

## DEFENSIVE & COMPETITIVE BIDDING

### OVERCALLS (Style; Responses; 1/2 level; Reopening)

<b>Style:</b> 1 level overcall can be light
<b>Responses:</b> Transfers after simple overcall in direct or balancing
Jump raise PRE, Jump Q = Mixed raise
Jump shift FIT

### 1NT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> live; Responses; Reopening)

<b>2<sup>nd</sup> Position:</b> 15-18 HCP
<b>Responses:</b> As over 1NT OPENING
<b>4<sup>th</sup> Position:</b> 11-14 HCP over minor; 11-16 HCP over major
<b>Responses:</b> Range Ask Stayman, System On

### JUMP OVERCALLS (Style; Responses; Unusual NT)

<b>Style:</b> Weak (Intermediate at UNFAV or in Balancing)
<b>Reopening:</b> Intermediate Jump overcall (12-15 HCP); 2NT = 19-20 HCP
<b>Unusual NT:</b> 2 Lower un-bid suits

### DIRECT & JUMP CUE BIDS (Style; Responses; Reopen)

<b>Style:</b> Michaels {(1♣)-2♦, (1♦)-2♥, (1♦)-3♦ = Majors if short 1♣/1♦}
<b>Responses:</b> (1M)-2M-(P)-3♣ = P/C; (1M)-2M-(P)-3♦ = Limit in oM (1m)-2m-(P)-3♣/3♦ = Limit raise in ♥/♠
(1m)-3m = NAT, (1M)-3M asks stopper
<b>Reopening:</b> Same

### VS. NT (vs. Strong / Weak; Reopening; PH)

<b>Vs WK:</b> DBL = 14 <sup>+</sup> HCP; <b>Vs STR:</b> DBL 5 <sup>+</sup> m - 4M
<b>Vs All:</b> 2♣ = Majors 2♦ = A Major 2M = 5 <sup>+</sup> M - 4 <sup>+</sup> m
<b>Reopening:</b> Same

### Vs PREEMPTS

T/O DBL thru 4♥; LEB after (2M)-DBL-(P)
(2M)-4m = Strong 5 <sup>+</sup> oM - 5 <sup>+</sup> m

### VS ARTIFICIAL STRONG OPENINGS

<i>Suction</i> vs. Strong 1♣, 2♣, 2♦ & 2NT [6]
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### OVER OPPONENTS' TAKEOUT DOUBLE

1m-(DBL)-2NT = Limit raise <sup>+</sup> ; Jump shift FIT
1M-(DBL): Transfers (starting at 1NT); 2NT = <i>Jacoby</i> (UPH), Unspecified SPL (PH) <i>Bergen</i> 3♣/3♦/3M; Other Jump shifts FIT

## LEADS AND SIGNALS

### OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	3 <sup>rd</sup> even, low odd	Same
NT	4 <sup>th</sup>	Same
Subs.	Same, but some ATT	Same, but some ATT
Other:		

### LEADS

Lead	Vs Suit	Vs NT
Ace	AKx	Asks ATT
King	AKx (5 level +), AK, KQx	Asks CT or unblock
Queen	QJ(x)	QJ(x), KQxx, KQJx
Jack	HJ10(x), J10(x)	HJ10(x), J10(x)
10	H109x	H109x, 109xx
9	9xx	9xx
Hi-x	xx	xxx, maybe xxxx
Lo-x	xxx, xxxx, xxxxx	Normally from an honor

### SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's lead	Discarding
1 <sup>st</sup>	Lo = ENCRG	Lo = Even	Lo = ENCRG
2 <sup>nd</sup>	Lo = Even	S/P	Lo = Even
3 <sup>rd</sup>	S/P		S/P

<b>Signals (including trump):</b> REV Smith vs. NT Trump suit preference signals
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## DOUBLES

### TAKEOUT DOUBLES (Style; Responses; Reopening)

<b>Style:</b> Support for unbid suits
<b>Responses:</b> Cue F1
<b>Reopening:</b>

### SPECIAL, ARTIFICIAL & COMPETITIVE (RE-)DBLS

NEG DBL thru 4♥
RESP DBL thru 4♦
Maximal Overcall DBL to 3M
Support DBL & RDBL to 2♥
Many low level DBLs T/O

WBFC Convention Card



**Category: Natural – GREEN**

**NCBO: CANADA**

**Event: 46<sup>th</sup> World Bridge Team Championships – d'Orsi Cup**

**Players: John RAYNER                      Nader HANNA**

## SYSTEM SUMMARY

### GENERAL APPROACH AND STYLE

<b>1NT Opening:</b> (14 <sup>+</sup> )15-17
<b>2 over 1 RESP (UPH):</b> FG
5 card Majors
1M-1NT F1 (UPH)

### SPECIAL BIDS THAT MAY REQUIRE DEFENCE

<b>OPENINGS:</b> 3NT 1 <sup>st</sup> and 2 <sup>nd</sup> positions: Solid minor, no side A or K 3 <sup>rd</sup> and 4 <sup>th</sup> positions: To Play
<b>RESPONSES:</b> 1m-2♥ = BAL 11-12 HCP [1] 1m-2♠ = 5 <sup>+</sup> Card raise, 6-9 HCP [2] 1♣-2♦ & 1♥-2♠ = PRE by UPH 1M -3♣ = 4 <sup>+</sup> Card constructive raise (6-9 HCP) 1M -3♦ = 4 <sup>+</sup> Card limit raise P-1M-2♣/2♦ = 3-Way Reverse Drury [4]

### COMP:

1m-(1♥)-1♠ = 7-10 HCP, Denies 4♠, no ♥ stopper [3]
1m-(1♥)-2♥ = 6 <sup>+</sup> ♠ 8 <sup>+</sup> HCP [3]
1m-(1♥)-2♠ = 6 <sup>+</sup> ♠ 4-7 HCP [3]

### SPECIAL FORCING PASS SEQUENCES

Pass then pull is stronger than taking initial action
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### IMPORTANT NOTES THAT DON'T FIT ELSEWHERE

Ingberman over Reverse by Opener [7]
Many <i>Lebensohl</i> situations in competition

**PSYCHICS:** Rare

OPENING	TICK IF ARTIFICIAL	MIN. # OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PH & COMP BIDDING
1♣		3	4♥	11 <sup>+</sup> UNBAL 12-14 or 18-19 BAL 1♣ with 33 minors Usually 1♣ with 44 minors	1M may have longer ♦; 1♦ resp. may be 3 card 1NT = 8-10, 2NT = 12 <sup>+</sup> -15, 3NT = 16-17 2♣ = Limit raise <sup>+</sup> 2♦ = PRE; 2♥ = 11-12 BAL; 2♠ = 5 <sup>+</sup> card raise 6-9 HCP 3♣ = PRE; 3-level JS = SPL	INT rebid may have 4 card M if BAL 2-way New Minor Forcing over 1NT rebid 4 <sup>th</sup> suit FG; SPL; Mod. WOLFF S/O over 2NT rebid [8];	PH: FIT jumps 1m-(1♥)-1♠ = 7-10, no 4♣, no ♥ stopper [3] 1m-(1♥)-2♥ = 6 <sup>+</sup> ♠ 8 <sup>+</sup> HCP [3] 1m-(1♥)-2♠ = 6 <sup>+</sup> ♣ 4-7 HCP [3]
1♦		3	4♥	See 1♣	See 1♣ 1♦-3♣ = NAT INV	See 1♣	See 1♣
1♥		5(4)	4♦	May be 4 card suit 3 <sup>rd</sup> & 4 <sup>th</sup>	1NT = F1; <b>BART</b> [5] 2NT = <i>Jacoby</i> 1♥-2♠ (UPH) = NAT PRE 3♣ = Sound 4-card single raise; 3♦ = Limit raise 3♥ = PRE 3NT = 3-3-(3-4) 13-15 HCP SPL	1M-1NT-3NT = Solid Suit SPL Help Suit Game Tries	PH: 3-way <i>Reverse Drury</i> [4] 2NT = 5 <sup>+</sup> -5 <sup>+</sup> ms INV 2♠/3♣/3♦ = Fit 1♥ - (1♠) - 2♦ (PH) = 3 card <i>Drury</i> ; <b>1M-(DBL)</b> : TRF(starting 1NT); FIT Jumps; 2NT <i>Jacoby</i> (UPH); SPL (PH); <i>Bergen</i> (also after (1♥ - 1♠));
1♠		5(4)	4♥	May be 4 card suit 3 <sup>rd</sup> & 4 <sup>th</sup>	See 1♥ 1♠-3♥ = NAT INV	See 1♥	See 1♥ 1♠-3♥ Fit
1NT			4♥	15-17 (may be very good 14) May have 5 M or 6 m	NF STAY; 4-Suit TRF; <i>Gerber; Texas</i> 3♣ = Puppet STAY 3♦ = 5 <sup>+</sup> -5 <sup>+</sup> ms FG 3M = SPL, 3 oM-(54) ms	INT-2♣-2♦-2♥ = Weak, both Ms INT-2♣-2♦-3M = 4M, 5oM FG INT-2♣-2♦-4♣ = 5 <sup>+</sup> ♥ + 5 <sup>+</sup> ♠ INT-2♣-2♦-4♦ = 6 <sup>+</sup> ♥ + 4♠ INT-2♣-2♦-4♥ = 6 <sup>+</sup> ♠ + 4♥ INT-2♣-2M-3oM = Unspecified Shortness INT-2♣-2M-4♣ = Slam Interest (No Shortness) INT-2♣-2M-4♦ = KC Ask	COMP: LEB after NAT overcall NEG DBL thru 3♠ 1NT-(DBL)-RDBL = Relay to 2♣
2♣	√	0		STR, ART	2♦ Waiting, 5 <sup>+</sup> HCP or A or K, FG 2♥ = 0-4 HCP 2NT = ♥	2♣-2♦-2♥ = <i>Kokish</i> 2♣-2♦-3M = 4M-6 <sup>+</sup> ♦	COMP: DBL = 0-4 HCP, Pass = 5 <sup>+</sup> HCP
2♦		6(5)		NAT, WK (5-11) Usually 6 card suit	New suit F1; 2NT <i>Ogust</i> inquiry 4♣ = KC Ask		COMP: over (DBL): 3-level new suit is lead directing 2NT = Relay to 3♣
2♥		6(5)		See 2♦	See 2♦		See 2♦
2♠		6(5)		See 2♦	See 2♦		See 2♦
2NT				20-21 BAL, May have 5M	STAY; JTB; Texas; Gerber; 3♠ = Relay to 3NT for minor suited hands		
3♣		6		May be light	New suit F; 4♦ = KC Ask	<b>HIGH LEVEL BIDDING</b>	
3♦		6		May be light	New suit F; 4♣ = KC Ask	RKCB - 1430	
3♥		7		May be light	New suit F; 4♠ = KC Ask	<i>Minorwood</i>	
3♠		7		May be light	New suit F; 4♣ = KC Ask	Exclusion KC - 03/14	
3NT	√			1 <sup>st</sup> & 2 <sup>nd</sup> : 7-8 card solid m, no side A, K 3 <sup>rd</sup> & 4 <sup>th</sup> : To Play	4♣/5♠/5♦ = P/C; 4♦ = Asks Shortness 4NT = Asks extra length or outside Q	Preempt KC - 0, 1, 1wQ, 2, 2wQ GSF	
4x				NAT PRE		SPL	

## Rayner - Hanna (Canada Seniors) - Supplementary Notes

**Note 1:** 1m-2♥ = 11-12 HCP - Balanced

2♠	Relay to 2NT
P	To Play
3m/3om	Natural - Forcing
3NT	To Play
2NT	To Play
3m/3om	Natural - Non-Forcing
3♥/3♠	Shortness
3NT	To Play

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**Note 2:** 1m-2♠ = 5<sup>+</sup>m - 6-9<sup>-</sup> HCP

2NT	17 <sup>+</sup> GF
3m	No Shortness, extra length (6-3-2-2 or 7-2-2-2)
3om/3♥/3♠	Shortness
3NT	No shortness (5-3-3-2 shape)
3m	To Play
3om/3♥/3♠	Shortness
3NT	To Play
4m	<i>Minorwood</i>

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**Note 3:** 1m-(1♥)

DBL	4/5♠. Opener's 1♠ shows 3 card support and 2♠ shows 4 card support.
1♠	7-10 HCP, Denies 4♠, no ♥ stopper
1NT	Balanced 7-10 HCP, ♥ stopper
2m	Inverted Raise - 4 <sup>+</sup> m - Limit Raise +
2om	Natural, F1
2♥	6 <sup>+</sup> ♠ - 8 <sup>+</sup> HCP
2♠	6 <sup>+</sup> ♠ - 4-7 HCP
3m	5 <sup>+</sup> m - Mixed Raise

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## Rayner - Hanna (Canada Seniors) - Supplementary Notes

**Note 4:**      *Reverse Drury* in response to 3<sup>rd</sup> or 4<sup>th</sup> seat major suit opening bid

1M-2♣      Shows a 4 card raise with 7<sup>+</sup> HCP

### Responses:

2♦	Ask to specify range (constructive range <b>or</b> limit raise)
2M	Constructive raise
2oM	Concentration and limit raise
2NT	Balanced limit raise
3m	Concentration and limit raise
3oM	Singleton - Limit raise
4m	Singleton - Limit raise
2M	Minimum
New Suit	Shortness
4M	To play

1M-2♦      Shows a 3 card limit raise (10<sup>+</sup> HCP)

### Responses:

2M	Minimum
New Suit	Help suit game try
Jumps	<i>Splinter</i>
2NT	14 HCP - Non Forcing
3M	6 <sup>+</sup> M - Slam Try
3NT	Choice of Games
4M	To Play
4NT	<i>KCB</i>

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**Rayner - Hanna (Canada Seniors) - Supplementary Notes**

**Note 5: BART**

1♥ - 1NT 2♣      2 <sup>+</sup> ♣	1♠ - 1NT 2♣      2 <sup>+</sup> ♣
2♦      Relay to 2♥ for all flawed hands, then P      To Play 2♠      6 <sup>+</sup> ♦ - 8-9 HCP 2NT      11-12 HCP - Denies 4♣ 3♣      5♣ - Not as good as direct raise 3♦      To Play 3♥      3 card limit raise - <Qxx in trumps	Relay to 2♥ showing 5 <sup>+</sup> ♥ - then P      To Play 2♠      2♠-5♥ 10 <sup>+</sup> -12 HCP 2NT      11-12 HCP - ♦ stopper 3♣      5 <sup>+</sup> ♥-4 <sup>+</sup> ♣ 10 <sup>+</sup> -12 HCP 3♦      5 <sup>+</sup> ♥-5 <sup>+</sup> ♦ 10 <sup>+</sup> -12 HCP 3♥      6 <sup>+</sup> ♥ - 10 <sup>+</sup> -12 HCP – Not a good suit
2♥      2♥ - 8 <sup>+</sup> -10 HCP 2NT      14-15 HCP 3♥      6 <sup>+</sup> ♥ - 14-16 <sup>-</sup> HCP 3NT      To Play	Relay to 2♠ for all flawed hands, then Pass      To Play 2NT      11-12 HCP – denies 4♣ 3♣      5♣ - Not as good as direct raise 3♦      6 <sup>+</sup> ♦ - To Play 3♠      3 card limit raise - < Qxx in trumps
2♠      6 <sup>+</sup> ♣ - 8-9 HCP	2♠ - 8 <sup>+</sup> -10 HCP 2NT      14-15 HCP 3♥      Promises 3♥ ~ 16 HCP 3♠      6 <sup>+</sup> ♠ - 14-16 <sup>-</sup> HCP
2NT      4♣ - 11-12 <sup>-</sup> HCP - Stoppers	Same
3♣      5 <sup>+</sup> ♣ - 10-12 <sup>-</sup> HCP	Same
3♦      6 <sup>+</sup> ♦ - 10-12 HCP	Same
3♥      3 card limit raise – Qxx or better in trumps	6 <sup>+</sup> ♥ - 10-12 HCP – Reasonable suit
3♠ <i>Splinter</i> – 3♥ - 4 <sup>+</sup> ♣ Limit Raise 4♣ <i>Minorwood</i> 4NT <i>KCB</i> for ♥	3 card limit raise – Qxx or better in trumps
3NT      Hx♥ - 6 <sup>+</sup> ♣ - Limit raise	Hx♠ - 6 <sup>+</sup> ♣ – Limit raise
4♦ <i>Splinter</i> – 3♥ - 4 <sup>+</sup> ♣ Limit Raise 4NT <i>KCB</i> for ♥	Same
4♥      3♥ - 5 <sup>+</sup> ♣ - Picture bid - Very good ♣, No side controls (e.g. xx Kxx xxx AKxxx) 4NT <i>KCB</i> for ♥	<i>Splinter</i> - 3♠ - 4 <sup>+</sup> ♣ - Limit Raise 4NT <i>KCB</i> for ♠
4♠	3♠ - 5 <sup>+</sup> ♣ - Picture bid 4NT <i>KCB</i> for ♠

**Rayner - Hanna (Canada Seniors) - Supplementary Notes**

1♥ - 1NT 2♦ 4 <sup>+</sup> ♦ (except when 4-5-3-1)		1♠ - 1NT 2♦ 4 <sup>+</sup> ♦
2♥	Up to 10 HCP with 2♥, or 4-6 HCP with 3♥	Relay to 2♠ for all flawed hands, then 2NT 11-12 HCP – Denies 4♦ Pass/3♣/3♥ To Play 3♦ Constructive (< Invitational) 3♠ 3 card limit raise - <Qxx in trumps
2♠	4 <sup>+</sup> ♦ - 8-9 HCP <b>OR</b> 6 <sup>+</sup> ♣ - 5-9 HCP 2NT 15 <sup>+</sup> -17 <sup>-</sup> HCP 3♣ Default – Responder corrects with ♦ 3♦ Good 5♥-5 <sup>+</sup> ♦ 3♥ Good 6 <sup>+</sup> ♥-4♦	8 <sup>+</sup> -10 HCP with 2♠ - Continuations are the same as after 1♠-1NT-2♣-2♠
2NT	11-12 <sup>-</sup> HCP - Stoppers	4♦ - 11-12 <sup>-</sup> HCP - Stoppers
3♣	6 <sup>+</sup> ♣ - 10-11 HCP	Same
3♦	5 <sup>+</sup> ♦ - 10-11 HCP	Same
3♥	3 card limit raise	6 <sup>+</sup> ♥ - 10-11 HCP
3♠		3 card limit raise - Qxx or better in trumps
1♥ - 1NT 2NT Balanced 17 <sup>+</sup> - 19 <sup>-</sup> HCP		1♠-1NT 2NT Balanced 17 <sup>+</sup> - 19 <sup>-</sup> HCP
3♣	5 <sup>+</sup> ♦	5 <sup>+</sup> ♦
3♦	3 Card limit raise – No shortness	5 <sup>+</sup> ♥
3♥	5 <sup>+</sup> ♣	3 Card limit raise – No shortness
3♠	<i>Splinter</i> – 3 Card limit raise	5 <sup>+</sup> ♣
3NT	Balanced 6-10 <sup>-</sup> HCP – No 3♥	Balanced 6-10 <sup>-</sup> HCP – No 3♠
4♣/4♦	<i>Splinter</i> – 3 Card limit raise	<i>Splinter</i> – 3 Card limit raise
4♥	Weak raise	<i>Splinter</i> – 3 Card limit raise
4♠		Weak raise
1♥/♠ - 1NT 3NT Solid suit - 6 <sup>+</sup> ♥/♠		

## Rayner - Hanna (Canada Seniors) - Supplementary Notes

**Note 6:**        *Suction* over Opponents' strong 1♣, 2♣, 2♦ and 2NT

The following also applies after the negative response (e.g. (1♣)-P-(1♦)):

DBL            The suit above OR the other two suits, e.g.  
(1♣)-DBL            Shows ♦ OR ♥ and ♠  
(1♣)-P-(1♦)-DBL    Shows ♥ OR ♠ and ♣

NT            At any level, shows non-touching suits

♣/♦/♥/♠        At any level, shows the suit above or the other two

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**Note 7:**        *Ingberman* by Responder over a reverse (or jump shift to the two level) by Opener

- Simple rebid of his suit at the 2 level (1m-1M-2R-2M) is **Non-Forcing**, and shows 5<sup>+</sup> of the suit and up to 7 HCP.
  - Jump rebid of his suit shows a solid or one loser suit opposite a void (e.g. AKQJxx, KQJ10xxx, AKJ10xxx or AQJ10xxx) and sets trumps.
  - 2NT is **puppet to lowest suit Opener can tolerate** and is conventional showing weakness. However, if Responder rebids his suit it shows 6<sup>+</sup> (not solid or semi-solid) suit and **game forcing** values (8<sup>+</sup> HCP).
  - 4<sup>th</sup> Suit is artificial Game Forcing (8<sup>+</sup> HCP) and denies a direct fit in one of Opener's suits (usually has 5 of own suit).
  - Jumps to 3NT and 4NT show 10-12 HCP and 13-14 HCP respectively with good stoppers in the unbid suit and no fit for Opener's suits.
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## Rayner - Hanna (Canada Seniors) - Supplementary Notes

### Note 8: Modified Wolff Sign Off

1m - 1M

2NT

3♣	Relay to 3♦ - If followed by 3NT it shows a mild slam interest in Opener's minor
3♦	<b>Check Back Stayman</b> (♥ first)
3M	Natural and Game Forcing
3oM	5 <sup>+</sup> M-5 <sup>+</sup> oM - Slam Interest
3♠	Fit in ♠
4♣/4♦	Cue bid in support of ♥
3NT	To Play
4♣/4♦	5 <sup>+</sup> M-5 <sup>+</sup> ♣/♦ - Slam Interest
4oM	5 <sup>+</sup> M-5 <sup>+</sup> oM - No slam Interest
4NT	Quantitative (only 4M)

1♥ - 1♠

2NT

3♣	Relay to 3♦ for weak hands
3♦	<b>Check Back Stayman</b> (5♠)
3♥	3♥ - Limit Raise
3♠	Natural and Game Forcing
3NT	To Play
4♣/4♦	5 <sup>+</sup> ♠-5 <sup>+</sup> ♣/♦ - Slam Interest
4♥	3♥ - Weak
4NT	Quantitative (only 4♠)

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