




DEFENSIVE AND COMPETITIVE BIDDING		LEADS AND SIGNALS			WBF Convention Card 	
OVERCALLS (Style; Responses; 1/2 level; Reopening)		OPENING LEADS STYLE			NCBO Logo & Coloured Sticker:  	CATEGORY: Green NCBO: Hong Kong, China EVENTS: d'Orsi Senior Bowl 2023 PLAYERS: Henry Lam / Fung Kwok Lau UPDATE: 26 June 2023
General style: 8-16, 5+cards (occ. 4-cards at 1-Level).						
Resp: Cue bid= Limit Raise or better [LR+].						
New Suit = F1 at 1-L / 3-L: NF at 2-L.		Suit	Lead	In Partner's Suit		
1NT/2NT/3NT: Limit, promise stopper.		NT	4 th best; Hi-Lo	4 th best; Hi-Lo		
		Subseq	4 th best	4 th best		
			Low =Encrg	Low =Encrg		
		Other: 4 small: lead 2 nd best then top afterwards.				
Pass-out Seat: Lighter than direct seat (Response: -DITTO-)		Lead vs. NT: Ace ask for ATT. King/ Queen: ask for CT or Unblock.				
1NT OVERCALL (2nd/4th Live; Responses; Reopening)		LEADS			SYSTEM SUMMARY	
Direct Seat: 15-18 HCP, promise stopper.		Lead	Vs. Suit	Vs. NT	GENERAL APPROACH AND STYLE	
Resp: System-On (as of our 1NT open bid). LEB applies.		Ace	AKx	AKx, Axx(+)	General Approach: [2 Over 1]. Prepared Club [5542], 5-card Major.	
		King	AK, KQ, KQx	AK, KQ, KQx, KQJ(+)	1NT Opening: 15-17, Bal. / Semi Bal. may have 5-card-M / 6-card-m.	
Pass-out Seat: 12-16 HCP. Resp: 2♣ = Stayman, 8+HCP, Sys-On		Queen	AQJ, QJx, Qx	AQJ, QJx, Qx, QJ10(+)	2♣ = Bal, 24+HCP / Unbal. 16+HCP with (8)/9+playing tricks in M/m.	
JUMP OVERCALLS (Style; Responses; Reopen)		Jack	AJ10x, KJ10x, J10x, Jx	AJ10x, KJ10x, J10x, Jx	2♦ = Multi-2♦: Weak 2♥/2♠ or Bal. 22-23 HCP.	
1-Suit: NV-PRE. VUL: follow Rule of 2&3.		10	10x, 10xx, 109xx, H109x	10x, 10xx, 109xx, H109x(+)	2♥ = 7-11, ♥ & minor [55+], 2♠ = 7-11, ♠ & another suit [55+].	
2-Suits: Unusual NT for 2-Lower unbid suits.		9	9x, 9xx, 98x+	9x, 9xx, 98x+	Style: PRE style: classical. Aggressive when NV, discipline when Vul.	
		Hi-x	Sx, Sxx, xSxx+, 87x+	Sx, Sxx, xSxx+, 87x+	HCP on this CC & Notes are rough guideline. Frequently Upgrade.	
Reopen: Intermediate; 6+card suit.		Lo-x	HxxS(+); HxS	HxxS(+); HxS	Dbl: most Doubles at Low Levels are Non-penalty oriented.	
DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)		SIGNALS IN ORDER OF PRIORITY			SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Direct cue bid : 1♣ - 2♣ = 6(5)+♣; Jump Cue: Stopper Ask.			Partner's Lead	Declarer's Lead	Discarding	Walsh 1♣-1♦ / 1M. [Note-A]
1♣ - 2♦ = 2 Majors; 1♦ - 2♦ = 2 Majors.		Suit 1	ATT: Hi=Encrg	CT	ATT	Reverse Drury. [Note-C]
1♥ - 2♥ = ♠ & Unspecified minor [55+]		2	CT: Hi=Even	S/P	CT	Negative Free Bids: 6(5)+cards at 2-L (decent if 5-carder); NF.
1♠ - 2♠ = ♥ & Unspecified minor [55+]		3	S/P		S/P	Gambling 3NT: No side Ace or void; at most (1) side suit King.
VS. NT (vs. Strong / Weak; Reopening; PH)		1	ATT	CT	ATT	Route of Escape after our 1NT being Dbl for penalty. [Note-D]
vs. STR NT(14+) Multi-Landy 1 suit:6(5)+cards; 2 suits: [5+4+].		NT 2	CT	S/P	CT	Lebensohl: applies under [3] situations. [Note-F]
Dbl. = equal strength [+]; 2♣ = 2-Majors; 2♦ = 6+♥/ 6+♠;		3	S/P		S/P	Def. vs. Multi 2♦. [Note-G]
2♥ = ♥ & minor; 2♠ = ♠ & minor; 2NT = 2-minors [55+];		Signals (including Trumps): Standard Signals			Def. vs. Flannery 2♦/2♥ and Weak 2♥=Majors. [Note-H]	
3♣/♦/♥/♠ = 6+cards, COMP.		Trump echoes (Ruff or S/P); Remaining count; Original 4th;			Def. vs. Weak-2-Open Bids. [Note-I]	
vs. Weak 1NT (10-15) e.g. (10-12/11-13/12-14/13-15)		Lead vs. suit Open lead Ace, Q promises J, & requests an under lead;			Def. vs. Gambling 3NT. [Note-J]	
Dbl. 14+HCP; 2♣ = 2-Majors; 2♦/2♥/2♠ opening strength.		Doubles			Def. vs. Sandwich 1NT. [Note-K]	
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)		TAKEOUT DOUBLES (Style; Responses; Reopening)			Def. vs. 2-Suiter Overcall. [Note-L]	
Dbl. = Take-out: up to 4♥;		Lo-Power Dbl.: Promise opening value; minor unclear;			Reverse Bergen: 4+M FIT. 1M-3♣: INV, 4+M FIT; 1M-3♦: COMP.	
vs. Weak-2M: Leaping Michael: e.g. (2♥): 4♣/4♦ = ♣+♠ / ♦+♠.		Resp.: Cue=F1; 1NT/2NT/3NT=7-10/11-12/13-15 with stopper.			Sandwich 1NT	
Jump Overcall=Intermediate; 6+card suit					SPECIAL FORCING PASS SEQUENCES	
VS. ARTIFICIAL STRONG OPENINGS		Hi-Power Dbl.: Then NT, 18+HCP/ Dbl Then New Suit: 17+HCP			① When FG situation has been established / nearly established.	
vs. STR 1♣: Dbl = ♥&♠; 1NT/2NT = 2-minors; 2♦ = 6+♥/ 6+♠;		SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES/REDOUBLES			② Opps. Dbl. over our Cue-Bid or SPL Bid.	
2♥ = ♥ & minor; 2♠ = ♠ & minor; 1♦/1♥/1♠/2♣ = Suit.		Negative Dbl: up to 3♠			③ 1X-(X)-XX-(1Y/1NT/2Z)... Pass is F to Opener's suit at 2-L.	
vs. STR 2♣: Dbl = ♥&♠; 2♦ = 6+♥/ 6+♠; 2♥ = ♥+minor;		Responsive Dbl: up to 4♦.			IMPORTANT NOTES THAT DON'T FIT ELSEWHERE	
2♠ = ♠+minor; 2N = 2-minors; 3♣/3♦/3♥/3♠ = COMP.		Maximal Dbl & Maximal O/C Dbl: up to 3-Level beneath our suit.[Note-P]			① NMF applied over 1X-1Y-1NT.	
OVER OPPONENTS' TAKEOUT DOUBLE		Support Dbl: up to 2♥. Competitive Dbl: up to 3♠.			② 4 th suit at 1-Level=FG.	
RDBL = any 10+ HCP, No 4-card FIT in M; 1NT = 6-10 HCP, NF.		Dbl: DOP1/DEPO upon intervention over RKB.			③ 4 th suit at 2+Level=FG.	
New suit: 1-Level=F1, 2-Level=NF.		Dbl: ask for leading specific suit.			④ Opener's Reverse=F1.	
1M - (X): 2NT = Jordan, 4+M FIT, [LR+], NS at 3-L=FIT/SJS.		Dbl: Dbl TRF response = suit, 5(4)+ cards at 1-Level.			⑤ Lots of 2NT are artificial e.g. PUP/TRF/Scramble [Note-Q], LEB etc.	
1m-(X): 2m=COMP, NS at 3-L=PRE.		Rdbl. over Opponents' Dbl. our SPL Bid.: promises 1 st Ctrl.			PSYCHICS: very Rare and Uncontrolled	
3NT = To play; may be based on solid suit.						

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	√	2	3♠	11-21 HCP, 2+♣.	<ul style="list-style-type: none"> ① Walsh [Note-A] ② 1♥/1♠: 5+HCP, 4+♥/4+♠. ③ 1N/2N/3N: 6-10/11-12/13-15; No 4-M. ④ 2♣: 10+HCP, 4+♣; Inverted minor [Note-B] ⑤ 2♦/2♥/2♠: WJS 2-8 HCP*, 6+cards. ⑥ 3♣: 5+♣ COMP. ⑦ 3♦/3♥/3♠: WJS 2-8 HCP*, 7+cards. 	NMF applies after 1NT rebid by Opener. [Note-E] After ⑤, 2NT by Opener is Relay Asking. Response: Ogust. *WJS depends on vulnerability and suit quality.	System On. except FG responses.
1♦		4	3♠	11-21 HCP, 4+♦. may be 4+♦ & 5+♣ if min.	same theme as 1♣. 1♦-2♣: 13+HCP 4+♣, Absolute GF. 3♣: 9-11, 6+♣, INV.	same theme as 1♣.	System On. except FG responses.
1♥		5	3♠	11-21 HCP, 5+♥. may be light opening in 3 rd seat: 10-21 HCP.	<ul style="list-style-type: none"> ① 1♥-1♠: 6+HCP, 4+♠. ② 1N: 6-12, F1. (1♥-1N/2m-3♥=INV 3-♥ FIT) ③ 2♣/2♦: 13+HCP, 4+♣/4+♦ Absolute FG. ④ 1♥-2♠: WJS 2-8* 6+♠. ⑤ 2N: Jacoby 2NT: 13+HCP, 4+♥ FIT. ⑥ Rev Bergen: 3♣/♦/♥=INV/COMP/PRE, 4+♥. ⑦ 3N: 13-15, Bal. 3-♥ FIT. ⑧ 3♠/4♠/4♦: 11-14, SPL-♣/♠/♦; 4+♥ FIT. 	<ul style="list-style-type: none"> ② 1♥-1NT: Opener rebids 2♣ (2+♣) / 2♦ (3+♦). 2♠ (Rev, may not be suit, F-2NT). 2NT: 17-19, INV. ③ 1♥-2♣/2♦: Opener rebids 2NT=catch-all. re bids 2♥ 6+♥. ⑤ 1♥-2NT: Opener rebids: 3♣/3♦/3♠=SPL♣/♦/♠; 3♥ = max (16+); 3NT = medium (14-15); 4♣, 4♦ = 5+♣/5+♦; 4♥ = minimum (11-13). ⑨ 1♥-2♥: New suit=HST; 2NT=SSR. [Note-M] 	<ul style="list-style-type: none"> ① 1N: 5-11, Semi-Forcing. ② 2♣: 9-11, Reverse Drury. [Note-C] ③ 2♦: 8-11, 6+♦, 0-2 card ♥. ④ 2N: 9-11, 6+♣, 0-2 card ♥. ⑤ Rev. Bergen On (3♣/3♦/3♥)
1♠		5	3♠	11-21 HCP, 5+♠ may be light opening in 3 rd seat: 10-21 HCP	same theme as 1♥. ① 1♠-2♥: 13+HCP, 5+♥ FG. 1♠-3♥: N/A. ② Rev Bergen: 3♣/♦/♠=INV/COMP/PRE, 4+♠. ③ 4♣/4♦/4♥: 11-14, SPL-♣/♠/♥; 4+♠ FIT.	same theme as 1♥. (1♥-3♣)-3♦ = SSR. 3♠/4♣/4♦=SPL. 3♥/3N (extra)=No-SPL. (1♠-3♣)-3♦ = SSR. 3♥/4♣/4♦=SPL. 3♠/3N (extra)=No-SPL.	same theme as 1♥.
1NT				15-17 HCP, Bal./Semi-Bal. 5-M/6-m possible	Stayman; Jacoby Transfer; [Note-D] Minor Suit Stayman; Gerber; Texas Transfer.	Lebensohl: applies...Fast denies stopper. [Note-F] Opponent Overcall: Negative DBL up to 4♦.	System On.
2♣	√	0		Bal. 24+HCP; Unbal. (13) 16+HCP, (8)9+playing tricks M/m.	<ul style="list-style-type: none"> ① Ctrl Resp. in steps (0-1, 2, 3, 4, 5). ② 2N = Bal. 8+HCP & min. (1) CTL. ③ 3♥/3♠ = 6+♥/♠ (decent). 	<ul style="list-style-type: none"> ① Opener rebid 2NT: Bal. 24+HCP ② Second Negative (Suit+1)*; excluding 3♦-3♥. ③ Opp O/C at 2-L: DOP1&steps; at 3-L: Pass/Dbl=0-4/5-8 	System On. ★2♣-2♦-2♥-3♣ or 2♣-2♦-2♠-3♣ or 2♣-2♦-3♠-3♦
2♦	√	0		<ul style="list-style-type: none"> ① 6-11 HCP, 6+♥ ② 6-11 HCP, 6+♠ ③ Bal. 22-23 HCP 	<ul style="list-style-type: none"> ① 2♥: 0-12 (14) HCP, P/C. ② 2♠: at least 3-♥, pass or correct [P/C]. ③ 2NT: (11)13+ HCP, Relay Asking. ④ 3♣/3♦: 6+♣/6+♦, NF. ⑤ 3♥: COMP [33+] Majors; P/C. 	<ul style="list-style-type: none"> ③ Response to 2NT: 3♣: max. 6+♥; 3♦: max. 6+♠; 3♥: min. 6+♥; 3♠: min. 6+♠; 3N: Bal. 22-23 HCP. 	
2♥	√	5		<ul style="list-style-type: none"> ① (6) 7-11 HCP ② ♥ & minor [55+] 	<ul style="list-style-type: none"> ① PASS = 0-11 (13) HCP, No game prospect. ② 2NT = (11) 13+HCP, Relay Asking. ③ 2♠/3♣/3♦ = 9-12 HCP, 6+♠/♣/♦. NF. ④ 3♥ = 7-10, 3+♥, COMP; 3NT/4♥. To play. 		
2♠	√	5		<ul style="list-style-type: none"> ① (6) 7-11 HCP ② ♠ & any suit [55+] 	Similar theme as 2♥.		
HIGH LEVEL BIDDING							
2NT				Bal. 20-21 HCP.	PUP Stayman*; Jacoby & Texas TRF; mSS.	① Roman Keycard Blackwood [Note-N]	*Puppet Stayman after 2NT, 2♣→2NT, 2♦→2NT: Response to 3♣: 3♦=at least one 4card Maj, 3♥/♠=5cards, 3NT=No 4card Maj. Then after 3♦: 3♥=4card ♠, 3♠=4card ♥, 3NT=no 4card Maj, 4♣/♦=4-4 both Maj (slam try/game)
3♣/♦/♥/♠		6		Pre-emptive.	New suit F-1.	② DOP1 & ROP1 after intervention.	
3NT	√	7		Gambling, solid	at most one side K; 4♣: P/C; 4♦: Asking S/V:	③ Gerber: 03/14/2min/2max	
4♣/♦		7		Pre-emptive.	4♥/4♠/4NT/5♠/5♦ = s/v in ♥/♠/No/♦/♣	④ Minorwood: 03/14/25/25+Q [Note-O]	
4♥/♠		7		To play.			



A. WALSH

After 1♣ opening, Responder may bypass longer ♦ and respond 1-Major; unless with game-forcing strength.

Table with 2 columns: Bid and Meaning. Rows include After 1♣ - 1♦, Opener's Rebid and After 1♣ - 1♥, Opener's Rebid.

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B. INVERTED MINOR 1♣ - 2♣ AND 1♦ - 2♦

10+HCP, forcing to 2NT, normally NO 4-card Major. System-On even if passed hand ; System-Off upon Opponent's intervention: Dbl or Overcall.

After Inverted minor raise, Opener's rebids with following priorities:

- 4 cards with 1+ Top Honors (A/K/Q);
2-3 cards with 2 Top Honors;
2-3 cards with 1 Top Honor;
4 cards with No Honors.

THEN Responder continues to show feature with same priorities.

- Subsequent bids are cue bids.
NT always show BAL.

Table with 2 columns: Bid and Meaning. Rows include After 1♣ - 2♣ and After 1♦ - 2♦.

Table with 2 columns: Bid and Meaning. Rows include After 1♦ - 2♦ and After 1♦ - 2♥.

Opponents' Intervention (Inverted Minor Off)

Table with 2 columns: Bid and Meaning. Rows include 1♣-(x)-2♣, 1♣-(x)-3♣, 1♣-(x)-2NT, 1♣-(1Y)-2♣, 1♣-(1Y)-2Y, 1♣-(1Y)-3♣, 1♦-(x)-2♦, 1♦-(x)-3♦, 1♦-(x)-2NT, 1♦-(1Y)-2♦, 1♦-(1Y)-2Y, 1♦-(1Y)-3♦.

C. REVERSE DRURY

- Applicable when Partner opens 1-Major in 3rd/4th seat.
Responder being Pass-Hand but maximum (9-11 HCP) with 3-card trump support.
Responder bids 2♣ (artificial) to check whether Opener has full open bid.

Table with 2 columns: Bid and Meaning. Rows include P - (P) - 1♥ - (P), 2♣ - (P) - [?], 2♦: 12-17, 5+♥ (not light opening), 2♥: 9-11, 5(4)+♥ (light opening), 2♠: 16-21, 5+♥ & 4+♠, 2N: ♠18-19, Bal., 5-♥, 3♣: 16-20, 5+♥ & 5+♣, 3♦: 16-20, 5+♥ & 5+♦, 3♥: 16-20, 6+♥, [HH+], 3♠: 16-20, SPL-♠, 6+♥, 3N: 15-17, Bal., 5-♥, choice of contract, 4♣: 16-20, SPL-♣, 6+♥, 4♦: 16-20, SPL-♦, 6+♥, 4♥: 12-17, 5+♥, sign-off.

Table with 2 columns: Bid and Meaning. Rows include P - (P) - 1♠ - (P), 2♣ - (P) - [?], 2♦: 12-17, 5+♠ (not light opening), 2♥: 12-17, 5+♠ & 4+♥, 2♠: 9-11, 5(4)+♠ (light opening), 2N: 18-19, Bal., 5-♠, 3♣: 16-20, 5+♠ & 5+♣, 3♦: 16-20, 5+♠ & 5+♦, 3♥: 16-20, 5+♠ & 5+♥, 3♠: 16-20, 6+♠, [HH+], 3N: 15-17, Bal., 5-♠, choice of contract, 4♣: 16-20, SPL-♣, 6+♠, 4♦: 16-20, SPL-♦, 6+♠, 4♥: 16-20, SPL-♥, 6+♠, 4♠: 12-17, 5+♠, sign-off.

Other Bids other than 2♣:

Table with 2 columns: Bid and Meaning. Rows include P - (P) - 1♥ - (P), [?], Responder's Rebid: 2♣: 7-10, 6+♦/10-11, 5-card ♦, 0-2 card ♥, 2N: 8-10, 6+♣, 0-2 card ♥.

Table with 2 columns: Bid and Meaning. Rows include P - (P) - 1♠ - (P), [?], Responder's Rebid: 2♦: 7-10, 6+♦/10-11, 5-card ♦, 0-2 card ♠, 2♥: 9-11, 5+♥, 0-2 card ♠, 2N: 8-10, 6+♣, 0-2 card ♠.

Opponents' Intervention

Upon intervention, Reverse Drury still applies under the following situations.

Table with 2 columns: Bid and Meaning. Rows include P - (P) - 1♥ - (X), [2♣], P - (P) - 1♥ - (1♠), [2♣], P - (P) - 1♥ - (1NT), [2♣], P - (P) - 1♠ - (X), [2♣], P - (P) - 1♠ - (1NT), [2♣].

D. 1NT OPENING & RESPONSE

Initial Response

- 2♣ = Stayman (after 2♣, 2NT=INV & does NOT promise 4-card Major).
2♦/♥ = Transfer to ♥/♠ (Jacoby).
2♠ = Minor Suit Stayman [mSS].
2N = Puppet to 3♣, then pass/correct to 3♦.
3♣/♦ = 6+♣ [HH+] / 6+♦, HH+ INV.
3♥/♠ = 12+HCP, 6+♥/6+♠, mild slam interest.
3N = To play.
4♣ = Gerber.
4♦/♥ = TRF to 4♥/4♠ (Texas).

Opener's Response to Stayman

- 2♦ = No 4-card Major.
2♥ = 4-card ♥; may have 4-card ♠.
2♠ = 4-card ♠; denies 4-card ♥.
3♥ = 5-card ♥, max.
3♠ = 5-card ♠, max.

Responder's Rebids after 1NT-2♣-3M :

- New suit at 3 or 4 level = cue bid with at least 3 card fit, inviting slam.
3NT = doubleton in Major.
4 of the Major = minimum hand with less than 4 controls and 3+cards fit in Major.

Development after Jacoby Transfer

- 1N - 2♦
2♥ - [?]

Responder's Rebids:

- 2N = general invite (can be 5431).
3♥ = 6+♥, invite.
3N = balance, asking opener to choose between 4 of Major / 3NT.
New suit at 3-Level = suit, promising [5+M and 4+m]; GF.

Super Acceptance after Jacoby Transfer

- Jump to 3 of the transferred suit. 4-card FIT and max HCP.
Bid 2NT = 4-3-3-3 with 4 card in Responder's suit and max. Partner will again make a transfer bid.

Major-2-Suiter

- 1NT - 2♣ - 2♦ - 2♥ = 5+♥ + 4+♠; INV
1NT - 2♣ - 2♦ - 2♠ = 5+♠ + 4+♥; INV
1NT - 2♣ - 2♦ - 3♥ = 5+♥ + 4-♠; FG
1NT - 2♣ - 2♦ - 3♠ = 5+♠ + 4-♥; FG
1NT - 2♦ - 2♥; 2♠ = 5-♥ + 5-♠; INV
1NT - 2♥ - 2♠; 3♥ = 5-♠ + 5-♥; FG
1NT - 2♦ - 2♥; 3♠/4♠/4♦ = SPL; FG
1NT - 2♥ - 2♠; 4♠/4♦/4♥ = SPL; FG



Minor-1-Suiter

1N - 2N
3♣ - [?]
Responder's Rebids:
Pass/3♦ = weak, 6+♣ / 6+♦.
3♥ = 6+♣.
3♠ = 6+♦.

FG
FG

Minor-2-Suiter

1N - 2♠
2N - [?]
Responder's Rebids:
3♣ = [55+] minors
3♦ = [55+] minors

NF
FG

Texas Transfer

After 1NT: 4♦ / 4♥ = transfer to ♥/♠. (System on after intervention is through 3♣).

1NT - 4♦ - 4♥ - P
This is the only way to force a sign off game
1NT - 2♦ - 2♥ - 4♥

Beginning with Jacoby, then jumping to game is Quantitative showing 6+cards in Major suit and slam invitational values, asking Opener to evaluate his holding.

1NT - 4♦ - 4♥ - 4NT
Roman Key Card Blackwood with Responder's Major set as the trump suit..

1NT - 2♦ - 2♥ - 4NT
Jacoby TRF then bidding 4NT = Quantitative (not Blackwood) showing 5 cards in major suit and slam invitational values. Opener becomes captain, bidding:

- > Minimum: Pass or Correct: Pass 4NT or correct to Responder's Major at 5-L.
> Maximum: Treat 4NT=RKB and replies accordingly (skip the step of 5-M).
6M: accept INV; maximum and 3+cards Major FIT; rich controls.
6N: accept INV; maximum and rich controls.

1NT Opponents' Intervention

Opponent DOUBLE 1NT for Penalty in direct seat (this also applies to our 1NT Overcall).

Route for Escape:

Responder's Rebids:

- Pass = Neutral (Given Opener Rdbl...run to 2♣ if weak).
• Rdbl = Unspecified 1-Suiter.
• 2♣ = [44+] ♣ + another suit.
• 2♦ = [44+] ♦ + ♥ / ♠.
• 2♥ = [44+] ♥ + ♠.
• 2♠ = 5+♠.

Opponent Overcall:

Negative Double is applicable up and including 4♦.

1NT - (2♣ -> 4♦) - X = T/O.
1NT - (2♥) - PASS - (PASS) - X = T/O.

Defence against Opponent Opening 1NT (strong min 14 HCP)

- 1. Multi-Landy applies in 2nd seat, and also in 4th seat (given Responder of 1NT bidder does not bid). Strength of direct overcall with Multi-Landy is approximately 11+HCP at 2-Level (can be slightly less with 6+card suit).
2. Jump overcall to 3-Level (3♣ to 3♠): wide range and being Competitive.
3. Jump to game level (4♥/4♠/5♣/5♦): wide range and being Competitive.

2.& 3. above also apply in 4th seat when the bidding goes (1NT) - P - (2X) - [?]. Multi-Landy is OFF. A simple non-jump overcall shows 11+HCP and 5+card suit, may be for lead-directing purpose.

- 4. Double shows at least the same strength as 1NT Opener with no upper limit. Therefore against strong NT it shows 15+HCP and against weak NT

good 13 or 14+HCP.
(1NT) - P - (P) - [?]: Advancer needs (13) 14+HCP to double strong NT and 13+HCP against weak NT.

- 5. After partner doubles 1NT (means at least equal strength to 1NT bidder).
(1NT) - X - (P) - [?]
Pass = either weak without long suit or penalty-seeking.
Bid = weak with 5+card suit

Notrump Overcall

Overcall 1NT=15-18 HCP, promise stopper in Opponent's suit. Response: System-On (as if we open 1NT).

E. NEW MINOR FORCING (NMF)

Table with 2 columns: Bid and Description. Rows include 1♣ - 1♥, 1N - 2♦ (NMF=F1), 2♥ - 3♣ (Forcing), 1♦ - 1♥, 1N - 2♣ (NMF= F1), 2♥ - 3♦ (Forcing), 1♣ - 1♥/1♠, 1N - 3♣ (INV, NF), 1♦ - 1♥/1♠, 1N - 3♦ (INV, NF), 1♣ - 1♠, 1N - 2♦ (NMF= F1), [?], Opener rebids 2♥ to show 4-card ♥ when he has both 4-card ♥ and 3-card ♠.

F. LEBENSOHL

I. Applied when Opponent intervene over our 1NT Open Bid:
General Principle: Fast denies stopper (Slow promise).

- 1NT - 2any - DBL = T/O (if the overcalled suit being Natural)* F1
1NT - 2any - New suit at 2-Level = 5+ cards. NF
1NT - 2any - New suit at 3-Level (without via 2NT). FG
1NT - 2any - Direct Cue Bid = Stayman without stopper. FG
1NT - 2any - 3NT = deny stopper in Opp's suit. NF
1NT - 2any - 2NT = PUP 3♣. F1

*DBL = Suit if Opponent's Overcall being TRF or artificial.

After PUP 3♣

- New suit at 3-Level being INV/COMP. NF
• Cue Bid = Stayman with stopper(s) in Opp's suit FG
• 3NT = promise stopper in Opp's suit. NF

II. Applied when partner Dbl Opponent's weak-2- Open Bid:
Refer to [Note-I].

III. Applied over Opener's Reverse.

Table with 2 columns: Bid and Description. Rows include 1♣ - 1♠, 2♥* - 2NT = Lebensohl, PUP 3♣ (then 3NT=9-12), 3♣# - Pass = 3+♣ FIT, 3♦ = 6+♦, 3♥ = 4+♥ FIT, INV, 3♠ = 6+♠, INV, 3NT = To play, 9-12 HCP, 4♣ = 4+♣ FIT, INV, * Reverse, F-1 Direct bid 3NT=13-15 HCP, # min (all other bids GF)

Table with 2 columns: Bid and Description. Rows include 1♦ - 1♠, 2♥* - 2NT = Lebensohl, PUP 3♣ (then 3NT=9-12), 3♣# - Pass = 6+♣, 3♦ = 3+♦ FIT, 3♥ = 4+♥ FIT, INV, 3♠ = 6+♠, INV, 3NT = To play, 9-12 HCP, 4♦ = 4+♦ FIT, INV

* Reverse, F-1 Direct bid 3NT=13-15 HCP. # min (all other bids GF)

Table with 2 columns: Bid and Description. Rows include 1m - 1♥, 2♠* - 2NT = Natural, NOT Lebensohl, 3m = suit support, New Suit = 5+card suit, * Game force

Table with 2 columns: Bid and Description. Rows include 1m - 1♠, 2♥* - 2♠ = 5+♠, 3m = 3+m FIT, 3♥ = 4+♥ FIT, New Suit = 5+card suit, * Reverse, Forcing 1 round

G. DEFENCE AGAINST MULTI-2♦

2nd seat

- (2♣) Pass: Neutral; weak, or takeout pattern, short in a major (see below).
(2♦) double: A balanced hand of 13-15 HCP or 19+ any shape.
(2♦) 2♥/♠: Natural NF and 5+ cards, 12-18 HCP, wide range.
(2♣) 2NT: Balanced hand 16-18. (Partner responses "system on").
(2♦) 3♣/♦/♥/♠: Natural and NF. 6+ cards and a sound 7 tricks in hand.
(2♦) 3NT: To play (Generally a minor to run and at least stopper in 1 major).
(2♦) 4♥/♠: To play.

6th seat - i.e. delayed action

With three-suit pattern, short in a major, we pass 2♦. Later, double at the two or four level is for takeout. At the three level, double shows shortness in the other major, i.e. a penalty suggestion; with shortness in their suit, make the cheapest bid.
(2♦) pass (2♥) pass
Pass ?
Double Equivalent to take out double of weak 2♥ with true takeout pattern.
2♠ Natural, weaker than a direct overcall, could be 4 card suit with short hearts.
2NT Minors: at least [5-5].
3♣/♦ Compete (i.e. weaker than a direct overcall).

(2♦) pass (2♥) pass
(2♠) ?
Double Equivalent to take out double of weak 2♠ with true takeout pattern.
2NT Minors: at least [5-5].
3♣/♦ Compete (i.e. weaker than a direct overcall).

The same structure is used after
(2♦) pass (2♠) pass:
pass?
Double Equivalent to take-out double of weak 2♠ with true takeout pattern.
2NT Minors: at least [5-5].
3♣/♦ Compete (i.e. weaker than a direct overcall).



For the balanced hand ranges, we don't worry much about stoppers. That can be badly positionally, but sometimes we gain when opening leader doesn't know his partner's suit. Adjust ranges upwards by 2HCP when partner is a passed hand. Play regular methods after the 2NT overcall. Over a 4th hand 2D, double shows diamonds.

P – (P) – P – (2♦)

X

X = 5+♦.

Response to noncommittal double:

(2♦) X (2♥) [?]

Double Takeout (doubler jumps with the strong variety).

2♣ Compete.

2NT For play against 12–15, to be raised by the strong type.

3♣/♦♥ Natural.

(2♦) X (pass) [?]

2♥/♠ 4+♥/4+♠.

2NT Lebensohl, less than 8 HCP, forcing to 3♣, then Pass/Correct.

3♣/♦ Suit, stronger than 2NT bid.

Responder can also pass first and bid later :

(2♦) X (2♥) pass

(2♠) pass (pass) [?]

2NT Minors : at least [54+].

Double Takeout, limited by failure to act over 2♥

3♣/♦ Natural, but suggesting length in hearts, from failure to bid over 2♥

4th seat:

(2♦) pass (2♥) pass Include spade–takeout hands up to 16 HCP

(2♦) pass (2♥) double Take out double of hearts, or very strong

(2♦) pass (2♠) double As for the 2♥x above but keeping in mind that responder has something for hearts!

(2♦) pass (2♥) 2♣ Natural, 5+♠ non–forcing.

(2♦) pass (2♥) 2NT Natural and 16–19 HCP.

System on.

(2♦) pass (2♥) 3♣ Natural, 6+♠ non–forcing.

(2♦) pass (2♥) 3♦ Natural, 6+♦ non–forcing.

(2♦) pass (2♥) 3♥ Natural, 6+♥ non–forcing.

(2♦) pass (2♥) 3♠ Natural, 6+♠ non–forcing, stronger than a simple overcall.

Note: After (2♦) pass (pass!) [?]

The bidding should be treated as if the opponents opened a weak two–bid in diamonds. Double = takeout double

(2♦) pass (pass) ?

double Takeout double.

2♥/2♠/3♣ Natural, 5+♥/5+♠/5+♣, COMP; NF.

2NT Balanced hand 16–18. (Partner responses “system on”).

Other Sequences

After a direct overcall of 2♥ or 2♠, we assume for cue bidding purposes that opener's suit is the other major, i.e. that opener and Overcaller are not bidding the same suit. Treat 2♦–2♥ like 1♠–2♥.

H. DEFENCE AGAINST FLANNERY AND WEAK BOTH MAJORS

Against Flannery 2♦

(2♦) – [?] (2♦ = Flannery; 4–♠ & 5+♥; 10–15 HCP)

2nd Seat:

Pass = Neutral (Weak or Trap Pass).

DBL = T/O for minors, 13+HCP or Hi–Power

(19+HCP if Bal.) Lebensohl applies.

2♥ = 3–suit takeout or 19+HCP (short ♥).

2♠ = 2–minors [55+]. F1

2N = Bal./Semi Bal. (15) 16–18 HCP, with ♥ stopper. NF

3♣/♦ = 11–16 HCP, natural overcall. NF

3♥/♠ = Cue bid, ask for stopper in that Major.F1

3N = To play, promise stopper in ♥. NF

Against Flannery 2♥

(2♥) – [?] (2♥ = Flannery; 4–♠ & 5+♥; 10–15 HCP)

Pass = Neutral (Weak or Trap Pass).

DBL = T/O for minors, 13+HCP or Hi–Power

(19+HCP if Bal.); Lebensohl applies.

2♠ = 2–minors [55+]. F1

2N = Bal./Semi Bal. (15) 16–18 HCP, with ♥ stopper. NF

3♣/♦ = 11–16 HCP, natural overcall. NF

3♥/♠ = Cue bid, ask for stopper in that Major.F1

3N = To play, promise stopper in ♥. NF

Against Weak both Majors Opening (2♥ = both Majors; 3–10 HCP)

The structure and rationale follows the main theme to that of defence against Flannery 2♥.

Pass = Neutral (Weak or Trap Pass).

DBL = T/O for minors, 13+HCP or Hi–Power

(19+HCP if Bal.); Lebensohl applies.

2♠ = 2–minors [55+]. F1

2N = Bal./Semi Bal. (15) 16–18 HCP, with stopper. NF

3♣/♦ = 11–16 HCP, natural overcall. NF

3♥/♠ = Cue bid, ask for stopper in that Major.F1

3N = To play. NF

I. DEFENCE AGAINST WEAK TWO BIDS

In defending against a weak two opening bid of 2♦ (Natural), 2♥ or 2♠, the general rule is that a bid in the immediate seat shows good values. Bids are as follows:

1. Double: Takeout, shows sound opening values, support for all unbid suits and good defensive strength. Partner applies Lebensohl in responding.

a. With 0–6 HCP, Responder bids at the 2 level if possible. Otherwise, he bids 2NT (Lebensohl), requiring Doubler to bid 3♣ and then Pass any correction. Doubler may refuse to bid 3♣ on with a strong hand (19+), knowing partner has fewer than 7 HCP. If partner uses Lebensohl and then corrects to a suit that he could have bid at the two level, this shows good values but not quite enough to have made an initial jump to the three level.

b. A minimum response at the three level promises about 7–11 HCP.

c. A direct jump to the three level above Opponent's suit is game forcing.

2. New Suit Overcall: 11–16 HCP 6(5)+card suit (decent if only 5–carder) with 7 Losing Tricks at the two level ; and 6 Losing Tricks at the three level.

3. Overcall 2NT: 16–18 HCP, semi–balanced (may be 5–4–2–2 or 6–3–2–2). Response: System–On (same as our 1NT Open Bid)

4. A jump overcall shows an even better hand (5 Losing Tricks). With a 4 loser hand or better, double first and then bid your suit. Partner can either raise directly, or make a full–value raise by ‘cuebidding’ the Opponent's suit. If a fit has not yet been found, then the advancer can introduce his own (five plus card) suit. A change of suit at 3 level is game forcing.

5. 3NT: To Play; a solid minor with secured stopper(s) in Opponent's suit. (With a strong balance hand, double first and then rebid 2NT or 3NT).

6. Direct Cue Bid: showing a Specified 2–Suiter: Against weak 2♦ ; 3♦ = ♥ & ♠ [55+]. Against weak 2♥ : 3♥ = 2–minors [55+]. Against weak 2♠ : 3♠ = 2–minors [55+].

7. 4♣ or 4♦ (Leaping Michaels) A jump to 4♣ or 4♦ show a two–suited hand (Leaping Michaels). For example, after an opening bid of 2♥, a jump to 4♣ shows a good hand, at least [55+] in ♣ and ♠, while a jump to 4♦ shows [55+] ♦ and ♠.

J. DEFENCE AGAINST GAMBLING 3NT

1. Double: Strong: Bal. or Unbalance 1–suiter.

2. 4♣: 2–Majors [55+]. Advancer then bid: 4♦ = pick your best Major. 4M = simple preference.

3. 4♦: 6+♥/6+♠ (1–Suiter) Advancer then bid: 4♥ = Pass or correct. 4♠ = short ♠ and longer ♥. Pass if your suit is Spades. Explore slam if it is ♥ suit. 4N = slam try in either major. Overcaller responds by showing key cards. 5m = To play.

4. 4M: 5–card Major and 5+card Unspecified minor. Advancer then bid: 4♠ = To play over 4♥. 4NT = RKC in Overcaller's Major. 5♠ = Pass or Correct for Overcaller's minor.

5. 4NT: slam–interested hand with a long minor (Ax, QJx, AKQxxxxx, —)

6. 5m: To play.

Aids to Memory: Similar to **Multi–Landy** over 1NT opening.

K. DEFENSE AGAINST SANDWICH INT

1♦ – (Pass) – 1♥ – (1NT)

[?]

Opener's Rebids: –

Applying the same principle as against Overcall of 2–suiters [Ref: Note–L].

Example:

1♦ – (Pass) – 1♥ – (1NT)* sandwich

[?]

*1NT = ♠ & ♣

Opener's Rebids: –

Pass = Neutral; minimum without 4–card ♥ FIT.

Dbl = 15+HCP, Penalty–seeking (able to penalize ♣/♠ or both).

2♠ = 11+HCP, 3–card ♥ FIT, [LR+]. F1

2♦ = 11–14, 6+♦, prima facie, denies 3–card ♥ FIT, COMP. NF

2♥ = 11–14, 4+♥ FIT, COMP. NF

2♠ = 16–21, Cue, Ask ♠ stopper, NT probe. F1

2N = 15–21, 4–card ♥ FIT, Bal. Raise. F–3♥

3♣ = 16–21, Cue, Ask ♣ stopper, NT probe. F1

3♦ = 15–17 HCP, 6+♦, [HH+]. NF

3♥ = 14–17, 4+♥ FIT, INV. NF

3♠ = 17–21 HCP, SPL–♠, 4+♥ FIT. FG

4♣ = 17–21 HCP, SPL–♣, 4+♥ FIT. FG

4♥ = 13–16, 4+♥ FIT, To Play. NF



L. DEFENCE AGAINST 2-SUITER OVERCALL

I. Against Unusual 2NT Overcall
Cue bid lower specified suit = Limit Raise or better [LR+].
Cue bid higher specified suit = showing fourth suit.
Direct raise = COMP.
Fourth suit = 6(5)+ cards, COMP.
3NT = To play.

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♥-(2NT*) and 3♣=♥ support, LR+.

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♣-(2NT*) and 3♣=♣ support.

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♠-(2NT*) and 3♣=♠ support, LR+.

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♦-(2NT*) and 3♣=♦ support, LR+.

II. Against Michael Cue Bid (2suits specified):

DBL = Penalty seeking.
2NT = INV.
Cue Bid Lower specified suit = Limit Raise or better [LR+].
Cue Higher specified suit = showing fourth suit.
Direct raise = COMP.
Fourth suit = 6(5)+cards, COMP.
3NT = To play.

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♣-(2♣*) and 2♦=5+♦ COMP.

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♦-(2♦*) and 2♥=4+♥ FIT, LR+.

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♥-(2♥*) and 2♠=3+♥ FIT, LR+.

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♠-(2♠*) and 2N=INV (stopper in ♠).

M. HELP SUIT GAME TRY & SHORT SUIT RELAY

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♥-2♥ and 2♠/3♣/3♦: (Help Suit Try in the suit bid: HST)

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♥-2♥ and 2♠-2N (4+♠)

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♥-2♥ and 3♣-3♦ (const.: help in ♣, xx/Qxx/Kx/x)

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♥-2♥ and 2♠/3♣/3♦-3♠/4♠/4♦ (singleton or void)

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♥-2♥ and 2NT: Short Suit Relay: SSR.

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♥-2♥ and 3♠/4♠/4♦: (Jump Shift, 5+card good suit, S/T)

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♥-2♥ and 2N*- [?] (No short suit)

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♥-2♥ and 2N*- 3♣ (No short suit)

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♠-2♠ and 3♠/4♥: (Help Suit Try in the suit bid: HST)

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♠-2♠ and 3♥-3N (4+♥)

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♠-2♠ and 3♣-3♦ (const.: help in ♣, xx/ Qxx/Kx/x)

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♠-2♠ and 3♠/3♦/3♥-4♠/4♦/4♥ (singleton or void)

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♠-2♠ and 2NT: Short Suit Relay: SSR.

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♠-2♠ and 4♠/4♦/4♥: (Jump Shift, 5+card good suit, S/T)

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♠-2♠ and 2N*- [?] (No short suit)

Table with 3 columns: Bid, Meaning, and Outcome. Includes entries for 1♠-2♠ and 2N-3♣ (No short suit)

Notes:
HST is only forcing to 3-of-the Major.
SSR is game-forcing and with at least mild slam interest. SSR-Asker does not promise shortage.

N. ROMAN KEY CARD BLACKWOOD

Response to 4NT (Roman Key-card Blackwood)
• 5♣=0/3 Ace including Trump King [T-K].
• 5♦=1/4 Ace including Trump King [T-K].
• 5♥=2/5 Aces without Trump Queen [T-Q].
• 5♠=2/5 Aces with Trump Queen [T-Q].

Response to 5NT (King asking). The Asker promises all (5) KC when deploys King Asking Bid.

- Suit at 6-Level = cheapest King (side suit).
• 6NT = 3-Kings.

After 5♣ / 5♦ response (The 4NT bidder bids the cheapest Non-trump suit to ask for T-Q):

- Bidding trump suit at cheapest level: No T-Q.
• 5NT: promises T-Q, with extra but No King in side suit.
• New Suit: King in that suit and also T-Q.

Opponents' Intervention

- 1. Opponent DBL: [R0P1] applies.
Response:
Rdbl: 0/3 KC.
Pass: 1/4 KC.
5♣: 2 KC without T-Q.
5♦: 2 KC with T-Q.
2. Opponent Overcall: [DOP1] applies.
Response:
Dbl: 0/3 KC.
Pass: 1/4 KC.
Suit + 1: 2 KC without T-Q.
Suit + 2: 2 KC with T-Q.
3. Opponent Overcall at 5+Level above our agreed Trump: [DEPO] applies.
Response:
Dbl: 0/2/4 KC.
Pass: 1/3 KC



O. MINORWOOD

1♣ – 2♣
 4♣ – ?
 4♦ = 0/3
 4♥ = 1/4
 4♠ = 2/5
 4NT = 2/5 + Q

Then 4NT/5♣ (To play)
 Then 5♦ (Ask No. of K, excluding ♣K)
 5♥ = 0/3 K
 5♠ = 1 K
 5NT = 2K

After 4♦ response
 4♥ (Ask Trump Q)
 4♠ = With Q
 4NT = No Q*
 5♣ = No Q
 5♦ = Q + ♦K
 5♥ = Q + ♥K
 5♠ = Q + ♠K
 6♣ = Q + 2K

After 4♥ response
 4♠ (Ask Trump Q)
 4NT = With Q
 5♣ = No Q
 5♦ = Q + ♦K
 5♥ = Q + ♥K
 5♠ = Q + ♠K
 6♣ = Q + 2K

*idle bid for choice of 4NT or conversion to 5♣

1♦ – 2♦
 4♦ – ?
 4♥ = 0/3
 4♠ = 1/4
 4NT = 2/5
 5♣ = 2/5 + Q

Then 5♦ (To play)
 Then 5♥ (Ask No. of K, excluding ♦K)
 5♠ = 0/3 K
 5NT = 1 K
 6♣ = 2K

After 4♥ response
 4♠ (Ask Trump Q)
 4NT = With Q
 5♣ = Q + ♣K
 5♦ = No Q
 5♥ = Q + ♥K
 5♠ = Q + ♠K
 6♦ = Q + 2K

After 4♠ response
 4NT (Ask Trump Q)
 5♣ = With Q
 5♦ = No Q
 5♥ = Q + ♥K
 5♠ = Q + ♠K
 6♣ = Q + ♣K
 6♦ = Q + 2K

P. MAXIMAL DOUBLE AND OVERCALL

When to use maximal double

1♥ – (2♦) – 2♥ – (3♦) X
1♠ – (2♥) – 2♠ – (3♥) X
1♥ – (1♠) – 2♥ – (2♠) X
1♠ – (2♣) – 2♠ – (3♣) X
(1♦) – 1♥ – (2♦) – 2♥ (3♦) – X
(1♥) – 1♠ – (2♥) – 2♠ (3♥) – X

If you and your partner haven't agreed on a major suit, OR if opponents haven't agreed to a suit, X=penalty.

Q. SCRAMBLE 2NT

The Scrambling 2NT bid is used after partner makes a takeout double at the two level, and you hold two four card suits.

Example:

1♠ Pass 2♣ Dbl
Pass ?

You hold: ♠Kxx ♥Qxxx ♦Jxxx ♣xx.

If you bid hearts, you could wind up in a 4-3 fit (and the same with bidding diamonds). Why guess? If you bid 2NT as a scramble, partner can bid his four card suits up the line.

With ♠xx ♥Kxxx ♦AKx ♣QJxx, partner bids 3♣ over which you bid 3♦ to deny holding four clubs and then partner bids 3♥ to show that suit.