DEFENSIVE AND COMPETITIVE BIDDING

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

8-15 HCPs (Occ. Light); 5+ cards (Occ. 4 cards at 1-level)

RESPONSES:

Same Level NT = 9-11 HCPs, Jump to 2NT = 12-14 HCPs;

1-level / 2-level new suit = Constructive; Jump shift = GF;

Jump Raise = Preemptive; Cue-bid = Limit Raise or better;

Jump cue-bid after 1-level major overcall = 7-9, 4-card+;

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

Direct = 15-18, normally BAL;   System ON;

Balance = 12-15, normally BAL;   System ON;

JUMP OVERCALLS (Style; Responses; Reopen)

Jump Overcall = PRE; Intermediate when VUL vs NV;

2NT = 2 lowest un-bid, WK (6-12) / STR (16+)

DIRECT and JUMP CUE BIDS (Style; Responses; Reopen)

Direct cue-bid = Michaels, WK (6-12) / STR (16+)

Jump cue-bid = stopper ask

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

Multi-Landy (Both seats) (Note P)

X = Strength (15+)

2♣ = Both majors

2♦ = Any one Major (2♥/♠= P/C, 2N = relay)

2♥/♠= 5-card+ and a 4+cards minor

2N = Both minors

3X = PRE when vs STR (14+) NT, Constructive otherwise;

VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)

T/O up to 4♥, Direct cue-bids = Michaels (up to 3♥), Leaping Michaels

2N = 15-18, 3N = To play, Jumps = Good playing strength

Vs High-level Preempts, Cue-bid = Strong T/O, 4N = Two suits

VS. ARTIFICIAL STRONG OPENINGS

Vs STR 1♣: DBL = majors, NT = minors, 2♦ = 5-5 maj, 2NT=5-5 min:

Vs STR 2♣ DBL = majors, 2NT=minors, others=natural

OVER OPPONENTS' TAKEOUT DOUBLE

1-suit opening: System OFF, XX = 10+, 1N = 8-10, 2N = Jordan (maj)

New suit: 1-level = F1, 2-level = NF, 3-level = GF

Support: 2-level = NF, 3-level+ = Preemptive

1N (x) XX = Puppet to 2♣, then new suit=NF

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	4th, MUD, 0 / 1	3rd /5th, 0 / 1
NT	4th, MUD, 0 / 1	3rd / 5th, 0 / 1
Subseq	CT / ATT	CT / ATT
Other:		

LEADS

Lead	VS Suit	VS NT
Ace	AK(+), A(+)	AK(+), A(+)
King	AK(+), KQ(+), KQ(10/9)x	AKJ10(+), KQ(x), Kx
Queen	QJ(+), Qx	KQ109(+), AQJ(+), QJ(+), Qx
Jack	HJ10(+), J10(+), Jx	HJ10(+), J10(+), Jx
10	H109(+), 109(+), 10x	H109(+), 10x
9	9x	9xx, 9x
Hi-x	xxx**X**x, x**X**xx,, x**X**x, **X**x	xxx**X**x, **X**xxx, **X**xx, **X**x
Lo-x	Hx**X**, Hxx**X**(+)	Hx**X**, Hxx**X**(x)

SIGNALS IN ORDER OF PRIORITY

		Partner's Lead	Declarer's Lead	Discarding
Suit	1	Low = ENCG	Low = EVEN	Low = ENCG
	2	Low = EVEN	S/P	Low = EVEN
	3	S/P		
NT	1	Low = ENCG	Low = EVEN	Low = ENCG
	2	Low = EVEN	S/P	S/P
	3	S/P		

Signals / Discard (VS Suit and NT): REV CT & ATT

Remaining Count: Standard

Doubles

TAKEOUT DOUBLES (Style; Responses; Reopening)

Generally up to 4♥

Overcall of 1NT: up to 3♦

SPECIAL, ARTIFICIAL & COMPETITIVE DOUBLES/REDOUBLES

Negative:up to 4♥

Game Try DBL:up to 3♥

Responsive: up to 3♠

Support DBL & REDBL : up to 2♦for ♦,2♥for ♥,2♠for ♠

Lead-directing / Lightner / Suit-showing: ON

WBF Convention Card

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

OPENING: Prepare Club (5542), Five-card Major, Artificial 2♣ (Note L)

Multi 2♦ (Note M) ; 2M = M+m (Note N)

MINOR: Inverted Minor Raise (Note I), Preemptive Jump Raise

MAJOR: Semi-Forcing 1NT(B), Jacoby 2NT(E), Bergen Raises (E);

Swiss 3NT

NOTRUMP: Stayman, 4-way Transfer;

1NT Opening: 15-17 HCP

2 OVER 1 Response: Game Forcing

SPECIAL BIDS THAT MAY REQUIRE DEFENCE

2♣ = Strong, artificial OR 22+ BAL (Note L)

2♦ = PRE, 6♥ / 6♠ (Note M)

2♥ =PRE, 5♥+5m (Note N)

2♠ = PRE, 5♠+5m (Note N)

NEGATIVE FREE BIDS at 2-level (Note H)

LEBENSOHL

After (both direct and balanced) T/O Double against weak 2 opening

After opener reverse (Note Q)

After interference of 1N opening

SPECIAL FORCING PASS SEQUENCES

1x-(DBL)-RDBL; Forcing Pass thru 2NT; subseq DBL = suggest PEN

(1NT) X (P) DONT

PSYCHICS: RARE

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING / OTHER DEVELOPMENT
1♣		2	4♥	12+	Inverted minor 2♣ = 10+(Note I), 4♣+,2♦/♥/♠ = WJS,	1♣ – 1X – 1N, then 2♣/2♦= 2-way checkback	
					WALSH =bid 4cd M unless GF with 5♦+4♥ (Note D)	New Cheapest suit Forcing ♣ - 1X - 2♣ - 2♦ =GF (Note J)	1♣-2♣-4♣=RKC
					2NT= Invite, 3/4/5♣ = Preemptive,	Fourth suit forcing = GF	1♣-3♣-4♣=Ask shortness
					3♦/3♥/♠/4♦ =preemptive, 3N/4♥/♠ = To play	Inverted Minor Raise (2N/3♣ = NF, New-suit = Features)	
1♦		4	4♥	12+	1♥/♠ = 4+, 1N = 6-10, no 4M, 2♣= GF, 4+	1♦ – 1M –1N = 2-way checkback (Note C)	
					Inverted minor 2♦ = 10+(Note I), 4+♦,2♥/♠ = WJS,	New Cheapest suit Forcing / Forth-suit Forcing = GF (Note J)	1♦-2♦-4♦=RKC
					2N = Invite, 3♣ = 6+ good ♣ INV, 3/4/5♦ = Preempt	Inverted Minor Raise (2N/3♦ = NF, New-suit = Features)	1♦-3♦-4♦=Ask shortness
					3♥/♠/4♣ = preempt, 3N/4♥/♠ = To play		
1♥		5	4♦	11+	1♠ = 4+, 1N = Semi-forcing (Note B) , 2♣/♦ = GF,	Semi-forcing 1N: 2♣/2♦ = 2+/3+cards	2♣/♦ = REV Drury, 3/4+card (Note G)
					2♥ = 6-9, 2♠= WJS, 2N = 13+, Jacoby	1♥ – 1♠ – 1N = 2-way checkback (Note C)	2N=NAT
					3♣/♦ = 10-12/7-9 4+cards support, 3♥/4♥ = Preempt,	2/1 Game Force: 2♥= Catch-all, 2N = Non-min 14-16	Bergen on after passed hand or X
					3N = 13-15, any 4333, 3♠/4♣/4♦ = SPL;	Jacoby: 3-level = Shortage, 4-level = good 5+cards	3D=7-9 (Note E)
1♠		5	4♥	11+	1N =Semi-forcing (Note B), 2♣/♦/♥ = GF,	Semi-forcing 1N: 2♣/2♦ = 3+cards	2♣/♦ = REV Drury 3/4+card (Note G)
					2♠= 6-9, 2N = 13+, Jacoby	2/1 Game Force: 2♠ = Catch-all, 2N = Non-min 14-16	2N=NAT
					3♣/♦ = 10-12/7-9 4+cards support, 3♠/4♠ = Preempt,	Jacoby: 3-level = Shortage, 4-level = good 5+cards	Bergen on after passed hand or X
					3N = 13-15, any 4333, 3♥/4♣/4♦ = SPL, 4♥ = to play		3D=7-9 (Note E)
1NT		1		15-17, normally BAL	2♣ = Stayman, 4 way transfer f2♦/♥/♠/NT = transfer	Stayman does not promise Major when invitational	DLB artificial intervention= values;
				5M/6m/stiff honor OK	3♣ = Weak both minors, 3♦ =GF, both minors	Another Major after Stayman = Fit, slam try	Other natural, 4 level = Texas trans
					3♥/3♠ = 31(45) / 13(45), GF+	Smolen: GF	
					3N = To play, 4♣ = Gerber, 4♦/♥ = Transfer,		
					4NT = Quantitative, 5♣/♦ = To play (Note A)	Quantitative: Baron	
2♣	√	0		17+, strong, artificial, or	(Note L) 2♦ = 0-1 CTLs, 2♥/2♠/2NT = 2 / 3 / 4+CTLs,	Over interference: DOPI , X = 0-1 CTLs;	
				22+, balanced hand	3-level = 6-card+ with 2 out of AKQ, nothing else	Pass = 2 CTLs, no stopper; Others = 2+ CTLs, NAT 5+cd	
					Truscott 2C-2D-2H=H/24-25 3NT=26+	2NT=2+ CTLs After Truscott, 2S=2nd neg	
2♦	√	0		WK 2♥ / 2♠ (6 cards)	(Note M) 2N = Asking, 2M/3M = P/C; 4M = To play;	2♦-2NT-3♣/♦ = max♥/♠; 2♦-2NT-3♥/♠ = min ♥/♠;	
					3m = Constructive; 4♣ = bid your M-1; 4♦ = bid your M;	2♦-4♣-4♦/♥ = ♥/♠; 2♦-4♦-4♥/♠ = ♥/♠;	
2♥	√	5		PRE, 5♥+5m	2N = Asking, 3m = P/C, 3♥ = to play, 3♠ = GF	2♥-2NT-3♣/♦ = min, ♣/♦; 2♥-2NT-3♥/♠ = max ♣/♦;	
					(Note N)		
2♠	√	5		PRE,5♠+5m	2N = Asking, 3m = P/C, 3♠ = to play, 4♥ = to play	2♠-2NT-3♣/♦ = min, ♣/♦; 2♠-2NT-3♥/♠ = max ♣/♦;	
					(Note N)		

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG. DBL THRU	DESCRIPTION	RESPONSES	HIGH LEVEL BIDDING / CUE-BIDDING	
2NT		2		20-21, balanced hand	3♣ = Puppet stayman,3♦/♥/3NT/4♦/♥ = Transfer,	CUE-BIDS	SLAM CONVENTIONS
				5M/6m/stiff honor OK	3♠ = HARDY=puppet 3NT; Gerber (Note K)		
3♣/♦		6		Preemptive	New suit = GF		
3♥/♠		6		Preemptive	New suit = GF, 4N= RKCB		Gerber = 14 / 03
3NT	√			No side Ace, To Play;	4♣/♦ = P/C, 4♥/♠ = To play, 4N =control asking bid		RKCB = 14 / 03 agreement after interference (Note O)
4♣/♦		7		Preemptive	4N = RKCB		Exclusive Blackwood
4♥/♠		7		Preemptive	4N = RKCB		

A. 1NT Development

2♣	= Stayman, does not promise M when INV, follow with Smolen in 3-level ;
2♦	= Transfer to 2♥ ;
2♥	= Transfer to 2♠ ;
2♠	= Transfer to 3♣ ;
2NT	=Transfer to 3♦;
3♣	= weak both minors, 5+5+ ;
3♦	= GF, both minors, 5+5+ ;
3♥	= 31(54), GF+, 13-15 HCPs *OR* 16+ ;
3♠	= 13(54), GF+, 13-15 HCPs *OR* 16+ ;
3NT	= To play ;
4♣	= GERBER ;
4♦/♥	= Texas Transfer ;
4NT	= quantitative

Stayman

After 1NT – 2♣–2♦ :
- 2♥ = 4+♥ & 4+♠, weak (garbage);
- 2♠ = 5♠ & 4♥, weak ;
- 2NT = invite to 3NT, might or might not have M ;
- 3♣/♦ = 5+cards with an unknown 4 cards M, Slam Try;
- 3M = *SMOLEN*, 4 cards in M & 5 cards in other M, GF ;
- 3NT = To play ;
- 4♦ = 6+♥ & 4♠, no slam interest ;
- 4♥ = 4♥ & 6+♠, no slam interest ;

After 1NT – 2♣–2♥ :
- 2♠ = Invite to 3NT without 4♠ *OR* ♥ fit GF ;
  - *THEN* Responder bids = ♥ fit GF ;
- 2NT = invite to 3NT with 4♠ ;
- 3♣/♦ = 5+cards suit with 4♠, Slam Try;
- 3♠ = SPL in ♠ ;
- 3NT = To play ;
- 4m = SPL in m ;

After 1NT – 2♣–2♠ :
- 2NT = invite to 3NT, may *OR* may not have 4♥ ;
- 3♣/♦ = 5+cards with 4♥, Slam Try;
- 3♥ = ♠ fit, Slam Try ;
- 3NT = To play ;
- 4m = SPL in m;
- 4♥ = SPL in ♥;

Smolen

After 1NT – 2♣–2♦– 3♥– 3NT :
- 4♣ = 5404, mild Slam Try ;
- 4♦ = 5440, mild Slam Try ;

After 1NT – 2♣–2♦ – 3♠– 3NT :
- 4♣ = 4504, mild Slam Try ;
- 4♦ = 4540, mild Slam Try ;

Jacoby Transfer

After 1NT – 2♦ :
- 2♥ = Normal Accept ;
  - *THEN* 2♠ = NAT, INV, 5+5+; *THEN* 2NT = to play;
    - 3♥ = to play;
    - 4M = to play;
  - 2NT = INV ;
  - 3m = NAT, 4+ cards, Slam Try ;
  - 3♥ = INV with 6+cards ♥ ;
  - 3♠ = SPL in ♠, 6+♥ ;
  - 4♣/♦ = SPL in m, 6+♥ ;
  - 4♥ = mild Slam Try, normally with at most 5 losers ;
  - 4NT = INV ;
- 2♠ = Super Accept, 4+♥, weak doubleton, max ;
- 2NT = Super Accept, 4+♥, no weak doubleton, max ;
- 3m = Super Accept, 4+♥, weak doubleton, max ;
- 3♥ = Super Accept, 4+♥, min ;

After 1NT – 2♥ :
- 2♠ = Normal Accept ;
  - *THEN* 2NT = INV ;
    - 3m = NAT, 4+ cards, Slam Try ;
    - 3♥ = NAT, GF with 5+5+; *THEN* 3♠ = ♠ fit;
      - 4m = ♥ fit with m cue;
      - 4♥ = ♥ fit with no slam
    - 3♠ = INV with 6+♠ ;
    - 4♣/♦ = SPL in m, 6+♠ ;
    - 4♥ = SPL in ♥, 6+♠ ;
    - 4♠ = mild Slam Try, normally with at most 5 losers ;
    - 4NT = INV ;
- 2NT = Super Accept, 4+♠, no weak doubleton, max;
- 3m = Super Accept, 4+♠, weak doubleton, max;
- 3♥ = Super Accept, 4+♠, weak doubleton, max;
- 3♠ = Super Accept, 4+♠, min;

After Super Accept,
- 3♦ is re-transfer to ♥ (while 3♥ is for ♠), subsequent new suit = cue-bids;
- 4 level new suit = SPL;

Texas Transfer

4NT after Texas = RKCB ;

NCBO: HONG KONG, CHINA

Minor Suit Transfer

After 1NT – 2♠ :

  2NT = fit ♣, at least Hxx OR 4+cards (could be Hx with max)
    THEN   3♣ = weak 6+♣, sign off ;
             3♦ = GF+, 6+♣, values/features
             3M = GF+, 6+♣, values/features
             3NT = sign off;
             4NT = RKCB in ♣ ;

  3♣ = no ♣ fit, either xx OR Hx OR xxx
    THEN   Pass = weak 6+♣, sign off ;
             3♦ = GF+, 6+♣, values/features
             3M = GF+, 6+♣, values/features
             3NT = sign off;
             4NT = Quantitative with long ♣ and no shortage;

After 1NT – 2NT :

  3♣ = fit ♦, at least Hxx OR 4+cards (could be Hx with max)
    THEN   3♦ = weak 6+♦, sign off ;
             3M = GF+, 6+♦, values/features
             3NT = sign off;
             4♣ = GF+, 6+♦, values/features
             4NT = RKCB in ♦ ;

  3♦ = no ♦ fit, either xx OR Hx OR xxx
    THEN   Pass = weak 6+♦, sign off ;
             3M = GF+, 6+♦, values/features
             3NT = sign off;
             4♣ = GF+, 6+♦, values/features
             4NT = Quantitative with long ♦ and no shortage;

Roman Gerber

After 1NT – 4♣ :
  4♦ = 1/4 Aces ;

  4♥ = 0/3 Aces ;

  4♠ = 2 Aces,
Then 5♣ = Ask K

B. Semi-Forcing 1NT

Over 1M opening, 1NT is Semi-Forcing, opener can pass with min 5332 or 4522

After 1♥ – 1NT :
  2♣/♦ = 3+♣/3+♦ ;
  2♥ = 6+♥, 10-14 hcps ;
  2♠ = Reverse, 4+cards ♠ ;
  2NT = any GF, puppet to 3♣;
      THEN subsequent show 5-4;
  3m = GF, 5+cards suit ;
  3♥ = 6+♥, good hand, 16-18 ;
  3NT = to play;
  4♥ = to play ;

After 1♠ – 1NT :
  2♣/♦ = 3+♣/3+♦ ;
  2♥ = 4+♥, NF ;
  2♠ = 6+♠, 10-14 hcps ;
  2NT = any GF, puppet to 3♣ ;
      THEN subsequent show 5-4;
  3m = GF, 5+cards suit ;
  3♥ = GF, 5+cards suit ;
  3♠ = 6+♠, good hand, 16-18 ;
  3NT = 7+cards solid suit ;
  4♠ = to play ;

After 1♥ – 1NT – 2m :
  2♦ = NAT, 6-9 hcps, 5+ cards ;
  2♥ = NAT, 2+ cards ;
  2♠ = INV, 4+ m fit ;
  3m = Non-Forcing ;
  3♥ = INV, 10-12 hcps, 3 cards fit ;
  3NT = to play ;

After 1♠ – 1NT – 2m :
  2♦ = NAT, 6-9 hcps, 5+ cards ;
  2♥ = NAT, 6-9 hcps, 5+ cards ;
  2♠ = NAT, 2+ cards ;
  3m = INV, 5+ m fit ;
  3♥ = INV, 10-12 hcps, 6+♥ ;
  3♠ = INV, 10-12 hcps, 3 cards fit ;
  3NT = to play ;

After 1♥ – 1NT – 2NT (Alan B) :
  3♣ = nothing special ;
  3♦ = 9-12, 6+cards ;
  3♥ = 10-12, 3 cards fit ;
  3♠ = 9-12, 6+cards ♣ ;
  3NT = 9-12 generally BAL ;

After 1♠ – 1NT – 2NT :
  3♣ = nothing special ;
  3♦ = 9-12, 6+cards ;
  3♥ = 9-12, 6+cards ;
  3♠ = 9-12, 3 cards fit ;
  3NT = 9-12 generally BAL ;

After 1♥ – 1NT – 2NT – 3♣ :
  3♦ = GF, 4 cards ;
  3♥ = GF, 6+cards ;
  3♠ = GF, 4 cards ♣ ;
  3NT = GF, generally BAL ;

After 1♠ – 1NT – 2NT – 3♣ :
  3♦ = GF, 4 cards ;
  3♥ = GF, 4 cards ;
  3♠ = GF, 6+cards ;
  3NT = GF, generally BAL ;

1♥ – 1NT – 2♥ – 2♠ = invitation, mild ♥ support, choose ♥ or NT;

1♠ – 1NT – 2♥ – 3m = 6+ cards, 10-12 hcps ;
1♠ – 1NT – 3♥ – 4m = ♥ fit, m cue bid ;

1M – 1NT – 2m – 2M – 3M = 15-16 hcps, INV with 6+ cards good suit;

C. Two way Checkback

System ON for all 1NT rebid [1m – 1M– 1NT / 1♣ – 1♦ – 1NT / 1♥ – 1♠ - 1NT]
System ON when passed hand ;
System ON when opponents interfere over opening ;
System OFF when opponent bid after 1NT (except DBL) ;

General Principles after 1NT rebid:
  2♣ = puppet to 2♦, either Stop Bid OR INV ;
  2♦ = any GF ;
      Subsequent response for opener = bid up the line ;
  All INV shall go through 2♣ ;
  2NT = INV without 5 cd major ;
  Jumping to 3 level new suit = GF with 5-5;
  Jumping to 3 level original suit = GF with 6+ cards semi-solid ;

Invitational Sequence (all INV shall go through 2♣)

1♦ – 3♣	= mild game INV, 6+cards with 2 top honors ;
1♣ – 1M– 1NT – 2♣– 2♦ – 3♣	= normal game INV, 10-11,5+♣ + 4M ;
1♦ – 1M – 1NT – 2♣ – 2♦ – 3♣	= normal game INV, 10-11, 6+♣ + 4M ;
1♣ – 1M– 1NT – 2♣– 2♦ – 3♦	= normal game INV, 10-11, 6+♦+ 4M ;
1♣ – 1♦ – 1NT – 2♣– 2♦ – 3♦	= normal game INV, 10-11, 6+♦ ;
1m – 1M– 1NT – 2♣– 2♦ – 2NT	= INV with BAL, normally only 4M;
1m – 1M– 1NT – 2♣– 2♦ – 2M	= INV with 5M ;
1m – 1♥ – 1NT – 2♣– 2♦ – 2♠	= INV with 5♥ + 4♠ ;
1m – 1M – 1NT – 2♣– 2♦ – 3M	= normal game INV, 10-11, 6+M ;

Jumping to 3 level always GF

1m – 1M – 1NT – 3M	= GF, 6+cards semi-solid+, mild slam interest ;
1♣ – 1♦ – 1NT – 3♦	= GF, 6+cards semi-solid+, mild slam interest ;
1♣ – 1♦ – 1NT – 2♦	= GF with 6+♦ OR♣ fit;
1♣ – 1♦ – 1NT – 2M	= GF with 5+♦ + 4M ;
1m – 1♠ – 1NT – 3♥	= GF with 5+5+M ;
1m – 1M – 1NT – 3m	= GF with 5M + 5m ;
1♣ – 1M– 1NT –3♦	= GF with 5M + 5♦ ;
1♦ – 1M– 1NT –3♣	= GF with 5M + 5♣ ;
1♣ – 1♦ – 1NT –3♣	= GF with 5♦ + 5♣ ;

Game Forcing 2♦

1m – 1♥– 1NT – 2♠	= GF with 4-4 M ;
1m – 1♥– 1NT – 2♦– 2♥–2♠	= GF with 5♥ + 4♠ ;
1m – 1♠– 1NT – 2♦– 2♥–2♠	= GF with 5+♠ ;
1♣ – 1♦ – 1NT – 2♦ – 2M	= 4♣4M ;
1♣ – 1♦ – 1NT – 2♦ – 2NT	= 4432 OR any 4333 ;
1♣ – 1♦ – 1NT – 2♦ – 2NT – 3♣	= GF with 5+♦ + 4♣ ;
1♣ – 1♦ – 1NT – 2♦ – 3♣	= 5+♣ ;

Two way Checkback for 1M opening

After 1♥ – 1♠ - 1NT :
  2♣   = puppet to 2♦, either Stop bid OR INV ;
  2♦   = any GF ;
  2♥   = NAT, 3♥support ;
  2♠   = Stop bid ;
  2NT =; INV
  3m   = GF with 5♠ + 5m ;
  3♥   = GF with 5♠ + 3+♥;
  3♠   = GF, 6+cards semi-solid+, mild slam interest ;

Checkback for 2NT rebid

After 1m – 1M – 2NT :
  3♣   = Checkback Stayman, not promise 5+M or 4+ other M ;
  3♦   = 4+m support, mild slam try ;
  3M   = GF with 6+ cards ;
  3NT = Stop Bid ;
  4 other m = 5+ M & 5+ other minor ;

1m – 1♥ – 2NT – 3♠	= 4-4 M ;
1m – 1♠ – 2NT – 3♥	= 5+5+ M ;

After 1m – 1♥ – 2NT – 3♣ :
  3♦   = 3♥ & 4♠ OR   NO 3♥ &NO 4♠ ;
      THEN   3♥   = relay asking ;
              THEN   3♠   = BOTH ;
                      3NT = None ;
  3♥   = 3♥ but NO 4♠ ;
  3♠   = 4♠ but NO 3♥ ;
  3NT = 6+ minor ;

After 1m – 1♠ – 2NT – 3♣ :
   3♦ = 3♠ & 4♥ *OR* NO 3♠ & NO 4♥ ;
         THEN   3♥ = relay asking ;
                  THEN   3♠ = BOTH ;
                              3NT = None ;

   3♥ = 4♥ *but* NO 3♠ ;
   3♠ = 3♠ *but* NO 4♥ ;
   3NT = 6+ minor ;
   4m = 4♠ support, cue in m ;

After 1♥ – 1♠ – 2NT :
3m = new minor forcing, maybe just feature ;
3♥ = GF, ♥fit ;
3♠ = GF, 6+♠ ;
3NT = to play ;

Fourth-suit GF for 1M rebid (all GF shall go through 4ᵗʰ suit)

   1♦ – 1♥ – 1♠ – 2♣   = 4ᵗʰ suit GF;
   1♣ – 1♦ – 1♠ – 2♦   = 4ᵗʰ suit GF;

   1♣ – 1♦ – 1♥ – 1♠   = 4ᵗʰ suit GF ;
   1♣ – 1♦ – 1♥ – 2♠   = GF with 5+♦ 4♠ ;

   1♣ – 1♦ – 1♥ – 3♦   = normal game INV, 10-11, 6+♦;
   1♣ – 1♦ – 1♠ – 3♥   = normal game INV, 10-11, 6+♥ ;

D. WALSH

After 1♣ opening, responder shall bid 1M, unless GF with 5+♦ 4M ;

After 1♣ – 1♦ :
   1M = 4 cards M, unbalanced ; (only after 1♣ – 1♦ show unbalanced)
      i.e.   1♣ – 1♦ – 1♥ = 5+♣ 4♥ (4♣ only when 4414)
               1♣ – 1♦ – 1♠ = 5+♣ 4♠ ;
   1NT = 11-14, BAL *OR* Semi-BAL, might have 4 cards M ;
   2♣ = NAT, 6+♣ ;
   2♦ = NAT, 4+♦ support ;
   3♦ = GF with 5+♣ 4♦ (opener Reverse) ;

E. Bergen Raises & Jacoby 2NT

System ON (Bergen) for passed hand or doubled

After 1♥ opening :
   2NT = Jacoby 2NT, 4+ cards support, GF ;
      THEN   3m = sing/void in m ;
                     3♥ = max 16+
                     3♠ = sing/void in ♠ ;
                     3NT = medium hand 14-15;
                     4m = 5+cards m, good suit ;
                     4♥ = min ;
   3♣ = 10-11 hcps, 4+ cards support ;
      THEN   3♦ = shortness asking ;
              THEN   3♥ = no shortness ;
                     3♠ = sing/void in ♠ ;
                     3NT = no shortness, but extra trumps ;
                     4m = sing/void in m ;
   3♦ = 7-9 hcps, 4+ cards support ;
   3♥ = 3-6 hcps, 4+ cards support, PRE ;
   3♠ = SPL in ♠ ;
   3NT = 13-15, any 4333 ;
   4♥ = To play ;

F. Response after 2 over 1 GF

After 2 over 1 GF

After 1♥ - 2♣:
   2♥ = Catch All, 5+♥;

G. 2-way Reverse Drury
General Principles
Passed hand, 2♣/2♦ shows 3 / 4 cards support in M, 9-11 hcps;
      After 1♥ - 2♣   (same for 1♠ - 2♣)
   2♦ = 12-17, 5+♥ (not light opening) reinvite
   2♥ = 9-11, 5+♥ (light open) NF

H. Negative Free Bids
   2-level new suit = NF, 7-11 hcps, 5+ cards ;
   3-level new suit = GF, normally 6+ cards ;

I. Inverted minors

System ON when passed hand ;
After Inverted minors, opener bid suit UP THE LINE with (13+)

After 1♣ – 2♣ :
    4♣ = RKCB;

After 1♣ – 3♣ :
    4♣ = shortness asking ;
        THEN   4♦ = sing/void in ♦ ;
                4M = sing/void in M ;
                5♣ = no shortness ;
    4♦ = SPL in ♦;
    4M = SPL in M;

After 1♦ – 3♦ :
    3M = values + features, cue bids afterwards ;
    3NT = to play ;
    4♣ = values + features, cue bids afterwards ;
    4♦ = shortness asking ;

J. New Cheapest Suit Forcing

System OFF when passed hand ;
System OFF after interference by X *OR* Overcalls after 2m rebid ;
New Cheapest Suit Forcing is GF ;

Bidding	Meaning
1♣ – 1♦ – 2♣ – 2♥	= any GF;
1♣ – 1♦ – 2♣ – 2♠	= GF with 5+♦ & 4♠ ;
1♣ – 1M – 2♣ – 2♦	= any GF ;
1♣ – 1♥ – 2♣ – 2♠	= GF with 5+♥ & 4+♠ ;
1♣ – 1♠ – 2♣ – 2♥	= Stop bid ;
1♣ – 1M – 2♣ – 3♦	= INV with 5M&5♦ (did not bid NCSF)
1m – 1♠ – 2m – 3♥	= 5+5+M, INV ;5-4M INV can go only thru 2NT ;
1♦ – 1M – 2♦ – 2oM	= any GF ;
1♦ – 1M – 2♦ – 3♣	= INV with 5M & 5♣ (did not bid NCSF)

K. 2NT Opening

Puppet Stayman
For opening bid of 2NT 20-21 balanced ;
3♣   =ask 5 card major (puppet stayman)
3♦   =transfer to 3♥
           Then   3♠ = 5♥4♠
3♥   =transfer to 3♠
           Then   4♥ = 5♠5♥
3♠   = Hardy (see convention)
3NT/4♦/4♥ = transfer
After 2NT-3♣
     3♦ = one 4 card maj;
         Then   3♥ = 4 card ♠
                  3♠ = 4 card ♥
              3NT = 33 major or less
              4♣ = both majors
              4♦ = 5♠4♥
     3♥ = 5 card ♥
     3♠ = 5 card ♠
        Then new suit is cue bid with slam interest, fit M
           3NT= stop bid
     3NT = no major (3-3) or less
           Then 4♣=minor asking
              Then 4♦   =one 5 card minor
                   Then 4♥=relay
                     Then 4♠=♣
                      4NT=♦
              4♥   =4 card ♣
              4♠   =4 card ♦
              4NT   =4-4 minor

Hardy Convention
     3♠ relay to 3NT, could be either Stop Bid *OR* Slam Try in one minor *OR* both minors ;
     After 2NT – 3♠ – 3NT :
         4♣/4♦= suit, mild slam try, optional keycard asking ;
         4♥/4♠= at least 5+4+ minor, shortiness in bid suit ;
              THEN   4NT   = Stop Bid ;
                     5m/6m   = Stop Bid
     4NT = 22(54), mild slam try ;
2NT – 3NT = Transfer to 4♣, weak in ♣/♦, no slam interest ;

Strongest bid   = go through Hardy ;
Intermediate bid   = go through 2NT – 3NT – 4m – 5m ;
Weakest bid   = direct jump to 5m over 2NT ;

L. Strong 2C Opening

Strong artificial,8+playing tricks, 17+hcps or 22+BAL

After 2♣-

2♦	= 0-1 controls
2♥	= 2 controls
2♠	= 3 controls
2NT	= 4+ controls
3♣-3♠	=6+ cards with 2 top honours out of AKQ, nothing else

After 2♣-2♦-

Any suit= 5+cards, Forcing OO

Then   2♥   = 5cd ♥ or Truscott (strong balance)
Then   2♠   = Ask 2nd negative;
Then 2NT = 24-25; 3 any = 5 cd suit; 3NT=26+

2NT   = 22-23 hcps BAL
3NT   = for play

After 2♣-2♦-2NT- = (puppet staymen/Hardy)

DOPI after Intervention

After 2♣(2♦-4♠)

X	= 0-1 control
Pass	= 2 controls, no stopper
Suit	= 2+controls, 5 cards
2NT	= 2+controls, BAL (may have no stopper)

After 2♣ (X) Bid = System On (as if without double)

M. Multi-2♦ (weak 2♥ / 2♠)

Responses :

2M	= Pass / Correct ;
2NT	= Asking ;
3m	= Constructive ;
3M	= Pass / Correct ;
3NT	= to play ;
4♣	= bid your M – 1 ; (only with no intervention)
4♦	= bid your M ; (only with no intervention)
4M	= to play ; (not pass or correct)

System ON when Opponents X over Openings ;
System OFF when Opponents overcalled over Openings,
Cue bid = bid your Major ;
New suit = NAT ;

After 2♦ – 2NT :

3♣ / 3♦	= max 6+♥ / ♠ ;
3♥ / 3♠	= min 6+♥ / ♠ ;

After 2♦ – 4♣ :   After 2♦ – 4♦ :
   4♦   = 6+♥ ;   4M   = 6+M ;
   4♥   = 6+♠ ;

N. 2M Openings

Responses :

2NT   = Asking ;

THEN	3♣	= min, M+♣ ;
	3♦	= min, M+♦ ;
	3♥	= max, M+♣ ;
	3♠	= max, M+♦ ;

System ON when Opponents X over openings ;

O. Roman KeyCard Blackwood

4NT after obvious agreed trumps, 140322

5NT	= 2 KC plus a useful void ;
6m	= 1/3 KC plus a useful void (if below trump) ;

After interfere (5♦ or below, inluding DBL),just like other convention being interfered

Double	= exactly the step
Pass	= the step cannot bid
Suit	= bid as usual

After interfere (5♥ or more), DEPO

Double	= Even number of keycards; and zero
Pass	= Odd number of keycards;

P. Multi-LANDY

Defense against 1NT opening :

X	= same strength or above ;
	After passing and setting up penalty, subsequent X = penalty ;
2♣	= both Majors, 4+4+ ;
2♦	= 1 Major ;
2M	= normally 5+M & 4+m ;
2NT	= both minors, 5+5+ ;
3m	= PRE against Strong NT (14+), Constructive against weak NT ;
3M	= PRE against Strong NT (14+), Constructive against weak NT ;

Q. Lebensohl

Case 1 : Over partner's takeout DBL on opponent Weak 2 openings ;
   2NT   = Relay to 3♣, showing weak ;
Case 2 : 1NT opening being interfered ;
   After 1NT (2M) :
      2NT   = puppet to 3♣, STOP in any suit ;
Case 3 : Opener reverse ;

   Jump level Reverse
   After 1m – 1♠ – 2♥ :
      2NT   = LEB