

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>
Overall balanced hands little, shapely hands 7+HCP
SPECIAL: (1C) – 1D: 4+ spades, UNBAL or 5(332)
(1C) – 1S: 6+C or (54)+ C + D
Reopen all 11 counts, overcall system off
Responses: Only 2/1 NF, cue = 10+ supp or 15+ any
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
Vs. 1C: 4H + 5 C or D, responses: 2C: P/C, 2D: ask, 2H: signoff
Vs. 1D: 15-18 BAL, system on
Vs. 1M: 4oM + 5 C or D, responses: same as (1C) – 1NT
Reopening: 11-14 BAL/1m, 11-16 BAL/1M, system on
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
(1x) – 2NT: 2 lowest unbid suits 55+
(1x) – 3C: Highest + lowest unbid suits 55+
Aggressive style when NV, less than average when V
Reopen: Same
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
(1x) – 2x: 2 highest unbid suits 55+
Aggressive style when NV, less than average when V
(1M) – 3M: Solid minor suit, 8 tricks in hand, asks for M stopper
(1m) – P – (P) – 2m: Natural
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
X: PENALTY, by PH: 5m + 4M
2C: Majors
2D: H or S
2H: H + (C or D)
2S: S + (C or D)
2NT: C + D
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
After T/O X, 2NT is puppet to 3C if weak
Cue-bids ask for stopper, solid minor
(2M) – 4m: 5m + 5oM
Lowest NT shows 16-18(19)
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>
X shows H + S, NT shows C + D
All other bids are natural, very aggressive
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
Transfers over 1x – (X)
1C/M – (X) – XX: 10+ HCP, willingness to PEN

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	3 <sup>rd</sup> /5 <sup>th</sup> , top from doubleton	Same	
NT	4 <sup>th</sup> , top from doubleton	Same	
Subseq	Low = ENC, high = DISC	Count more often	
Other: A lead asks for ENC/DISC, K lead asks for Count/Unblock			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AK(+), Ax, A	AKx(+), Ax	
King	KQ(+), K, AK(+), AKJT(+)	KQx(+), Kx, AKJT+, AK(+)	
Queen	QJ(+), Qx, Q, AQJ(+)	QJ(+), Qx, AQJ(+)	
Jack	JT(+), Jx, J, AJT(+), KJT(+)	JT(+), Jx, AJT(+), KJT(+)	
10	T9(+), Tx, T	T9+, Txxx(+)	
9	9x, 9, 98(+)	9x, 98(+)	
Hi-X	Xx	Xx, Xxxx(+), xXxx(+)	
Lo-X	HxX(+), HxxxX(+), xxxX	HxxX(+), xxxXx, xxX	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	ATT	Count	ATT
Suit 2	Count	ATT	Suit pref
3	Suit pref	Suit pref	Count
1	ATT	Count	ATT
NT 2	Count	ATT	Suit pref
3	Suit pref	Suit pref	Count
Signals (including Trumps): low ENC/even, high DISC/odd			
Discards: low ENC/even, high DISC/odd			
Suit pref: high = HIGH, low = LOW			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Vs. 1D-S: 12+ if balanced, normal T/O X, Cue: F1, jump: limit			
Vs. Preempts: 2NT: 0-7 any, 3 non-jump: 8-11			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Vs. (1C) – X: 15+ any, responses: 1D: 0-5, 1H-2D: 6-9, jumps: 10+			
1C – (1D/H) – X: 6+ HCP, 4+H/S			
1D – (X) – XX: 4+H			
1C – (1S) – X: 8+ bal, probably has stopper in S			
X against strong ART bids shows majors			

W B F CONVENTION CARD
<b>CATEGORY: Green</b>
<b>NCBO: Canada</b>
<b>PLAYERS: Quan Chen and Garrett Liu</b>
<b>EVENT: U21</b>
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
5-card majors
Unbalanced 1D
1NT (13)14-16 1 <sup>st</sup> /2 <sup>nd</sup> , 15-17 3 <sup>rd</sup> /4 <sup>th</sup>
1C balanced or natural
2C Strong, 22+ or 1.5 trick off game
Transfers over 1C
Open all balanced 11 counts
Aggressive in 3 <sup>rd</sup> seat
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
2D: Weak 2 in either major
2H: (44)+ H + S, 6-10HCP
2S: 5(332) or 52(42) 11-13HCP
1C: Any balanced hand 11-13 or 17-19, or 4+C unbalanced
(1x) – 2x: 2 highest unbid suits 55+
(1x) – 2NT: 2 lowest unbid suits 55+
(1x) – 3C: Highest + lowest unbid suits 55+
(1C) – 1D: 4+ spades unbalanced or 5(332)
(1M) – 1NT: 4oM + 5 C or D
(1C) – X: 15+ any hand
1C – 1D/H: 4+H/S
1M – 2M-1: 8+ 3+-card support for M
(1C) – 1S: 6+C or (54)+ C+D
1H – 1NT: 5+S any
1C – 1S: 5-7 BAL or 12+ BAL or 5+C
(1C) – 1NT: 4H + 5 C or D
1H – 1S: 0-4S K or 5+HCP
<b>SPECIAL FORCING PASS SEQUENCES</b>
When our side forces to game based on strength
<b>IMPORTANT NOTES</b>
3352 11-13 or 17-19 always open 1C
A lot of asking sequences
<b>PSYCHICS: Often in 3<sup>rd</sup> seat, rarely otherwise</b>

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4H	1 <sup>st</sup> /2 <sup>nd</sup> 11-13 BAL or 17-19 BAL or 4+C unbalanced 11-22	1D: 4+H, 1H: 4+S, 1S: 5-7BAL or 12+ BAL or 5+C, INT: 8-11 BAL, 2C: 5+D CONST or FG, 2D: 6+D INV, 2H: 5+S4H 5-9, 2S: 6+C INV, 2NT: 6+D4C 8-10, 3C: 6+C PRE	See notes[6-8], accepting transfer is typically minimum	See notes[14] for competitive bidding
		2	4H	3 <sup>rd</sup> /4 <sup>th</sup> 11-14 BAL or 18-20 BAL or 4+ clubs unbalanced	Same except 1S: 4-6 BAL or 5+C, INT: 7-10 BAL	Same	Same
1♦		4	4H	11-22 4+D unbalanced	1M: 4+M F1, 1NT: Ask for better minor, 2C: 6+C 6-9, 2D: 4+D 10+ F1, 2H: 5+S4H 5-9, 2S: 44C+D, 9-11, 2NT: 11-12BAL, 3C: 6+C INV, 3D: (4)5+D PRE	See notes[9]	See notes[14] for competitive bidding
1♥		5	4H	11-22 5+H	1S: 0-4S F1, 1NT: 5+S F1, 2C: (5)6+C 6-9, 2D: 3+H 8+, 2H: 3+H 5-7, 2S: 6-9 6+S, 2NT: any 4-card raise, 3m: 6+m INV, 3H: 4+H PRE, 3S: AMBI SPL 9-11, 3NT: SPL in S 12-15, 4m: SPL in m 12-15	See note[1-3]	Same
1♠		5	4S	11-22 5+S	1NT: F1, 2C: FG ART, 2D: 5+H 10+HCP, 2H: 3+S 8+, 2S: 3+S 5-7, 2NT: any 4-card raise, 3m: 6+m INV, 3H: 6+H INV, 3S: 4+S, 3NT: AMBI SPL 9-11, 4m: SPL in m 12-15, 4H: SPL in H 12-15	See notes[3-5]	Same
1NT		N/A	None	1 <sup>st</sup> /2 <sup>nd</sup> 13+-16 BAL	2C: Ask for major, 2D: 5+H, 2H: 5+S, 2S: Range ask or C, 2NT: D or 55 C+D weak, 3C: Ask for major, 3D: 55 C+D FG, 3H: 13(54) FG, 3S: 31(54), 4D/H: 6+H/S	1NT – 2C – 2D – 3H: 5+S FG 1NT – 2C – 2D – 3S: 5+H FG 1NT – 2C – 2x – 3C: Asking	Penalty doubles after overcalls
		N/A	None	3 <sup>rd</sup> /4 <sup>th</sup> 15-17 BAL	Same	Same	Same
2♣	✓	0	None	22+ any or 1.5 tricks off game	2D: Waiting, Others are natural positive	2C – 2D – 2H: 5+H or 25+BAL Lowest minor negative	Pass/double inversion
2♦	✓	0	None	1 <sup>st</sup> /2 <sup>nd</sup> /3 <sup>rd</sup> 6+ H or S, 5-9 HCP	Pass: To play, may not have D, 2H: P/C, 2S: P/range ask, 2NT: Asking, 3C: Asking about om, 3D: NAT F1, 3H: PRE P/C, 3S P/C, 3NT: 55 minors, 4m: 5m + 5 H or S	See notes [10]	Penalty doubles after overcalls
		6	None	4 <sup>th</sup> 6+D 10-13 HCP	All bids are NAT	NAT	Penalty doubles after overcalls
2♥		4	None	1 <sup>st</sup> /2 <sup>nd</sup> /3 <sup>rd</sup> 44+ H and S	P/2S: To play, 2NT: Asking, 3m: NAT F1, 3M: 4+M PRE	See notes for asking responses	Penalty doubles after overcalls
		6	None	4 <sup>th</sup> 6+H 10-13 HCP	2NT: Ask, All other bids are NAT NF	See notes for asking responses	Penalty doubles after overcalls
2♠		5	None	1 <sup>st</sup> /2 <sup>nd</sup> 5S(332) or 52(42) 11-13 HCP	2NT – 3D: 5+C/D/H, 3H: Range ask, 3S/NT: To play, 4m/H: SPL in bid suit, 4+S, 13-15 HCP	Mostly logical. Responding to 3H: 3S: minimum, 3NT: maximum	Penalty doubles after overcalls
		5	None	3 <sup>rd</sup> /4 <sup>th</sup> 5S(332) or 52(42) 12-14 HCP	Same	Same	Penalty doubles after overcalls
2NT		N/A	None	1 <sup>st</sup> /2 <sup>nd</sup> 20-21 BAL	3C: Asks for major, 3D: 5+H, 3H: 5+S, 3S: Relay to 3NT C or D or (C+D), 3NT: To play, 4C: Ace asking, 4D: 6+H, 4H: 6+S	2NT – 3S – 3NT – 4m: om single suit slam try 2NT – 3S – 3NT – 4M: SPL in M, 55 C + D	Pass/double inversion
		N/A	None	3 <sup>rd</sup> /4 <sup>th</sup> 21-22 BAL	Same	Same	Same
3♣		(6)7	None	7+C 5-9, could be 6 when NV or 3 <sup>rd</sup>	New suit: NAT F1, 4D: Asking for KC	See notes for KC asking	Penalty doubles after overcalls
3♦		(6)7	None	7+D 5-9, could be 6 when NV or 3 <sup>rd</sup>	New suit: NAT F1, 4C: Asking for KC	See notes for KC asking	Penalty doubles after overcalls
3♥		(6)7	None	7+H 5-9, could be 6 when NV or 3 <sup>rd</sup>	New suit: NAT F1, 4C: Asking for KC	See notes for KC asking	Penalty doubles after overcalls
3♠		(6)7	None	7+S 5-9, could be 6 when NV or 3 <sup>rd</sup>	New suit: NAT F1, 4C: Asking for KC	See notes for KC asking	Penalty doubles after overcalls
3NT	✓	N/A	None	Solid 8-card C or D	4C: P/C, 4D: Asking for shortness, 4M: To play	3NT – 4D: 4H: om SPL, 4S: H SPL, 4NT: S SPL, 5m: NAT, no SPL	Penalty doubles after overcalls
4♣		(7)8	None	8+C 5-9, could be 7 when shapely	New suit: NAT		Penalty doubles after overcalls
4♦		(7)8	None	8+D 5-9, could be 7 when shapely	New suit: NAT		Penalty doubles after overcalls
4♥		(7)8	None	8+H 5-9, could be 7 when shapely	New suit: NAT		Penalty doubles after overcalls
4♠		(7)8	None	8+S 5-9, could be 7 when shapely	New suit: NAT		Penalty doubles after overcalls
4NT	✓	N/A	None	(65)+ C+D, pick a game	Next bid is to play		Penalty doubles after overcalls
5♣		8	None	8+C, to play	Next bid is to play	HIGH LEVEL BIDDING	
5♦		8	None	8+D, to play	Next bid is to play	1430 RKC (kickback for H), Optional minorwood, Exclusion Blackwood 0314	
5♥		8	None	8+H, to play	Next bid is to play	Serious 3NT, cue-bids, kickback for minors when space is needed	
5♠		8	None	8+S, to play	Next bid is to play		

## Supplement Sheets:

### 1. After 1H-1S (ART F1 0-4S)

1NT: Gazzilli, either 4 spades and 5+ hearts 10-15 or 16+ any

2C: FG opposing 16+

See note[2] for continuation

2D: Spades preference if 4 spades + 5+ hearts

2H: 2(3) hearts, (3)5-7 HCP

2S: 6+ diamonds, (3)5-7

2m: Same as after forcing 1NT

2D/H: Signing off

2S: GF, ART

Everything else after 2m is standard

2H: 6+ hearts

2S: GF relay, ask for shortness

2S: 6+ hearts, 5+ spades, 13+-15 HCP

2NT: Solid 7+-card heart suit, got something else

3C: Asking for type of extra value

3D: Shortness

3H signs off, 3S asks for shortness, v/l/m/h

3H: 8+-card heart suit

3S: Outside HCP (at least A/K or 2Q or QJT)

3D: Bid 3NT with extra heart length, else bid 3H

3H: Signoff

3NT: To play

3C: 5+ hearts, 5+ clubs, 13+-15 HCP

3D: 5+ hearts, 5+ diamonds, 13+-15 HCP

3H: Solid 7-card heart suit, got nothing else

### 2. After 1H - 1NT (5+ spades, ART, F1)

2C: Gazzilli, either 6+ hearts weak or 16+ any

2D: FG opposite 16+

2H: 2 hearts, 4-7

2S: 6+S 3-5

2NT: 6+S, INV+, prefers show over ask

3C: 5C, FG

3D: 5D, FG

3H: C SPL, 7+S, slamish

3S: D SPL, 7+S, slamish

3NT: No SPL, 7+S, slamish

2D: Nat weak

2H: 5 hearts plus 4 clubs weak

2S: 3 spades or exactly 2533, 11-15

2NT: Spiral asking

3C: 2533

3D: Sign-off

3H: Strength ask

3S: Minimum

3NT: Maximum

3S: Sign-off

3NT: Sign-off

4C: Agreeing to spades as trumps, cue-bidding

4D: Agreeing to spades as trumps, last train

4H: Sign-off

3D: Short club minimum

3H: Short diamond minimum

3S: 35(32) minimum

3NT: 35(32) maximum

4C: Short club maximum

4D: Short diamond maximum

2NT: 4+ spades

3C: Spiral esque

Same as 2NT spiral except 3S and 3NT are 4522

3m: Same as after forcing 1S

3H: Solid 7-card suit with something else cause 2NT space got taken

### 3. After 1M – 2M-1 (8+ HCP, 3+ major support)

2M: Minimum, upper end at about 14 HCP

2S: 4+M

2NT asks for range, responses: inv/mixed

2NT: BAL, 11-12 with 3M, values distributed among other suits, NF

3m: Help suit with 11-12

3H: General invite

3S: Mini void splinter, 8-10

3NT/4m: Void splinter, 11-13

2M+1 - 3M-1: Kokish game try, AKA 2S ambiguous help suit and everything else is shortness

3M: General values invite, might be looking to hide info, probably balanced hand

Jump shifts are 55 FG

### 4. After 1S – 1NT (F1, wide ranged)

2C: 6+ spades 11-15, or any 16+

2D: 8+ any, FG opposite 16+

2H: 5-7 Looking to sign off

2S: 5-7 Looking to sign off

2NT: 3-suited, short in spades, looking to sign off

3m: 6+m, FG

3M: Shortness, 55 minors, FG

2D: 11-15 4+ diamonds

2H: 11-15 4+ hearts

2S: 11-15 4+ clubs

2NT: Solid 7+-card spade suit, got something else

3C: Asking for type of extra value

3D: Shortness

3H asks for shortness, v/l/m/h, 3S signs off

3H: 8+-card spade suit

3S: Outside HCP (at least A/K or 2Q or QJT)

3D: Bid 3NT with extra spade length, else bid 3S

3S: Signoff

3NT: To play

3C: 5+ spades, 5+ clubs, 13+-15 HCP

3D: 5+ spades, 5+ diamonds, 13+-15 HCP

3H: 5+ spades, 5+ hearts, 13+-15 HCP

3S: Solid 7-card spade suit, got nothing else

## 5. After 1S – 2C (ART FG)

2D: Any min with 0-3 hearts, 2H asks

2H: Asks

Responses mirror from the 2S+ for non-min minor hands

2H: 4+ hearts any strength

2S: Range ask

2NT: Medium, 4H only, 3C asks again, follows the maximum structure

3C: Minimum, or medium 55, 3D: Asks

3H: 55 any strength, 3S asks strength

3NT: Min

4C: Medium shortness

4D: Medium shortness

3S: 54

3NT: 64(21)

4C: 6430

4D: 6403

3D: Maximum, 5+S4H, short diamond

3H: Maximum, 5422, or 6511, or 7600

3S: Maximum, 5413 or 5404

3NT: Maximum 6412

4C: Maximum 6430

2NT: Shape ask, answers are symmetrical from clubs structure

3m: 6+ minor, 3m+1 will then agree to playing minor

2S: 2S+ are non-minimum, 4+ diamonds, 2NT then relay asks, follows the clubs structure from 3C+

2NT: No side suit

3C: Asks for spade length, up the line answers

3D: 6+ clubs

3H: 6+ diamonds

3C: 5S4C

3D: 6S4C

3H: 5S5C short heart

3S: 5S5C short diamond

3NT: 5044

## 6. After 1C – 1D/H (4+ H/S)

Accepting the transfer: 2-3 trump support, minimum hand, probably balanced

1S: Over 1C – 1D – 1H: 4+S, F1

1NT: To play

2C: Relay to 2D, INV or D weak

2D: ART FG

2M: Sign off

2NT: Relay to 3C, either C slam seeking or signing off in 3C

3C+: NAT slam tries

3NT: To play

1S: Natural, promises unbalanced

1NT: 17-19 balanced

2C: 6+ clubs, 0-2 support for partner's major

2D: Reverse nat, or 18+ clubs 1 suiter

20M: Asking

2NT: 18+ with clubs 1 suiter

3C: Minimum reverse

3D+: 18+ reverse, NAT bidding

2M: Weak, looking to signoff opposing minimum reverse

2NT: Relay to 3C if minimum reverse, looking to signoff

3C: Minimum reverse

Any bid is signoff

3D: 18+ reverse

3H: 18+ with clubs, SPL

3S: 18+ with clubs, SPL

3NT: 18+ with clubs, no SPL

2M: 4-card minimum raise

2H over 1H: NAT reverse, Ingberman applies

2S over 1D: FG jump shift

2NT: 4-card raise, medium+, or (3-card raise + 6+ clubs 15-17)

3C: Signoff if clubs

3D: Ask

3H: 3-card raise

3S: 4-card raise 15-17, no shortness

3NT: 4-card raise 18-20, no shortness

4C: Shortness in diamonds

4D: Shortness in hearts

3M: To play

30M: Bid 3NT with clubs, cue-bid with major

3NT: Agree major suit, serious

3C: Medium clubs 1 suiter, 0-2 M support

3D+ Splinter, 15-17

7. After 1C – 1S (BAL 6-7, or BAL (11)12+, or 5+ clubs)

1NT: Most 11-13, or 17 balanced  
2C: 6-9 HCP with 5+ clubs  
2D: Minor stayman, inv+  
2H: 4+ clubs  
2S: Asks for 5 clubs, 2NT denies, 3C accepts  
2NT: FG  
3C: Invitational  
2S: 4+ diamonds  
2NT: FG  
3C: Asks for 5 diamonds, 3D accepts, 3H denies  
3D: Invitational  
2NT: Neither  
3C+: 17 HCP, mirrored responses  
2M: NAT 12+ HCP with 5+ clubs  
2NT: Balanced invite  
3C: 12+ HCP with 6+ clubs with 1/3 out of 3 top honours, no major  
3D: Have the missing 2 honours, cuebids ensue  
3H: Asking for extra length if solid suit  
3S: Solid, no extra length  
3NT: Broken suit  
4C+: Solid, each level is 1 extra length  
4NT: Broken suit with A, but good side values, quantitative  
3S: Has 1 top honour, maximum  
3NT: Has 1 top honour, minimum  
3D: 12+ HCP with 6+ clubs with 2 out of 3 top honours, no major  
3H: Have the missing 1 honour, cue-bidding  
3S: Have the missing 1 honour, cue-bidding  
3NT: Just looking for a place stop, no top honours  
4C: 17, have the missing 1 honour, optional minorwood  
3M: Splinter, (31)45 hands  
3NT: Nat signoff  
4C: Optional  
4NT: Quantitative  
2C: 6+ clubs, 11-bad 15  
2D: Reverse with diamonds or FG with clubs, 2H asks  
2M: Natural reverses  
2NT: 18-19 balanced  
3C: Clubs with slam interest  
3D: Minor stayman, mirrored responses from 1NT  
3M: Natural with clubs, FG  
3C: Medium hand with 6+ clubs  
3 of a suit: self-splinters  
3NT: SOLID CLUBS

8. After 1C – 2C (5+D, 6-9 or (12)13+)

2D: Signoff opposite 6-9  
2M: NAT, FG  
2NT: No splinter with 6+ diamonds FG  
3C: 5+ diamonds 4+ clubs FG  
3D: Slam interest with diamonds, probably no shortness  
3M: Self splinter with diamonds  
3NT: Signing off?  
2M: NAT FG reverse  
2NT: 17 HCP BAL  
3C: 16-18 6+C  
3D: 15-17, 3+D  
3M/4C: SPL, 18+  
3NT: 18- 19 BAL

9. After 1D – 1M (4+M)

1S: Natural, unbalanced, semi-forcing

1NT: 16+ any or 6+D 11-15

2C: 8+, FG opposite 16+

2D: 6+D 11-15

2H: 16+, 3+ in partner's major

2S: Shape relay

2NT: 3-card support, contains shortness

3C: Ask for 4-carder

3D: 4oM

3H: 6D

3S: 4C

3D: Ask for shortness, agree to M

3H: High shortness

3S: Low shortness

3C/D: 4-card support, high/low shortness

3H: 3-card support, 6D, no shortness

2S: 16+ 4+ in oM

2NT: 16+ C+D, shortage in not P's suit or (12)55

3C: Shape relay

3D: (12)55 2 in P's suit/1165

3H: (12)55 1 in P's suit/(02)65

3S: (03)55

3NT: (12)64

3C: 16+ 6+D

3D: Ask for shortness

3H: No shortness

3S/NT/4C: S/H/C shortness

3H: Ask for D length

3S: 2272

3NT: 6D

4C: 7D C shortness

4D: 8D

4M: 7D M shortness

3D: 3D+ have C+D w/shortness in P's suit, 2254/1174

3H: (31)54/(20)65

3S: (30)55

3NT: (21)64

2D: 5-7, 3+D

2M: 5-7, 6+M

2oM: 5-7, short in D, 3-suited

2C: (54) C + D, 11-15

2D: 3-card raise for M, 11-15

2M: 11-14, 4+M

2oM: 4oM6D, 13+-15

2NT: 6+D + 4C, 13+-15

3C: 55 C + D. 13+-15

3D: Solid 7+-card D, 13+-15

10. Responding to 2D ((5)6+ H or S, 5-9)

2H: Strict P/C

2S: P/range ask

Pass: Weak 2 in spades

2NT: Minimum weak 2 in hearts

3C: Maximum weak 2 in hearts 0-2 clubs

3D: Maximum weak 2 in hearts 3+ clubs

2NT: Asking, may have clubs

3C: Any minimum

3D: Asking again

3H: 6+ hearts minimum no shortness

3S: 6+ spades minimum

3NT: 6+ hearts, 0-1 spades

4m: 6+ hearts, 0-1 in minor bid

3H: P/C

3S: FG with 6+ clubs

3D: Maximum, hearts

3H: Maximum, spades

3S: AKQxxx of hearts

3NT: AKQxxx of spades

3C: Asking in shorter major length

3D: 0-1 in other major

3H: P/C

3H: 2 in hearts, 6+ in spades

3S: 2 in spades, 6+ in hearts

3NT: 3+ in hearts, 6+ in spades

4C: 3 in spades, 6+ in hearts

4D: 4 in spades, 6+ in hearts

3D: Natural, F1, inv+

3H: Purely preemptive, not-so-strict P/C

3S: Strict P/C

3NT: 55 minors

4m: 5m + 5 H or S, INV

4H: Strict P/C

4S: To play

## 11. Competitive agreements

### UNPASSED HANDS:

Overcalling against 1C:

X: 15+

Pass: Great clubs, very confident about downing them

1D: 0-7

1D: 4+S, got something else

1H: No raise, F1

1S: 3-card raise

Support X apply

1H: 5+H, denies 4S

1S: 5+ spades: F1

1NT: Balanced

1S: Clubs or minors

1NT: Pick clubs if clubs, diamonds if minors

2C: To play

1NT: 4H + 5m

2C: Majors, (54)+

2D: Diamonds

Everything else normal

Overcalling against 1D (Showing (3)4+D):

X: T/O, with ELC

1M: 5+ M

1S: 5+S F

1NT: 15-18

2C: 6+ clubs

2D: Michaels

2H: Natural

2S: Natural

2NT: C + H

3C: C + S

Overcalling against 1H:

X: T/O, ELC

1S: Normal shit

1NT: 4S + 5m

Everything else normal

Overcalling against 1S:

X: T/O, ELC

1NT: Raptor

Everything else normal

### PASSED HANDS:

Overcalling against 1C:

X: Diamonds

1D: 4+S, got something else

1H: No raise, F1

1S: 3-card raise

Support X apply

1H: 5+H, denies 4S

1S: 5+ spades: F1

1NT: Balanced

1S: Clubs or minors

1NT: Pick clubs if clubs, diamonds if minors

2C: To play

1NT: 4H + 5m

2C: Majors, (54)+

2D: Diamonds preempt

Everything else natural