 6+, FG, single suiter</p>
<p>1♦ (2♣), 2♦/♥/♠/NT = nat, NF          3♦/♥/♠ = nat, FG, single suiter</p>	<p>1♦ (2♦ nat), 2♥/♠ = nat, NF          2NT = 5+♣          3♣ = artificial, FG          3♦/♥ = 5+♥/♠          3♠ = transfer to 3NT without stopper          3NT = to play</p>
<p>1♦ (2♥), 2♠ = natural NF          2NT = transfer to ♣          3♣ = transfer to ♦          3♦ = &lt;4♠ FG, Asks for stopper, then          3♥ = no stopper. Responder's 3♠          shows half stopper.          3♥ = transfer to ♠          3♠ = 5♦/4♣          3NT = to play</p>	<p>1♦ (2♠), 2NT = transfer to ♣          3♣ = transfer to ♦          3♦ = transfer to ♥          3♥ = &lt;4♥ GF, opener bids 3♠ without a          stopper          3♠ = 5♦/4♣          3NT = to play</p>

### [F4] Balanced 12-15 FG raise of 1M

<p>1♥ 2♠ shows 12-15 balanced with 4+♥. Then          2NT is puppet to 3♣ to show shortage, then          3♦ = singleton ♣          3♥ = singleton ♦          3♠ = singleton ♠          3NT = void ♣          4♣ = void ♦          4♦ = void ♠          3x = cue (1<sup>st</sup> or 2<sup>nd</sup>)          3NT = 5+♠          4♣ = 5+♠          4♦ = 5+♦</p>	<p>1♠ 3♥ shows 12-15 balanced with 4+♠. Then          3♠ is puppet to 3NT to show shortage, then          4♣ = singleton or void ♣          4♦ = singleton or void ♦          4♥ = singleton or void ♥          3NT = starts cue bidding, (1<sup>st</sup> or 2<sup>nd</sup>)          4♣ = 5+♠          4♦ = 5+♦          4♥ = 5+♥</p>
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### [F5] Strong raise of 1M with 4+ trumps

After 1M 3♣

3♦ = 5+M, 3-5 controls, balanced

3♥ = asks for shortage, then

3♠ = Balanced minimum, 16-18

3NT = Balanced maximum, 19+

4♣ = ♣ shortage

4♦ = ♦ shortage

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

3♠ = shows shortage, 3NT relay asks where:

4♣ = ♣ shortage

4♦ = ♦ shortage

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

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

4x = 5+/5+

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

## [F6] Continuations after 1M 2NT (NAT, 13-15 BAL or 18+ BAL)

After 1M 2NT; 3♣

3♦ = big ♣ raise, only 2M

3M = ♦ values

3oM = oM values

3NT = good value in both other suits, maybe (4333)

After 1M 2NT; 3♦

3M = ♣ values

3oM = oM values

3NT = good values in both other suits maybe (4333)

After 1M 2NT; 3m

4♣ = maximum hand with 3M + 4m. Then

4♦ = KCB on m

4M = to play

4NT = KCB on M

4♦ = maximum hand, 3M < 4m. Then

4M = signoff

4NT = KCB on M

4M = minimum hand with 3M. Then 4NT = KCB on M

## [F7] Continuations after 1M 1NT 2NT (ART, FG)

1♥ 1NT; 2NT is ART, FG then:

3♣ = 5+♣

3♦ = 5+♦

3♥ = 3244 minimum

3♠ = 3244 maximum

3NT = 5-5 in the minors

4♣/♦ = control bid with 3 hearts

4♥ = minimum with 3 hearts

1♠ 1NT; 2NT is ART, FG then:

3♣ = 5+ minor. Then 3♦ is relay for the minor: 3♥/♠ shows ♣/♦.

3♦ = 5+ hearts. Accepting the transfer with 3♥ shows xx or xxx, Accepting with 4♥ shows Qxx or better.

3♥ = 4 hearts

3♠ = 2344

3NT = 5-5 in the minors

4♣/♦/♥ = control bid with 3 spades

4♠ = minimum with 3 spades

After 1♠ 1NT; 2NT 3♣; 3♥

3♠ = ♣ suit

3NT = ♦ suit

4♣ = 4 card heart support and ♣ suit

4♦ = 4 card heart support and ♦ suit



## [F8] Continuations after 1NT 2♣

1NT 2♣ is simple Stayman. (Does not promise 4M, but may have invitational hand with 5♥ or 5/6♠.) Responses are:

2♦ = no 4/5 card major. Then:

2♥ = weak with 4+♥ + 4+♠.

2♠ = nat, invit with 5-6 spades. If accepting, bid 2NT holding 2♠.

2NT = nat, invit, does not promise a major, but may have 5♥.

3♣/♦ = Natural 5+ suit and suggests 4-card major. New suits now natural/values.

3♥ = 4♥/5+♠, FG. If opener bids 3NT, resp can transfer at 4 level with 6+♠.

3♠ = 4♠/5+♥, FG. If opener bids 3NT, resp can transfer at 4 level with 6+♥.

3NT = to play

2♥ = 4-5♥. Then:

2♠ = nat, invit with 5-6 spades. If accepting, bid 2NT holding 2♠.

2NT = invitational with <5♠

3♣/♦ = natural, FG. Suggests 4 cards in ♠.

3♥ = invitational

3♠ = (semi-)balanced slam try in ♥.

4♣/♦ = splinter (slammish) with 4 card support.

2♠ = 4-5♠. Then:

2NT = invitational.

3♣/♦ = natural, FG. Suggests 4 cards in ♥.

3♥ = (semi-)balanced slam try in ♠.

3♠ = invitational

4♣/♦/♥ = splinter (slammish) with 4 card support.

3♥/♠ = super maximum with 5♥/♠.

## [F9] Continuations after 1NT 2♦/♥ transfers

1NT 2♦/♥ are transfers to ♥/♠. Then:

2♠ = 4♠ and 5+♥, invitational.

2NT/3♣ = 4+♠/♦, FG. Accepting transfer shows 4+ support, higher bids deny ♣/♦ support.

3♦ = transfer with 4♠/♥, slam try. Opener's 3♥/♠ are both Majorwood.

3♥/♠ = nat, invitational

3NT = natural, choice of contracts

4♣/♦ = self splinter, slammish.

4♥/♠ = mild slam try, no shortage unless singleton A/K

4NT = quantitative

With 4/5 card support, opener should "super-accept" as follows:

3M minimum,

2NT with maximum and no particular weakness,

others below 3M show maximum and help needed in this suit, typically Jxx(x) or worse. Then:

3♦/♥ if available is a retransfer, others (including 3NT) are cues.

4NT = KCB

4♥/♠ = to play

## [F10] Continuations after 1NT 2♠ (both minors)

1NT 2♠ asks for opener's better minor - bid 3♣ with no preference. Then:

Pass/3♦ = to play

3♥/♠ = shortage in ♥/♠ with strong 5+/5+ in minors

3NT = at least A, K or Q in both majors (naturalish)

## [F11] Continuations after 1NT 2NT/3♣ transfers to 3♣/♦

1NT 2NT is transfer to 3♣. Continuations are:

Pass = weak with long ♣

3♦/♥/♠ = singleton ♦/♥/♠

3NT = balanced, mild slam try.

1NT 3♣ is transfer to 3♦. Continuations are:

Pass = weak with long ♦

3♥/3♠/4♣ = singleton ♥/♠/♣

3NT = balanced, mild slam try.

## [F12] Reverse Lebensohl

Used after 2-level interference over 1NT opening [Similar approach is used after (2x) X (P)]

2NT = puppet to 3♣. Then:

Pass = to play in ♣

Cue = Stayman with stopper, FG

New suit = Natural, FG

3NT = Natural with stopper

3♣ = Natural, FG (constructive over opponents' weak 2 opening)

3♥/♠ = Natural 5+cards, non-jumps NF, jumps invitational

3 opponents' suit = Stayman without a stopper

3NT = Natural, but denies a stopper

## [F13] Continuations after 2♦ Opening

2♦ opening shows 4+♥ and 4+♠ NV, 5+♥ and 5+♠ VUL and 6-10 HCP

2♥/♠ To play

2NT Game try enquiry

3♣ Natural, non-forcing

3♦ Natural, non-forcing, constructive

3♥/♠ mildly invitational

3NT to play

After 2♦ 2NT:

Not vulnerable	Vulnerable
3♣ = 4/4 in majors. Then: 3♦ = relay. Responses are 3♥ = 4♣ 3♠ = 4♦ 3NT = 44(32) 3♥/♠ = highly invitational. Then 3NT = 44(32), maximum 3NT = to play 4-level bids set suits as follows 4♣ sets ♥, 4♦ sets ♠, 4♥ sets ♣, 4♠ sets ♦	3♣ = 55(30). Then 3♦ relay. Responses are 3♥ = 5503 3♠ = 5530  3♦ = 5512 minimum 3♥ = 5521 minimum 3♠ = 5512 maximum 3NT = 5521 maximum 4♣ = 56(xy) 4♦ = 65(xy)
3♦ = 44(50) Then: 3♥ = relay. Responses are 3♠ = 4405 3NT = 4450 3♠ = highly invitational 3NT = to play 4-level bids set suits	After 2♦ 2NT, 3♣/♦/♥/♠/NT 3♥/♠ = highly invitational 3NT = to play 4-level bids set suits
3M = 5+M / 4oM. Then: 3♠ = highly invitational 3NT = to play 4-level bids set suits	After 2♦ 2NT, 4♣ 4♦ sets ♥, 4♥ sets ♠, 4♠ to play, 4NT = Blackwood. After 4♦/♥ setting bids, 4NT = modified KCB
3NT = 5♥/5♠. Then: 4-level bids set suits	After 2♦ 2NT, 4♦ 4♥/♠ to play, 4NT = modified KCB in ♠
4♣ = 6+♥, 5+♠. Then 4♦ sets ♥, 4♥ sets ♠, 4♠ to play, 4NT = Blackwood. After 4♦/♥ setting bids, 4NT = modified KCB	
4♦ = 5+♥, 6+♠. Then 4♥/♠ to play, 4NT = modified KCB in ♠	

## [F14] Muppet Stayman Continuations after 2NT 3♣

- 2NT 3♣; 3♦ = no 5 major, but at least one 4 card major. Then  
3M = 4oM, <4M. Then opener's 4oM min, to play, 4♣ = max. Responder then transfers to oM and either passes or continues bidding with suitable hand.  
3NT = to play  
4♣ = both majors, slam interest. Opener bids 4♥/♠ to sign-off.  
4♦ = both majors, no slam interest. Opener signs off in 4M  
4NT = quant
- 3♥ = no 5/4 major. Then  
3♠ = puppet to 3NT  
3NT = 5♠ with 4♥  
4m = 5+ natural, modified Minorwood  
4♥ = 5♥/5♠ weak. Opener passes or bids 4♠.  
4NT = quant
- 3♠ = 5♠. Then  
3NT/4♠ = to play  
4m = 5+ natural, modified Minorwood  
4♥ = ♠ raise, slam invitation or better  
4NT = quant
- 3NT = 5♥. Then  
4♣ = 5+ natural, modified Minorwood  
4♦ = transfer to 4♥

## [F15] Continuations after 2NT 3♦/♥ transfers

2NT 3♦/♥ are transfers to ♥/♠

Note 2NT 3♦, 3♥ 3NT = 5♥ and 4♠  
2NT 3♦, 3♥ 3♠ = puppet to 3NT

Transfer to major at 3-level and then 4NT is quantitative.

Transfer to major at 3-level and then raise to 4♥/♠ is mild slam invitation

Transfer to major at 3-level and then new minor is natural with at least mild slam interest. Then cheapest non-signoff (i.e. new suit) is KCB on the minor. Returning to the major shows 3 or doubleton honour; 4NT = NAT NF.

2NT 3♥, 3♠ 4♣ 4♦ = KCB on clubs, 4♥ = slam interest in spades, 4♠/NT = NAT NF

2NT 3♥, 3♠ 4♦ 4♥ = KCB on diamonds, 4♠/NT = NAT NF

2NT 3♦, 3♥ 4♣ 4♦ = KCB on clubs, 4♥/NT = NAT NF

2NT 3♦, 3♥ 4♦ 4♠ = KCB on diamonds, 4♥/NT = NAT NF

Super accepts and retransfers: After 2NT 3♦/♥:

4♣ = 4/5 card support, maximum. Then 4♦/♥ are retransfers.

4♥/♠ = 4/5 card support, no slam interest.

3NT = 3 card support, super maximum. Then 4♦/♥ are retransfers.

2NT 3♥, 3NT = super-accept with 3♥ and < 4♠

2NT 3♥, 3♠ = super-accept with 3♥ and 4+♠ in case responder is slammish. Then

4♦ is retransfer to set ♥

4NT = KCB on ♠

If 5/5 in majors, slammish

(a) Definite slam values. 2NT 3♦, 3♥ 4♣. Opener bids 4NT and responder shows key cards and queens in BOTH majors.  
5♣ = 1, 5♦ = 1½, 5♥ = 2, 5♠ = 2½, etc. Any ace or a major king = 1, major queen = ½.

(b) Mild slam interest. 2NT 3♥, 3♠, 4♥ Opener can pass or convert to 4♠. With interest, opener bids 4NT as in (a) above.

If opponents double any 3♠ puppet to 3NT, then:

3NT = double stop

XX = single stop

P = doubt about 3NT

## [F16] Continuations after 2NT 3♠, 3NT

2NT 3♠ is puppet to 3NT. Then:

Pass = to play. Other bids are minor 2 suiters with strong slam interest. Opener's 4NT denies interest.

4♣ = 5♣ + 4♦, then 4♦ = Minorwood on ♦, 4♥ = KCB on ♣

4♦ = 5♦ + 4♣, then 4♥/♠ = KCB on ♣/♦

4♥/♠ = 5/5 with short ♥/♠ then 4NT no interest, 5♣/♦ to play, 5♥/♠ = KCB in ♣/♦.

After signoff in 4NT, 5♣/♦ to play, 5♥/♠ = KCB in ♣/♦

4NT = (32)44 invitational to slam.

## [F17] 3NT and higher responses to 2NT Opening

Transfers at 4-level over 2NT always show single suiters - transfers, 6+ cards in suit above

After 2NT 3NT/4♣, responder treats opener's forced 4♣/♦ bid as Minorwood (step 1 min, etc).

After 2NT 4♦/♥ 4♥/♠, 4NT = KCB in ♥/♠.

2NT 4NT/5♣ are transfers to 5♣/♦ - to play

2NT 4S is range probe. Responses are:

4NT = minimum,

other bids = maximum, Baron style.

2NT 4S, 4NT 5x is 4+ suit (Baron) forcing to 5NT.

## [F18] Slam Bidding

### Roman Key Card Blackwood (RKCB)

When 4NT is RKCB:

5♣ = 0 or 3 key cards

5♦ = 1 or 4 key cards

5♥ = 2 key cards, no queen of trumps

5♠ = 2 key cards plus queen of trumps

If partner asks for the queen of trumps:

1st step = no queen

2nd step = Q

5NT (with or without the Queen ask) then confirms that all 5 key cards are held. Responses are:

6 trumps = no outside kings

6♣ = 1 outside king

6♦ = 2 outside kings

6♠ = 3 outside kings

7 any = solid source of tricks in side suit.

Other non-sign-off bids are asking bids in that suit. It is assumed that asker knows about the ace. Responses:

Step 1 = no K, no Q

Step 2 = Q only

Step 3 = K only

Step 4 = K + Q

### Minorwood

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

1<sup>st</sup> step = minimum, then next step = KCB

2<sup>nd</sup> step = 0 or 3 key cards

3<sup>rd</sup> step = 1 or 4 key cards

4<sup>th</sup> step = 2 key cards, no queen of trumps

5<sup>th</sup> step = 2 key cards plus queen of trumps

} All maximum for previous bidding }

### Majorwood

When 3 of a major is bid in certain defined auctions (after 1NT rebids and 1NT openings)

1<sup>st</sup> step = minimum, then next step = KCB

2<sup>nd</sup> step = 0 or 3 key cards

3<sup>rd</sup> step = 1 or 4 key cards

4<sup>th</sup> step = 2 key cards, no queen of trumps

5<sup>th</sup> step = 2 key cards plus queen of trumps

} Slam suitable i.e. control rich hand }

### Modified Minorwood

In response to responder's natural 4m in certain auctions

4NT = no interest /fit

Step 1 = minimum + fit. Responder's 4NT = to play, next step = KCB, other = cue

Step 2 = maximum + 0/3 KC

Step 3 = maximum + 1/4 KC

Step 4 = maximum + 2/5 KC, no Q trumps

Step 5 = maximum + 2/5 KC, + Q trumps

## G) Others

## H) Prepared defences