

DEFENSIVE AND COMPETITIVE BIDDING	
<b>OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)</b>	
(4)5+ suit at 1 level, 5+ suit at 2 level	
In response: Jump raise in M: Mixed, 1NT: 7-10(11) HCP cue shows a raise, new suit is NF below 3 level, when simple change of suit is NF then jumpshift is NAT F. [16, 17]	
<b>1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>	
1st/2nd: 15-18 HCP, system on	
4th: 12-15 HCP, system on	
(1 Bid)-P-(1 Bid)-1NT: 15-18 HCP	
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>	
Variable – Int when VUL, weak if NOT, PRE over strong NT or strong 1♣, Strong vs Pre-empt 2NT: 5+/5+ Minors (or two lowest over m) constructive 4 <sup>th</sup> : Intermediate, 2NT: 20-22 HCP	
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>	
(1m 3+)-2m: 5+/5+ majors, (1M)-2M: 5+OM&5+m constructive (1m <3)-2m: NAT [16]	
<b>VS. NT (vs. Strong/Weak; Reopening; PH) [15]</b>	
X: Penalties incl vs strong 1NT 2♣:♥ & ♠ (then 2♦: Ask for longer M), 2♦: Natural, 2♥/2♠: Natural, 2NT: minors	
<b>VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)</b>	
X: T/O Lebensohl over 2M. [19]	
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣</b>	
(1♣)- or (1♣)-P-(1♦)- X: majors, 1NT: minors, weak jumps (2♣)- or (2♣)-P-(2♦)- X: majors, 2NT: minors, weak jumps Pass then bid: good hand [14]	
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>	
XX: 10+ HCP Pen interest or BAL 7 card fit 8-10 HCP	

LEADS AND SIGNALS			
OPENING LEADS STYLE. [20]			
	Lead	In Partner's Suit	
Suit	3rd/5th	3rd/5th	
NT	3rd/5th	3rd/5th	
Subseq	Attitude		
Other:	Occasional 4 <sup>th</sup> when 3 <sup>rd</sup> may cost eg KJ9x		
	Possible attitude if raised partner's suit		
LEADS. [20]			
Lead	Vs. Suit	Vs. NT	
Ace	Overlead	Overlead	
King	Overlead	Unblock/rev count	
Queen	Overlead / interior	Can be from K	
Jack	Overlead / interior	Overlead / interior	
10	Overlead / interior	Overlead / interior	
9	9x	9x	
Hi-X	3rd/5th	3rd/5th	
Lo-X	3rd/5th	3rd/5th	
SIGNALS IN ORDER OF PRIORITY [20]			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev attitude	Rev count	Rev attitude
Suit 2	Rev count	Standard SP	Rev count
3	Standard SP		Standard SP
1	Rev attitude	Rev count	Rev attitude
NT 2	Rev count	Standard SP	Rev count
3	Standard SP		Standard SP
Signals (including Trumps):			
Trump plays may be suit preference or interest in ruff			
DOUBLES [18, 19]			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
10+ HCP with excellent shape			
Responses: cue F to suit agreement, min suit 0-7/8 HCP, jump 8-11 HCP, double jump below game 8-11 HCP 5 card suit			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
X: Can be game try in cramped auctions			
X: Can be suggesting partner bid 3NT in cramped auctions			
X of (1NT)-P-(3NT) or similar asks for a heart lead			
X of Stayman or transfer is lead directional			
X of splinter suggests a sacrifice			
X of Multi 2♦: takeout [15], 2M is natural			

W B F CONVENTION CARD	
<b>CATEGORY:</b>	Green
<b>NCBO:</b>	New Zealand
<b>EVENT:</b>	Seniors 2025
<b>PLAYERS:</b>	Dwayne Crombie - 57546 Neil Stuckey - 16419
SYSTEM SUMMARY	
<b>GENERAL APPROACH AND STYLE</b>	
<b>2/1 Game Force</b>	
Suit Opening 5♠5♥4♦2♣ [1,5,7]	
1♣: 2+, 2♣: ART GF, 2M: 6 card major, 4-9 pts [2]	
2♦: 11-16 HCP, 4+♠ & 5+♥ [10]	
Possible bypass of diamonds after 1♣ opening if weak	
2 way check back after 1x – 1y, 1NT [note 6]	
<b>1NT Opening:</b> 12-14 HCP when NV, 15-17 when VUL [8]	
<b>2 over 1 Response:</b> Natural GF. [7]	
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>	
1♣: 2+ suit, may be BAL with any 5332. [2]	
2♦: 11-16 HCP, 4+♠ & 5+♥ (hearts always longer). [10]	
3NT: Good any suit pre-empt [12]	
Variable jump overcalls	
<b>SPECIAL FORCING PASS SEQUENCES</b>	
<b>IMPORTANT NOTES</b>	
A bid of a contract when forced to that contract is min 4th suit game forcing (1♣-1♦; 1♥-2♠: 4SF with 1♠: NAT)	
<b>PSYCHICS:</b> Rare	

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	Bids and Responses		
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION
1♣		2	4♥	Natural, 10+HCP [1]	Suit: transfers over 1♣, 1♠ = T to 1NT, 1NT = ♦, 10+ HCP	1NT: 12-14 V, 15-17 NV 1♣-1 Suit; 1NT: 2♣- GT, 2♦- GF [2]
1♦		4	4♥	or 18-19 HCP BAL (incl 5M)	Suit is NAT F, 1m-3m: Mixed [3], jump Om = game try	1♦-1X; 2NT: 18-19 bal [3, 3a, 6]
				normally 1♦ with 4-4m	1NT/2NT: NF 6-11/12-13 HCP, 1m-2m: GF raise	1M: Nat possible BAL
					2♥/2♠: 4-8 pt, 6+ suit, 1♦-3♣: NAT INV, Jump= SPL	
1♥		5	4♦	Natural, 10+HCP [1]	1♠: (4)5+♠, New suit at 2 level: GF, 1NT: NF 6-11 HCP	1NT: 15-17 NV, 12-14 V, 3NT Rebid: To play. [4, 6]
1♠		5	4♥		1♥-2♠: (0)4-7 HCP 6+ suit, 2NT: ART INV+ Raise	1♥-1♠; 2NT: INV+ with 4+♠ or 3♠ with 6♥ [4, 6]
					1M-3M: Mixed raise, Jump-shift: mini splinter, GTry	1♥/1♠-2NT; 3♣: Any Min (11-14 HCP), 3♦: 15+ no SPL,
					Double jump-shift splinter, 3NT: To Play	3♥/3♠/3NT: 15+ SPL H/M/L, Jump: void [4][4a]
					Drury convention, 2♣ by a passed hand shows 10-12 pts	Help suit game tries in new suits after agreement
					And 3+ card support for major	After 2/1: 2 of openers suit: Catchall, often minimum [7]
1NT		-	4♥	NV 12-14 HCP, VUL 15-17	2♣: Stayman, 2♠: Size ask or 5+♣	Stayman then new suit GF except 2 level NF after 2♦ resp
				Approx BAL (5M possible)	2♦/2♥/2NT: 5+♥/5+♠/5+♦, 3♣: Puppet Stayman	1NT-2♦/2♥: 2NT/3M; excellent/good super accept [8]
					3♦: GF 5m5m, 3♥/3♠: 31(mm)/13(mm)	1NT-2♦/2♥: New suit by responder NAT GF
					4♣: Gerber	1NT-2♠/2NT; Step 1: Min, Step 2: Max [8] then suit is SPL
					If doubled, then suits show that and another, RDBL is SS	
2♣	ART	-	4♥	ART GF or 23+ HCP BAL	2♦: Negative or waiting, 2♠: BAL GF, 2NT: 5+♠	2♣-2♦/2♠; 2NT: As over 2NT opening, 3NT running suit
					2♥/3♣/3♦: Good suit GF	2C-2♦-2♥: bal GF or GF 5+♥ forces 2♠ then 2NT =24-25
						Or 28+ bal, minors show two suites, 3NT=26-27 [9]
2♦	ART	-	-	11-16 HCP, 4+♠ & 5+♥	2♥/2♠: To play, 2NT: ART GF, 3♦: ART INV in M	2♦-2NT: 3♣/3♦: FRAG, 3♥: 4522 Min, 3♠: 4522 Non-min
				(♥ always longer than ♠)	3♣: NAT NF, 3♥/3♠: Mixed raise, 4♣/4♦: RKCB for ♥/♠	3NT: 4522 good mm. 4♣: 4♠&6♥, 4♦: 5♠&6♥ [10]
2♥		(5)6	-	4-9 HCP, 6 Card suit	2NT: ART INV+, New Suit: NAT 1RF	2M-2NT; 3M: Minimum, 3NT: Max no SPL, Other: SPL [11]
2♠		(5)6	-	(occasionally 5 card suit)	Raise: PRE, 3NT: To Play	
2NT		-	4♥	20-22 HCP, Approx BAL	3♣: Puppet Stayman, 3♦/3♥: ♥/♠, 3♠: Both minors	After 2NT-3♣: 3♥/3♠ 5 card suit, 3NT no 4+M
				(Possible upgrades)	3NT: To play, 4♣/4♦: NAT F, 4♥/4♠: To Play	3♦: 1 or 2 Majors (3M shows OM, 4♦ shows both M)
3♣/3♦		6	-	Pre-empt	New suit: Forcing	Opener not to go past 3NT without fit
3♥/3♠		6	-		3NT: To Play	
3NT	ART	-	-	Good any suit pre-empt	4♣: P/C, 4NT: Blackwood, new suits are slam tries	3NT-4♣/4♦: [12]
4♣		7		Pre-empt	New m: cue, 4M: NF	HIGH LEVEL BIDDING [13]
4♦		7			4NT: RKCB	Kickback/RKCB is suit above agreed suit (14/03),
						Cue 1 <sup>st</sup> /2 <sup>nd</sup> equally
4♥		7		Pre-empt	4♠: NF, Other new suit: cue	Last train, PODI/PORI
4♠		7			4NT: RKCB	After GF SPL next step (not 3NT) asks for void/keycards

### Note [1] Basic Style

- Point count is a guide only.
- 2/1 response is GF unless there is an overcall then it is 1RF.
- Variable NT, 12-14 Not VUL, 15-17 VUL
- We rebid 1NT with 15-17 HCP Not Vul, (12-14 if VUL) hands, but we may bypass a major if balanced
- Fourth suit is game forcing except 1♣-1♦; 1♥-1♠ which is NAT and 2♠ becomes ART GF
- After 1♣-1Suit; 2NT, 2♣-2♦; 2NT, 2♣-2♠; 2NT, NAT 2NT overcall continuations are the same as after a 2NT opening
- Don't normally show shortage with singleton A or K, don't normally SPL in partner's suit
- Artificial responses by a passed hand no change although ranges can be a little lower eg P-1♦; 2♦ opener can pass

### Note [2] Continuations after 1♣

Style after first response is that bids at the 2 level are not forcing, 2NT is invitational and 3 level are good hands or GF

#### 1♣ Responses

1♣ - 1♦	4+	4+♥ suit
1♣ - 1♥	4+	4+♠ suit
1♣ - 1♠	6-10	transfer to 1NT, may have long weak minor or 16+ 4333 hand to show with next bid
1♣ - 1NT	10+	5+♦ suit, denies a M suit
1♣ - 2♣	GF	4+♣ suit
1♣ - 2♦	Game try	5+♣ suit, nothing about diamonds
1♣ - 2♥/♠	5-9	6+ suit
1♣ - 2NT	11-12	4+♣ suit, denies a M suit
1♣ - 3♣	6-9	5+♣ suit
1♣ - 3♦/♥/♠		splinter agreeing ♣
1♣ - 3NT	13-15	4+♣ suit, denies a M suit

1♣ - 1♦		
?	1♥	3♥ support
	1♠	4♠, denies 3 or 4♥ support
	1NT	11-14pts, bal hand, denies 3 or 4♥ support, may still have 4♠
	2♣	nat, non forcing
	2♦	nat, reverse values
	2♥	11-14pts, 4♥ support, bal hand
	2♠	nat, GF, reverse values, 2NT by either partner = NF
	2NT	18-19pts, bal hand, 3♣ c/back for Hx, oM 3♦ says both
	3♥	invitational with 4♥ support
	3♠/4♣/♦	GF splinters, with 4♥ support
	4♠ up	exclusion RKCB

1♣ - 1♦		
1♥ - ?	1♠	nat, 4♠
	1NT	6-11pts
	2♣/♦	natural 4+ suit, 1round force
	2♥	6-10pts, 5+♥
	2♠	splinter with 5+♥
	2NT	11-12 balanced
	3♣/3♦	GF, 4+♣/ 4+♦ but may have only 4♥
	3♥	GF, with 6+♥
	3♠/4♣/♦	GF values, 5+♥, splinter
	3NT	13-15pts, 4♥ only

1♣ - 1♦		
1♠ - ?	1NT	6-11pts
	2♣	natural,
	2♦	5+♦, 1 round force
	2♥	11+pts, 6+♥
	2♠	6-9pts, 4♠ support
	2NT	11-12 balanced
	3♣/3♦	GF, 4+♣/ 4+♦ but may have only 4♥
	3♥	GF, with 6+♥
	3♠	invite with 4♠,
	3NT	13-15pts, 4♥ only
	4♣/♦/♥	GF values, 4♠, splinter agreeing ♠

1♣ - 1♦		
1NT - 2♣	(see note 6)	checkback for Hx in ♥ or 4♠

1♣ - 1♥		
?	1♠	3♠ support
	1NT	bal hand, variable strength depending on vulnerability, denies 3 or 4♠ support
	2♣	natural non forcing
	2♦	natural, reverse values
	2♥	natural 4♥, reverse values
	2♠	11-14pts, 4♠ support
	2NT	18-19pts, bal hand
	3♣/3♦	15+ points, usually 6+ suit natural
	4♣/4♦/3♥	splinters agreeing ♠
	5♣ up	exclusion RKCB

1♣ - 1♥		
1♠ - ?	1NT	6-11pts, nat, shows 4♠ only
	2♣/♦	natural 5+ suit, 1 round force
	2♥	8-10pts, 5+♠ and 4+♥
	2♠	6-10pts, 5+♠
	2NT	11-12 balanced
	3♣/3♦	GF, 4+♣/+♦ but may have only 4♠
	3♥	GF, with 5+♠ and 4+♥
	3♠	GF, with 6+♠
	3NT	13-15pts, 4♠ only
	4♣/♦/♥	GF values, 5+♠, splinter

1♣ - 1♥		
1NT - 2♣	2minor are check-back for Hx in ♠ or 4♥	
	2♥	8-10pts, 5+♠ and 4+♥, not F
	2♠	to play, 5+♠
	2NT	invitational
	3♣/♦	GF, natural with 5+♠
	3♥	GF, with 5♥ and 5+♠
	3♠	GF, with 6+♠
	3NT	13-15pts, 4♠ only

1♣ - 1♠		
?	1NT	11-14pts, bal hand
	2♣	nat, non forcing
	2♦	nat, reverse values, unbal hand,
	2♥/♠	nat, reverse values, 2NT response is now NF
	2NT	18-19pts, bal hand

1♣ - 1♠		
1NT -	2♣	check back
	2♦	any GF
	2♥/♠	4 card suit (F to 2NT)
	3♦/♥/♠	18+pts and 4cd suit in a 4333 hand
	3NT	16-17pts, 4333 shape

1♣ - 1NT		
?	2♣	support for ♦
	2♦	no support for ♦
	2♥/♠	15+pts and 4cd suit

1♣ - 2♣	see [note 3a]	inverted minor, strong
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### Interference Over 1♣

System ON over X and 1 level bids except 1NT and 1♠

1♣ - (X) - ?	XX = diamonds, 6+ pts, rest as per system ON
1♣ - 1♥ - ?	X = spades, 4+ suit, 6+ pts
	1♠ = requests transfer to 1NT (typically either balanced or weak minor)
	1NT = 5=diamonds, 10+ pts
1♣ - 1♥ - (2♥) - ?	X = 3cd ♠ (ie. support X)
	2♠ = minimum and 4 card support
1♣ - (1♠) - ?	X = T/O shows 4♥, 1NT to play, Note: 1♣-(1♠)-2♣ is still strong with ♣
1♣ - (2bid) - ?	bid naturally with X for T/O

### [Note 3] Continuations after 1♦ opening

1♦ - 1♥/♠	6+	4+ suit
1♦ - 1NT	6-11	denies a M suit, usually 4+♣
1♦ - 2♣	GF	4+♣ suit, denies a M unless strong enough to reverse

1♦ - 2♦	GF	4+♦ suit, denies a M
1♦ - 2♥/♠	3-7	6+ suit
1♦ - 2NT	11-12	usually 4+♣ suit, denies a M suit
1♦ - 3♣	game try	good ♦ raise
1♦ - 3♦	6-9	limit raise with ♦ support
1♦ - 3♥/♠/4♣		GF, splinters
1♦ - 3NT	13-15	usually 4+♣ suit, denies a M suit
1♦ - 1M		
?	natural bidding, reverses, etc.	
1NT		11-14pts, over 1♥ - opener can rebid 1♠ to show 5+♦ and 4♠ over 1♠ - opener can rebid 1NT which doesn't deny ♥
2♣		5+♦ and 4+♣
2M		11-14pts, 4+ support
2NT		18-19pts, bal hand
		3♣ = 4+♣ (now 3M=showing, NOT cue)
		3♦ = 4+♦ (now 3M=showing, NOT cue)
		3major = 5+ major (if partner responded this major)
		3NT = nat, denies any of the above
		3♣ GF values, 5+♦ and 4+♣
		3♦ invitational with good 6+♦ suit
		3♠/4♣/♥ splinters, agrees M
1♦ - 1♥/♠		
1NT - ?	2♣/2♦	check back—(see note 6)

1♦ - 1M  
2M - 2NT                      checkback for 3M or 4M support, partner rebids 3major if four card support

#### Interference Over 1♦

1♦ - (x) -	System bids still on, eg 2♦ GF ♦ support etc
1♦ - (x) - xx	= 10+pts
1♦ - (x) - 1♠	= 4+♠
1♦ - (1♥) - x	= 4♠ exactly
1♦ - (1♥) - 1♠	= 5+♠

#### Note [3a] Continuations to 1♠-2♣ or 1♦-2♦ (INV+, 4+ support, denies a major)

After 1m-2m

- 2NT: 15-19 HCP, approx BAL, GF, opener is expected to bid again if 18-19 HCP. Note denies 3NT rebid as below.
- 3NT: 15-17 HCP, approx BAL with 4432 after 1♣ opening and 3343 after 1♦ opening
- Min new suit: Stopper or 5/6 F to 2NT or 3m
- Jump new suit
- 4m: Suit set inviting cue bids

#### Note [4] Jacoby Style 2NT (3+ support M, INV+)

After 1M-2NT opener rebids as follows:

- 3♣: Any minimum (approx. 11-14 HCP), then 3M is NF and 3NT is an offer to play
- 3♦: 15+ HCP No shortage
- 3♥/3♠/3NT: 15+ HCP SPL High/Middle/Low
- Jump in a new suit shows a void

After 1M-2NT; 3♣:

- 3♦: Asks for shortage, then 3♥: No shortage, 3♠/3NT/4♣: High/Middle/Low SPL

Interference over Jacoby 2NT:

- Step responses
- Pass: Any minimum (approx. 11-14 HCP), then (if available) 3M is NF
- X/XX: 15+ HCP No shortage
- Minimum suit: 15+ HCP SPL High
- Minimum suit +1: 15+ HCP SPL Middle

#### Note [4a] Other Raises over 1M

- 1NT: 6-11 HCP, NF, may be off shape because of 2 over 1 style
- 1M-2M: 3 card support 4-9 HCP, then a new suits are help suit game tries, 2NT is a general game try
- 1M-3M shows four plus support (6)7-9 HCP
- 1M-jump shift is a mini splinter and game try
- 1M-double jump shift is splinter, GF, with any or all of cue bids, last train and RKCB
- After a double; no change but after an overcall; raise is NAT less than an invite and cue shows INV+ raise, 2NT is NF INV
- P-1M; 2m shows good 3 card raise with values in the minor
- Drury convention, so 2♣ after 1 major by a passed hand, shows 10-12 pts and 3+ card support

## Interference Over 1♥/1♠

### System ON

1♥ - (x) - xx

1♥ - (x) - 1♠

1♥ - (1♠) - x

1♠ - (x) - xx

if we can make the system bid

= 10+pts, no immediate ♥ support

= 4+♠

= T/O, both minors

= 10+pts, no immediate ♠ support

## Note [5] Reverse

While a reverse normally has a four card suit, this is not guaranteed. After a reverse:

- Cheapest of 2NT or 4th suit: Asks reverser to rebid their first suit unless extras
- Other including a raise: Forcing

## Note [6] 2 Way Check back after 1NT (variable strength) rebid, e.g. 1x – 1y, then 1z or 1NT

2♣:	Puppet to 2♦, on occasion the 1NT bidder can instead show 3 card major support if suitable (then Pass: ♦ non-forcing, 2♥/2♠/3♣: 4 card suit or 3 card support for partner or Invitational with own suit, 2NT: Invitational)
2♦:	Artificial, game force (then 2♥/2♠/3♣/3♦: Natural or 3 card support for partner F, 2NT: Nat F)
2♥/2♠:	Non-forcing, less than invite
2NT:	Puppet to 3♣ (then - 3♦: 5 of responder's suit & 4 of opener's with high shortage, 3♥: 5 of responder's suit & 4 of opener's suit, low shortage, 3♠: 4 of responder's suit & 5 of opener's suit with high shortage, 3NT: 4 of responder's suit & 5 of opener's suit low shortage)
Jump-shift:	5-5 game forcing eg 1♥-1♠; 1NT-3♣
Jump support:	Slam try, 4+ support eg 1♥-1♠; 1NT-3♥
3 suit rebid:	Single suited, forcing, slam try eg 1♥-1♠; 1NT-3♠

## 2NT Rebid after 1♠ - 1♦/1♥/1♠

A 2NT rebid shows the bal 18-19 hand, including 5 card majors

3♣: puppet Stayman asking for 5 card majors

3♦/3♥: transfer to hearts and spades respectively

3♠: both minors

## Note [7] Rebids after 2/1 response

- New suit: Natural forcing, non-minimum if reverse or at three level
- Rebid of suit: Minimum 5+ suit, may include 4 card support for responder if minimum

## Note [8] Continuations to 1NT Opening

- After 2♣-2♦: 2♥/2♠ is natural and NF, 2NT is invitational, 3m is natural GF, 3♥/3♠: 5♠&4♥/4♠&5♥
- After 2♣-2♥/2♠: 2NT is invitational, 3m is natural GF, Cheapest OM shows BAL slam try, jumpshift is SPL
- 2♦/2♥ show 5+♥/5+♠, normally opener bids 2♥/2♠ but can super accept with 2NT (excellent) or 3♥/3♠ (good). Then new suit is natural GF unless a retransfer over 2NT, 2NT is invitational, 3NT is choice of games, jumpshift is SPL. If responder rebids 2♠ after 2♥ this shows 5-5+ but is NF while bidding 3♥ after 2♠ is forcing
- 2♠ is a size ask or 5+ clubs, then 2NT is any minimum and 3♣ is any maximum. 2NT shows 5+♦, then 3♣ is a non-super accept, 3♦ is a super accept. Responder's continuations are new suits SPL
- 3♣ is Puppet Stayman, 3♦ shows a GF with 5/5 minors, 3♥/3♠ show 3♠1♥/1♠3♥ with both minors
- 4minor is slam interest in tied major, e.g. hearts/spades
- 4♥/♠ are to play
- 4NT is quantitative, bidding on is natural and maximum

## Interference over 1NT Opening

- If they bid 2♣ then system on with double replacing 2♣ bid (except if 2♣ shows MM then double shows clubs)
- Double is takeout over a natural bid, new suit at 2 level is NF (opener may raise), 2NT: Clubs, INV+, New suits at the 3 level is a transfer to the suit above INV+, double is values over an artificial overcall.
- If they double (not penalties) then system on with XX showing values and subsequent doubles are takeout
- If they double (penalties) then XX: values (subsequent doubles are takeout), Suit: natural non forcing
- If they double Stayman or puppet Stayman then pass denies club stop, XX shows interest to play in clubs, others no change with a club stop. If the X is passed to responder, then XX asks again eg 1NT-(P)-2♣-(X); P-(P)-XX is Stayman

## Note [9] continuations after 2♣

- 2♦: negative (0-8 HCP) or waiting
- 2♥: hearts and a positive
- 2♠: balanced hand and a positive
- 2NT: spades and a positive

## 2♣-2♦:

- 2NT 22-23 HCP
- 3NT running suit, usually a minor
- 2♥ bal GF or 5+ hearts and GF, forces 2♠: then  
2NT: 24-25 HCP or 28+ HCP  
3♣ or 3♦: 4+ suit and 5+ hearts  
3♥: hearts and suit setting  
3♠ shows 4+ spades and 5+ hearts  
3NT: 26-27 HCP

### Note [10] Continuations to 2♦ (11-16HCP, 4+♠ & 5+♥, hearts always longer than spades)

- Pass: To play
- 2♥/2♠: To play (then opener can continue with significant extras and/or shape)
- 2NT: ART GF (then 3♣/3♦: FRAG, 3♥: Min 4522, 3♠: Non-min 4522, 3NT: 4522 good minors, 4♣: 4♠ & 6♥, 4♦: 5♠ & 6♥)
- 3♣: Natural non-forcing (then opener can raise)
- 3♦: ART INV in at least one major (Then 3♥: Min, 3♠: Accept if ♥ raise, 3NT: 4522 Max, 4♣/4♦: FRAG & Max, 4♥: 4♠ & 6♥, 4♠: 5♠ & 6♥)
- 3♥/3♠: Mixed raise, (6)7-9 HCP 4+ support

### Note [11] Continuations after 2♥/2♠

2♠(over 2♥)	NF, shows 6+♠
2NT	inquiry, respond with min/max in tied minor
3♣/5♣	pass or correct
3♦/♥	natural, NF, shows 6+ suit to play
3♠/4m	jump = splinters, agree opener's Major
2M – 3M raise	pre-emptive law raise
3NT/4♥/♠	to play

### Note [12] 3NT Good Suit Pre-empt:

An opening of 3NT represents a hand with good playing strength (and often enough HCP values to open at the one level) that has constructive slam interest. With a purely pre-emptive hand we open 4♥/4♠.

4♣/4♦:	Pass or correct
4NT:	Simple Blackwood (5♣: 0/4 Aces, 5♦: 1 Ace, 5♥: 2 Aces, 5♠: 3 Aces)
5♣/5♦/6♣/6♦:	To play
5NT:	Pick a slam

### Note [13] Slam Bidding

- Our general approach, in priority order, to slam bidding is to use last train, splinterwood, kickback and cue bidding
- **Last Train.** After a major has been agreed and cue bidding has commenced then step below major is Last Train showing extras but not enough to commit above game. If the Last Train bidder continues after signoff, then it was a cue bid.
- **Splinterwood** After a GF splinter first step (not 3NT or game in agreed suit) asks: Step 1: Void, Step 2+ as per RKCB. If a void is shown, then the first step is a keycard ask.
- **Kickback.** Instead of 4NT being a keycard ask then the suit, (at the four level) one step above the agreed or implied trump suit acts as keycard. ie 4♦ for clubs, 4♥ for diamonds, 4♠ for hearts with 4NT remaining keycard for spades. If no suit is explicitly agreed, then the last suit is assumed to be agreed eg 1♥-2♣; 4♦ would be kickback. 4NT replaces what the kickback bid would have meant. When the step above the trump suit is not defined as Kickback then 4NT remains RKCB.
- Assuming 4NT is the keycard ask responses and principles are as follows:
  - 5♣: 1/4, 5♦: 0/3, 5♥: 2/5 without Q, 5♠: 2/5 with Q, 5NT: 2/5 with Q & 2 Kings, 6♣+: 2/5 with Q and cheapest K
  - After a signoff over a 5♣/5♦ response to RKCB responder is required to bid on with 3 or 4 keycards. Responder bids cheapest K with 5NT showing the trump Q
  - After 4NT RKCB and response - responder bids cheapest King eg...4NT-5♦; 5NT-6♦ shows ♦K, denies ♣K
  - After 4NT and Q ask responder bids cheapest trump suit with no Q, others show Q and cheapest K, responder bids 6 of the trump suit with Q and no outside K. If responder cannot deny trump Q below slam, then 5NT shows trump Q and 6 of suit denies trump Q
  - Any time (apart from if spades are agreed) after 5♥ 2 keycards with no Q, 5♠ asks for extra length and is a try for 7. With no extra length responder signs off in 6 of the suit, otherwise they can bid 5NT with extra length and no side K
  - PODI/PORI (Pass: 0, X/XX: 1)
  - In cue bidding (SPL is a cuebid) show cheapest of 1<sup>st</sup> or 2<sup>nd</sup> round controls, XX: 1<sup>st</sup> round control
  - When two suits are possibly trumps then a new suit is a cue bid for the suit that can't be agreed below game eg 1♠-2♦; 3♦-3♠: new suit is a cue bid for spades, to agree diamonds responder bids 4♦.
- 4NT/5NT is quantitative after 1NT or 2NT or 2♣-2♦; 2NT or 2♠-2♣; 2NT or after fourth suit.
- 5NT is normally pick a slam.

### Note [14] Defence to Transfers over 1♠ opening eg (1♠)-P-(1♦ showing hearts)-?

- Double is takeout
- Bid of suit transferred to is natural

- 1NT is 15-18 HCP
- 2♣ is Michaels

#### **Note [15] Defence to 1NT**

- Double is penalties, nominally 16+ HCP vs strong or weak 1NT, nominally 14+ HCP vs mini 1NT (ie less than 12 HCP) but can be weaker with some tricks
- Double by a passed hand is undefined
- 2♣ shows hearts and spades; (then 2♦: asks for preference, 2♥/2♠: Natural NF, 2NT: Natural NF INV, 3m: NAT F)
- After a natural overcall; New suit is F, 2NT is constructive, raise is constructive
- 2NT: Shows ♣ & ♦
- Jump: Constructive vs weak/mini 1NT; Pre-emptive vs Strong 1NT
- If they bid Stayman or a transfer or similar, then double is lead directional

#### **Note [16] Defence to Multi 2♦**

- Double is takeout of spades or strong (Lebensohl applies)
- 2♥ is takeout of hearts (Lebensohl applies)
- Otherwise natural

#### **Note [17] Defence to Short 1♣ or 1♦ (eg Precision)**

- If the suit is 3+ then as a natural 1♣/1♦
- If the suit could be less than 3 then 2+m overcall is natural
- In response a cue shows a good raise eg (1♦ Precision)-1♥-(P)-2♦ shows a raise

#### **Note [18] Lebensohl**

After a double of a weak two then our bids are as follows:

- Minimum suit at the two level is in the 0-6/7 HCP range
- 2NT shows asks partner to bid 3♣ unless strong (then responder cues with both a stop and 4 of the other major, suit bids show a hand in the 0-6/7 HCP range unless responder could have bid at two level then it shows a four card suit invitational eg (2♥)-X-(P)-2NT; (P)-3♣-(P)-3♠ shows 4 four spades only with invitational values.
- Minimum suit at the three level is in the 7-10/11 HCP range
- Jump to the three level shows a five card suit invitational eg (2♥)-X-(P)-3♠
- Cue: denies a stop or four of the other major F

#### **Note [19] Doubles**

The following doubles are penalty (or show the suit):

- When we have shown a shape-based double/redouble eg (1♥)-X-(1♠)-X is penalties
- After a Flannery Opening or a singled suited pre-empt eg 3♥-(3♠)-X is penalties
- All four suits have been bid eg 1♠-(P)-2♣-(2♠ red suits); X is penalties
- Double of a splinter is a suggestion to sacrifice ie shows length
- Double of the opponent's Stayman or transfer or similar is lead directional
- Double of (1NT)-P-(3NT)-X asks for a heart lead

These doubles are not penalty

- (1NT)-X-(2♥)-X is takeout as the first double showed values, not shape
- 1NT-(X)-XX-(2♥); X is takeout as the XX showed values, not shape
- 1♥-(2♠)-3♣-(3♠): X is initially a try for 3NT
- After an enquiry, X or XX is the second step eg 1♥-(P)-2NT-(3♦); X would be the second step ie 15+ no shortage
- Double can be a game try eg 1♠-(P)-2♠-(3♥); X double is a game try
- A double of a multi 2♦ is takeout of spades or strong

#### **Note [20] Leads and signals**

Versus suits:

- Overlead honours except K from AK tight
- Interior sequences eg J from KJT<sub>x</sub>
- 3<sup>rd</sup>/5<sup>th</sup> including from three small. Occasional 4<sup>th</sup>s when 3<sup>rd</sup> may cost eg KJ9<sub>x</sub>.
- After raise of partner the lead may be attitude

Versus no trump:

- K asks for unblock or reverse count, meaning Q can be from KQ when looking for attitude
- Otherwise overlead honours or interior sequences
- 3<sup>rd</sup>/5<sup>th</sup> including from three small. Occasional 4<sup>th</sup>s when 3<sup>rd</sup> may cost eg KJ9<sub>x</sub>
- After raise of partner the lead may be attitude

Signals and discards:

- Reverse attitude and reverse count (in that order of preference)
- Standard suit preference including when following to trumps
- High low in trumps may indicate a desire to ruff
- The default priority of attitude, then count, then suit pref is subject to signalling what we think partner needs to know