

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
Aggressive at 1-level, can be good 4 card suit; sound at the 2-level.
Then: new suit = NF at 2-level; Cue = INV raise or any FG.
new suit JUMP below game = Fit showing (3+ card support).
jump cue = Some values with 4+ card support;
jump raise = PRE.
Good-Bad 2NT in many situations (COMP in ♣ or good w/ other suit)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 nd : 15-18 BAL - responses as for 1NT opening
Reopening: 11-14: responses as for 1NT opening
4 th Live: T/O distributional, except when VUL vs NV, 16-19 BAL
JUMP OVERCALLS (Style; Responses; Unusual NT)
1-suit: 2-level: VUL = INTERMEDIATE to STRONG; NV = PRE
3 and 4 level: PRE except:
1♥-3♣=5+♦/5+♠, 1♠-3♣=5+♦/5+♥, 1♣-2♦=5+♥/5+♠
2NT = 5+/5+ lower unbid suits;
2-suit: Over weak 2: 4♣/♦=strong ♣/♦+major 2 suiter; 4M=to play
Reopen: INTERMEDIATE; 2NT=19-21 with puppet Stayman [A2]
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
SPECIFIC MICHAELS CUE 5+/5+ in ♣ +other major, any strength;
JUMP CUE= stopper ask; (1♣) 2♣=natural; (1♦) 2♦ = 5+♥/5+♠
VS. NT (vs. Strong/Weak; Reopening; PH)
DBL=PEN; subsequent DBLs are T/O or COMP. Canape Transfers:
2♣ = ♥+♠ (not good 5-5) OR 5+♠+5+♦ good OR 6+♦ good
2♦ = (5)6+♥ OR 5+♦+5+♥ good OR 4♥+6+other very good
2♥ = (5)6+♠ OR 5+♥+5+♠ good OR 4♠+6+other very good
2NT= 6+♣ OR 4♠+6+other very good
2♠ = 5+♣+5+♠ good; 3♣ = 5+♠+5+♥ good; 3♦ = 5+♦+5+♠ good
Passed hand: DONT (4+/4+); DBL=single suiter
VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT Bids)
DBL for takeout; REVERSE LEB after (weak 2x)-DBL-(P) [F13];
DIRECT CUE=Michaels; 3NT=to play;
Leaping Michaels (4♣/♦) over 2M
2NT=15-18 with 3♣ puppet Stayman [A2] and 3♦/♥ transfers [F16]
DBL Gambling 3NT = takeout
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
1♣: DBL=15+ HCP; 1♦/♥/♠ = NAT; 1NT = ♣; 2♠ = NAT; 2NT = ♣+♦;
2♣ = <15, 6+♦ or ♠+♣ or ♠+♥; 2♦ = <15, 6+♥ or ♦+♠ or ♦+♠;
2♥ = <15, 6+♠ or ♥+♣ or ♥+♦.
2♠: DBL = ♣; 2NT = ♣+♦;
OVER OPPONENTS' TAKEOUT DOUBLE
New suit at 1-level F1, at 2-level NF. 2NT = Limit raise or better.
JUMP raise = PRE. Fit showing jumps.
RDBL = 10+ HCP, except 1♦ (DBL) RDBL = 6+ HCP, 4+♦

LEADS AND SIGNALS				
OPENING LEADS STYLE				
	Lead	In Partner's Suit		
Suit	3 rd /5 th ; low = odd	3 rd /5 th ; low = odd; [B1]		
NT	4 th , 2 nd or top from weakness	4 th , attitude		
Subseq	4 th , attitude	4 th , attitude		
Other: Lead of Ace in NT asks for unblock or low=even				
LEADS				
Lead	Vs. Suit	Vs. NT		
Ace	AKx(+); Ax(+)	AKQ10(+); AKJ10(+)		
King	KQ(+); Kx; AK	AKx(+)		
Queen	QJ(+); Qx	KQ(+)		
Jack	J10(+); (K)J10(+); Jx	QJx(+); AQJx(+)		
10	109(+); H109(+); 10x	J10x(+); (A/K)J10x(+); 10x		
9	9x; KJ9(x)	109x(+); (H)109x(+); 9x		
Hi-X	Sx	Sx; xSx(x); Sxx		
Lo-X	(H/x)xS; (H/x)xSx; (H/x)xxxS	HxS; HxxS; HxxSx		
SIGNALS IN ORDER OF PRIORITY				
	Partner's Lead	Declarer's Lead	Discarding	
Suit	1	Low = enrg	Low = like opening lead	O = enrg; E = S/P
	2	Hi/Lo = O	Hi/Lo = O	Hi/Lo = O
	3	S/P	S/P	
NT	1	Low = enrg	Low = like opening lead	O = enrg; E = S/P
	2	Hi/Lo = O	Hi/Lo = O	Hi/Lo = O
	3	S/P	S/P	
Signals (including Trumps): Reverse Smith [B2]; Hi/Lo = O; S/P				
PRESENT COUNT (Hi/Lo = E) if suit has been previously played.				
Suit preference when switch indicated e.g. singleton in dummy.				
DOUBLES				
TAKEOUT DOUBLES (Style; Responses; Reopening)				
CLASSIC; Most DBLs below 2NT (except of 1NT) are T/O.				
Resp DBL to 4♥, denies 4 cards in other major.				
Cue is forcing to suit agreement				
DBL of non-FG ART raise is T/O of opener's suit.				
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS				
Nearly all DBLs at 1/2 level are T/O or COMP				
REDBL at 2-level of raised suit promises 8-card fit.				
1♣ (1♦) DBL promises exactly 4-4 in the majors, 6+ HCP.				
1♦ (1♥) DBL = 4/5♠. 1♦ (DBL) RDBL = 6+ HCP, 4+♦ without major				
DBL ART 2 opening that does not show 5+ cards in suit = 13-15 bal or 19+				
DBL by overcaller of stopper ask in overcaller's suit = don't lead my suit				

WBF CONVENTION CARD
CATEGORY: Red
NCBO: Australia
PLAYERS: Pauline GUMBY – Warren LAZER
EVENT: Mixed Teams
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2 over 1 game forcing
1♣ is 2+. Will respond on 0+ HCP unless holding 5+♣
1♦ is 2+ if BAL 11-14.
5 card majors with semi-forcing 1NT response
14-16 NT. Upgrades and downgrades permitted
2♦ opening = 6-10HCP, ♥ and ♠, 4+-4+NV, 5+-5+VUL
2♥/♠ opening = weak, 6-10, 5 card suit NV allowed
2NT = 21-23 BAL
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
1♣ opening = NAT 4+♣ OR 17-20 BAL (2+♣, no 5M)
1♦ opening = NAT 4+♦ OR 11-13(12-14) BAL (2+♦, no 5M)
2♦ opening = 6-10HCP, ♥ and ♠, 4+-4+NV, 5+-5+VUL
Specific Michaels Overcalls:
(1♣) 2♣ = natural;
(1♣/♦) 2♦ = 5+♥-5+♠, any strength
(1M) 2M = 5+♣-5+♠, any strength
(1M) 3♣ = 5+♦-5+♠, any strength
TFR or NEG free bid at 2-level after overcall of 1♦ opening.
1♦ (1♠) X does not promise ♥
1♦ (1♥) X = 4 or 5 ♠
1♣ (1♥) X = 4+ ♠
1m (1♥) 1♠ = T/O without ♣
1M 1NT is semi-F - includes invitational raise with 3M
SPECIAL FORCING PASS SEQUENCES
IMPORTANT NOTES
1♥/1♠ NAT response to 1♣ may be <5 HCP if <5♣.
1♦ response to 1♣ may be short with 4+♣ and <8 HCP.
Pass of 1♣ opening promises 5+♣
PSYCHICS

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE, PASSED HAND BIDDING
				1♣	✓	2	4♥
1♦	✓	2	4♥	4+♦, NAT, 11+ HCP or 11-13 BAL (1st/2nd seat) or 12-14 BAL (3rd/4th seat)	1♥/♠ = NAT, 5+ HCP; 1NT = 6-12; 2♣/♦ = NAT FG; 2♥/♠ = 0-5, 6+♥/♠; 2NT = 13-15 (or 18+) BAL; 3♣/♦ = NAT, INV; 3♥/♠ = NAT PRE, 7+♥/♠; 3NT = 16-17, 3343	1♠ rebid = UNBAL; 2NT checkback after 1♦ 1M, 2M 1NT = 11-13 (may have unbid major) then 2♣ = PUP, 2♦ = ART FG, 2NT = PUP to 3♣ [F3]; 3NT = 6+♦ to play; 2NT = 17-18 BAL with 5+ good ♦; TRFs after 2NT rebid; 1♦ 1♥, 2♣ and 1♦ 1♠, 3♥ = ART FG, 2+M	[F4] After 1♦ (1M), 1NT/2♣/♦/♥ = TFR After 1♦ (2♦/♥/♠), 2NT→3♣ = TRF 1♦ (X) XX = 4+♦ P 1♦ 2NT = 5+♦/5+♣
1♥		5	4♦	5+♥, 11+ HCP	1NT = 5-12, Semi-F; 2♣/♦ = NAT FG; 2♥ = 5-9; 2♠ = 4+♥, 12-15 BAL [F5]; 2NT = 13-15 (or 18+) BAL [F6]; 3♣ = 4+♥ FG [F7]; 3♦ = 4+♥, LIM; 3♥ = PRE; 3NT = 16-17, 33(34); 3♠/4♣/4♦ = SPL	1NT = 11-13 then 2♣ = PUP, 2♦ = ART FG, 2NT = PUP to 3♣ 1♥ 1NT, 2NT = ART FG [F8]	Fit Showing Jumps 2NT = 4+♥ LIM P 1♥, 3♥ = 6-9, 4+♥
1♠		5	4♥	5+♠, 11+ HCP	1NT = 5-12, Semi-F; 2♣/♦/♥ = NAT FG; 2♠ = 5-9; 3♥ = 4+♠, 12-15 BAL [F5]; 2NT = 13-15 (or 18+) BAL [F6]; 3♣ = 4+♠ FG [F7]; 3♦ = 4+♠, LIM; 3♠ = PRE; 3NT = 16-17, 33(34); 4♣/♦/♥ = SPL	1NT = 11-13 then 2♣ = PUP, 2♦ = ART FG, 2NT = PUP to 3♣ 1♠ 1NT, 2NT = ART FG [F8]	Fit Showing Jumps 2NT = 4+♠ LIM P 1♠, 3♠ = 6-9, 4+♠
1NT			3♣	14-16 HCP	2♣ = simple Stayman [F9]; 2♦/♥ = TRF [F10]; 2♠ = 5+♦ + 5+♠ [F11]; 2NT/3♣ = TRF to 3♣/3♦ [F12]; 3♦ = 5+♥ + 5+♠, INV or better; 3♥/♠ = 9 cards in minors, short in other major; 4♣/♦ = 6+♥/♠	After 1NT 2♣, 2♦: 2♥ = weak w/ majors; 2♠ = NAT, INV; 2NT = INV; 3♣/♦ = NAT FG; 3♥/♠ = Smolen [A4, F9] After 1NT 2♦/♥, 2♥/♠: 2NT/3♣/♦ = TRF [F10]	REV LEB [F13] X = values or T/O
2♣	✓	0	4♥	Game force	2♦ = NEG or waiting; 2♥/♠ = KQxxx or better; 2NT = 5+♣ + 5+♦; 3m = KQxxxx or better; 3M = 1 loser suit; 3NT = ART, any solid suit	After 2♣ 2♦, 2M: 3♣ = ART second negative After 2♣ 2♦, 3♣: 3♦ = waiting; 3M = 5+M, 3NT = long ♦	
2♦	✓	0		4+♥ + 4+♠ NV 5+♥ + 5+♠ VUL 6-10 HCP	2♥/♠ to play; 3♥/♠ mild INV; 2NT strong enquiry [F14]; 3NT to play; 4M to play		X = PEN
2♥		5		6-10 HCP, 6♥ 5-card suit possible NV	2NT= INQ; 2♠/3♣/♦ = NAT, F1, 3♥/4♥ = to play; jump = SPL	After 2NT, 3m/♠ = shortage, 3♥/NT = BAL min/max	X = PEN
2♠		5		6-10 HCP 6♠ 5-card suit possible NV	2NT= INQ; 3♣/♦/♥ = NAT, F1, 3♠/4♠ = to play; jump = SPL	After 2NT, 3m/♥ = shortage, 3♠/NT = BAL min/max	X = PEN
2NT			4♥	21-23 balanced	3♣ = muppet STAY [F15]; 3♦/♥ = TRF [F16]; 3♠ = PUP to 3NT [F17]; 3NT/4♣/♦/♥/4NT/5♣ = TRF [F18]; 4♠ = range ask [F19]	After 2NT-3♣, 3♦=4 major, 3♥= no major, 3NT=5♥ After 2NT-3♦/♥, 3NT/4♣ = super accept with 3/4 trumps	
3♣/♦/♥/♠		6		CLASSIC	New suit forcing; jump bid = denial cue		X = PEN
3NT	✓			Gambling, solid minor	4/5/6♣ = Pass/Correct; 4♦ = Ask for singleton; 4M = to play	After 4♦, 4M = singleton, 4NT = singleton minor	
4♣		7		PRE, disciplined	4♥/♠ = to play; 4♦ = denial cue		
4♦		7		PRE, disciplined	4♥/♠ = to play; 5♣ = denial cue		
4♥/♠		7		PRE, disciplined	New suit = denial cue		
4NT	✓			Specific ace ask	5♣ = no ace; 5♦/♥/♠/6♣ = that ace; 5NT = 2 aces		DBL = unbidable A
5♣/♦		7		PRE, disciplined	New suit = cue		
HIGH LEVEL BIDDING							
Blackwood; RKCB (03/14); Minorwood (4m); Majorwood (3M); Cue Bids show first or second round control; 3NT = serious slam try 5NT = Grand Slam Force: 6 trump suit = 0, 6♣ = 1 (0 or 1 if ♣), 6♦/NT = 2, 7♣ = 3; DOPI; REDOPI. [F20]							

A) Conventions used

[A1] Muppet Stayman: 2NT 3♣.

2NT 3♣; 3♦ = no 5 major, but at least one 4 card major.

3♥ = no 5/4 major.

3♠ = 5♠

3NT = 5♥

[A2] Puppet Stayman: Used after (2x) 2NT (P) and (1x) P (P) 2NT

2NT 3♣; 3♦ = no 5-card major, but at least one 4-card major.

3♥ = 5♥

3♠ = 5♠.

3NT = no 5/4 M.

[A3] Simple Stayman: 1NT 2♣ and (1x) 1NT (P) 2♣ and (1x) P (P) 1NT; (P) 2♣. See [F9]

[A4] Smolen: The sequence 1NT 2C 2D 3M = 4M + 5⁺oM, FG.

B) Leads and signals

[B1] If we have raised partner's suit, we may lead top (attitude) from 3 or 4 small.

[B2] Reverse Smith peters. Unless irrelevant or giving reverse count is absolutely critical, we show our attitude to the opening lead when declarer first plays a suit - low is encouraging, high is discouraging. This applies in both NT and suit contracts.

[B3] The discard of a 6 (especially if followed by odd pip in same suit) tends to be "no particular signal we wish to make".

C) Bids that may require a defence

[C1] 1♠ 2♦ = ART, FG, 5⁺♠

[C2] 1♠ 2M = mini SPL, 5-9 HCP, 5⁺♠, short in M

[C3] 1♥ 2♠ = 4⁺♥, BAL, 12-15 HCP

[C4] 1♠ 3♥ = 4⁺♠, BAL 12-15 HCP

[C5] 2♦ opening shows 4⁺♥ and 4⁺♠ NV, 5⁺♥ and 5⁺♠ VUL

[C6] Specific Michaels Overcalls

(1M) 2M = 5⁺♠-5⁺oM, any strength

(1M) 3♣ = 5⁺♦-5⁺oM, any strength

(1m) 2♦ = 5⁺♥-5⁺♠, any strength

(1♠) 2♣ = natural

D) Defensive and competitive bidding

Fit Showing jumps are used in competition and by passed hands. They show 3⁺ cards in partner's suit and 5⁺ cards in the bid suit and are F1. Jumps to game are natural, to play.

E) Doubles

Doubles of 1NT are always penalties except:

(a) (1x) P (1NT) X = takeout of x, and

(b) doubles by a passed hand when partner has not bid are takeout

Doubles of suits below 2NT are generally takeout or values. Exceptions:

(a) one of us has shown a suit by inference (e.g. takeout double), the opponents then bid that suit and partner doubles.

(b) A T/O double has been passed for penalties. All doubles are now penalty.

(c) Partner makes T/O double and opponent rebids suit at 2-level (or shows preference). Now X = penalty

If I have shown a suit e.g. opened 1M or 2M or overcalled including specific Michaels, and my RHO makes a DAB type call to which my LHO is expected to bid NT to show a stopper, then:

X = my suit is poor and suggests a lead in a different suit might work out better,

P = suggests my suit be led.

If my partner has shown a suit e.g. opened 1M or 2M or overcalled including specific Michaels, and my RHO makes a DAB type call to which my LHO is expected to bid NT to show a stopper, then:

X = a top honour (A/K/Q) in partner's suit and suggests it be led.

P = no top honour in my partner's suit.

If my partner has shown a suit e.g. opened 1M or 2M or overcalled including specific Michaels, and my RHO makes a cue raise at any level,

X = A and/or K in my partner's suit.

P = no A or K in that suit.

If I open 1♦ and my RHO cues diamonds,

X shows good diamonds

P denies good diamonds and suggests weak NT or (4441) including diamonds.

If we open 1♣ and RHO cues 2♣/3♣

X = good hand, T/O of their shown suit, neither denying nor promising clubs

P = suggests weak hand with clubs (suit may or may not be good).

Doubles at 3-level are takeout in these auctions:

(1M) P (3m Bergen Raise), X = takeout of the major

1NT (3x) X

2NT (3x) X

(3x) X

If they bid and raise their suit with no intervening passes in a competitive auction X = game try

F) Back of card

[F1] We do not pass 1♣ opening unless holding 5+♣. Responses are natural, but as balanced raises require 8+ HCP, we will bid 1♦ on a 2 or 3 card suit if holding a balanced hand with: 4+♣, 5-7 HCP or 4♣ and 0-4 HCP.

[F2] Continuations after 1♣ 1x, 1NT

After 1♣ 1♦, 1NT

2♣ is puppet to 2♦. To play in 2♦ or various invitational hands

2♦ is ART FG.

2NT is puppet to 3♣. To play in 3♣ or various FG hands

3♣ is FG, 5+♣ with 5+♦

3♦ = FG, 6+♦, 0-1 loser suit

3♥/♠ = FG, 6+♦ with 5+♥/♠

After 1♣ 1♥, 1NT

2♣ is puppet to 2♦. To play in 2♦ or various invitational hands

2♦ is ART FG.

2♥ = 5+♥, to play

2♠ = INV with exactly 4♥ and 4♠

2NT is puppet to 3♣. To play in 3♣ or various FG hands

3♣/♦ is INV, nat, 6+♣/♦ with exactly 4♥

3♥ = FG, 6+♥, 0-1 loser suit

3♠ = FG, 6+♥ and 5+♠

3NT = to play

After 1♣ 1♠, 1NT

2♣ is puppet to 2♦. To play in 2♦ or various invitational hands

2♦ is ART FG.

2♥ = 4+♥/5+♠, NF

2♠ = 5+♠, to play

2NT is puppet to 3♣. To play in 3♣ or various FG hands

3♣/♦ is INV, nat, 6+♣/♦ with exactly 4♠

3♥ = FG, 5+♠ and 5+♥

3♠ = FG, 6+♠, 0-1 loser suit

3NT = to play

[F3] Continuations after 1♦ 1M, 1NT

After 1♦ 1♥, 1NT

- 2♣ is puppet to 2♦. To play in 2♦ or various invitational hands
- 2♦ is ART FG.
- 2♥ = 5+♥, to play
- 2♠ = INV with exactly 4♥ and 4♠
- 2NT is puppet to 3♣. To play in 3♣ or various FG hands
- 3♣/♦ is INV, nat, 6+♣/♦ with exactly 4♥
- 3♥ = FG, 6+♥, 0-1 loser suit
- 3♠ = FG, 6+♥ and 5+♠
- 3NT = to play

After 1♦ 1♠, 1NT (note: 1NT rebid includes 1444 shape)

- 2♣ is puppet to 2♦. To play in 2♦ or various invitational hands
- 2♦ is ART FG.
- 2♥ = 4+♥/5+♠, NF
- 2♠ = 5+♠, to play
- 2NT is puppet to 3♣. To play in 3♣ or various FG hands
- 3♣/♦ is INV, nat, 6+♣/♦ with exactly 4♠
- 3♥ = FG, 5+♠ and 5+♥
- 3♠ = FG, 6+♠, 0-1 loser suit
- 3NT = to play

[F4] Interference over 1♦ opening

After 1♥/♠ overcall: 1NT/2♣/♦/♥ is transfer

After 2♣/♦/♥/♠ overcall: Negative free bids apply at the 2-level.

X then new suit is FG, but suggests more than one place to play.

2NT-3♥ are transfers.

<p>1♦ (1♥), X = 4/5♠ 1♠ = <4♠, 8+HCP 1NT = 5+♣ 2♣ = 5+♦ 2♦ = balanced, FG 2♥ = 6+♠, any strength 2♠ = FG, 4-1-4-4 2NT = 5+/5+ in minors, any strength 3♣ = 6+♣, INV 3♦/♥/♠ = natural, pre-empt</p>	<p>1♦ (1♠), X = 8+ HCP, does not promise 4♥ 1NT = 5+♣ 2♣ = 5+♦ 2♦ = 5+♥ 2♥ = balanced, FG 2♠ = FG, 1-4-4-4 2NT = 5+/5+ in minors, any strength 3♣ = 6+♣, INV 3♦/♥/♠ = natural, preempt</p>
<p>1♦ (2♣), 2♦/♥/♠/NT = nat, NF 3♦/♥/♠ = nat, FG, single suiter</p>	<p>1♦ (2♦ nat), 2♥/♠ = nat, NF 2NT = 5+♣ 3♣ = artificial, FG 3♦/♥ = 5+♥/♠ 3♠ = transfer to 3NT without stopper 3NT = to play</p>
<p>1♦ (2♥), 2♠ = natural NF 2NT = transfer to ♣ 3♣ = transfer to ♦ 3♦ = <4♠ FG, Asks for stopper, then 3♥ = no stopper. Responder's 3♠ shows half stopper. 3♥ = transfer to ♠ 3♠ = 5♦/4♣ 3NT = to play</p>	<p>1♦ (2♠), 2NT = transfer to ♣ 3♣ = transfer to ♦ 3♦ = transfer to ♥ 3♥ = <4♥ GF, opener bids 3♠ without a stopper 3♠ = 5♦/4♣ 3NT = to play</p>

[F5] Balanced 12-15 FG raise of 1M

1♥ 2♠ shows 12-15 balanced with 4+♥. Then
 2NT is puppet to 3♣ to show shortage
 3x = cue (1st or 2nd)
 3NT = 5+♠
 4♣ = 5+♣
 4♦ = 5+♦

1♠ 3♥ shows 12-15 balanced with 4+♠. Then
 3♠ is puppet to 3NT to show shortage
 3NT = starts cue bidding, (1st or 2nd)
 4♣ = 5+♣
 4♦ = 5+♦
 4♥ = 5+♥

[F6] Continuations after 1M 2NT (NAT, 13-15 BAL or 18+ BAL)

After 1M 2NT; 3m

- 3♦ = big ♣ raise, only 2M
- 3oM = oM values
- 3M = om values
- 3NT = good values in both other suits, maybe (4333)
- 4♣ = maximum hand with 3M + 4m.
- 4♦ = maximum hand, 3M < 4m.
- 4M = minimum hand with 3M.

[F7] Strong raise of 1M with 4+ trumps

After 1M 3♣

- 3♦ = 5+M, 3-5 controls, balanced
- 3♥ = asks for shortage
- 3♠ = shows shortage. Responder's 3NT relay asks where.
- 3NT = minimum, bal, 6+M, < 3 controls
- 4x = 5+/5+
- 4M = 5332, <3 controls, 11-13 HCP

[F8] Continuations after 1M 1NT 2NT (ART, FG)

1♥ 1NT; 2NT is ART, FG then:

- 3♣ = 5+♣
- 3♦ = 5+♦
- 3♥ = 3244 minimum
- 3♠ = 3244 maximum
- 3NT = 5-5 in the minors
- 4♣/♦ = control bid with 3 hearts
- 4♥ = 3 hearts, no control in minors

1♠ 1NT; 2NT is ART, FG then:

- 3♣ = 5+ minor. Then 3♦ is relay for the minor: 3♥/♠ shows ♣/♦.
- 3♦ = 5+ hearts.
- 3♥ = 4 hearts
- 3♠ = 2344
- 3NT = 5-5 in the minors
- 4♣/♦/♥ = control bid with 3 spades
- 4♠ = 3 spades, no outside controls

[F9] Continuations after 1NT 2♣

1NT 2♣ is simple Stayman. (Does not promise 4M, but may have invitational hand with 5♥ or 5/6♠.) Responses are:

- 2♦ = no 4/5 card major.
- 2♥ = 4-5♥.
- 2♠ = 4-5♠.
- 3♥/♠ = super maximum with 5♥/♠.

[F10] Continuations after 1NT 2♦/♥ transfers

1NT 2♦/♥ are transfers to ♥/♠. Then:

- 2♠ = 4♠ and 5+♥, invitational.
- 2NT/3♣ = 4+♣/♦, FG. Accepting transfer shows 4+ support, higher bids deny ♣/♦ support.
- 3♦ = transfer to oM, slam try. Opener's 3♥/♠ are both Majorwood.
- 3oM, 4♣/♦ = self splinter, slammish.
- 4M = mild slam try, no shortage unless singleton A/K
- 4NT = quantitative

With 4/5 card support, opener should "super-accept" as follows:

- 3M minimum,
- 2NT with maximum and no particular weakness,
- others below 3M show maximum and help needed in this suit, typically Jxx(x) or worse.

[F11] Continuations after 1NT 2♠ (both minors)

1NT 2♠ asks for opener's better minor - bid 3♣ with no preference. Then:

- Pass = to play
- 3♥/♠ = shortage in ♥/♠ with strong 5+/5+ in minors
- 3NT = at least A, K or Q in both majors (naturalish)
- 4m = by either player is minorwood

[F12] Continuations after 1NT 2NT/3♣ transfers to 3♣/♦

1NT 2NT is transfer to 3♣. Continuations are:

- Pass = weak with long ♣
- 3♦/♥/♠ = GF with long ♣, singleton ♦/♥/♠
- 3NT = long ♣, no shortage, mild slam try.

1NT 3♣ is transfer to 3♦. Continuations are:

- Pass = weak with long ♦
- 3♥/3♠/4♣ = GF with long ♦, singleton ♥/♠/♣
- 3NT = long ♦, no shortage, mild slam try.

[F13] Reverse Lebensohl

Used after 2-level interference over 1NT opening

2NT = puppet to 3♣. Then:

Pass = to play in ♣

Cue = Stayman with stopper, FG

New suit = Natural, FG

3NT = Natural with stopper

3♣ = Transfer, FG (constructive over opponents' weak 2 opening)

3♣/♦/♥ = Transfer, any range. Transfer into opponent's suit is Stayman without stopper

3♣ over bid showing ♥ = 5/4 in minors, 3 cards in ♣, FG

3♣ over bid showing ♠ = 5/4 in minors, 3 cards in ♥, FG

3♣ over bid showing ♠ + ♥ = 5/5 in minors, FG

3NT = Natural, but denies a stopper

A similar approach, without transfers, is used after (2x) X (P) - bids via 2NT show values, immediate bids at the 3-level (except 3♣) are weak.

[F14] Continuations after 2♦ Opening

2♦ opening shows 4+♥ and 4+♠ NV, 5+♥ and 5+♠ VUL and 6-10 HCP

2♥/♠ To play

2NT Game try enquiry

3♣ Natural, non-forcing

3♦ Natural, non-forcing, constructive

3♥/♠ mildly invitational

3NT/4♥/♠ to play

[F15] Muppet Stayman Continuations after 2NT 3♣

2NT 3♣; 3♦ = no 5 major, but at least one 4 card major. Then

3M = 4oM, <4M.

3NT = to play

4♣ = both majors, slam interest.

4♦ = both majors, no slam interest.

4NT = quant

3♥ = no 5/4 major. Then

3♠ = puppet to 3NT

3NT = 5♠ with 4♥

4m = 5+ natural, modified Minorwood [F20]

4♥ = 5♥/5♠ weak. Opener passes or bids 4♠.

4NT = quant

3♠ = 5♠. Then

3NT/4♠ = to play

4m = 5+ natural, modified Minorwood [F20]

4♥ = ♠ raise, slam invitation or better

4NT = quant

3NT = 5♥. Then

4♣ = 5+ natural, modified Minorwood [F20]

4♦ = transfer to 4♥

[F16] Continuations after 2NT 3♦/♥ transfers

2NT 3♦/♥ are transfers to ♥/♠

Note 2NT 3♦, 3♥ 3NT = 5♥ and 4♠

2NT 3♦, 3♥ 3♠ = puppet to 3NT

Transfer to major at 3-level and then 4NT is quantitative.

Transfer to major at 3-level and then raise to 4♥/♠ is mild slam invitation

Transfer to major at 3-level and then new minor is natural with at least mild slam interest.

Super accepts and retransfers: After 2NT 3♦/♥:

4♣ = 4/5 card support, maximum. Then 4♦/♥ are retransfers.

4♥/♠ = 4/5 card support, no slam interest.

3NT = 3 card support, super maximum. Then 4♦/♥ are retransfers.

2NT 3♥, 3NT = super-accept with 3♥ and < 4♠

2NT 3♥, 3♠ = super-accept with 3♥ and 4+♠ in case responder is slammish.

If 5/5 in majors, slamish

(a) Definite slam values. 2NT 3♦, 3♥ 4♣. Opener bids 4NT and responder shows key cards and queens in BOTH majors.

5♣ = 1, 5♦ = 1½, 5♥ = 2, 5♠ = 2½, etc. Any ace or a major king = 1, major queen = ½.

(b) Mild slam interest. 2NT 3♥, 3♠ 4♥. Opener can pass or convert to 4♣. With interest, opener bids 4NT as in (a) above.

[F17] Continuations after 2NT 3♠, 3NT

2NT 3♠ is puppet to 3NT. Then Pass = to play. Other bids are minor 2 suiters with strong slam interest.

[F18] 3NT and higher responses to 2NT Opening

Transfers at 4-level over 2NT always show single suiters - transfers, 6+ cards in suit above

After 2NT 3NT/4♣, responder treats opener's forced 4♣/♦ bid as Minorwood (step 1 = min, etc) [F20].

After 2NT 4♦/♥ 4♥/♠, 4NT = KCB in ♥/♠. Suit bids are exclusion KCB in ♥/♠.

2NT 4NT/5♣ are transfers to 5♣/♦ - to play

[F19] Continuations after 2NT 4♠

2NT 4S is range probe. Responses are:

4NT = minimum,

other bids = maximum, Baron style.

2NT 4S, 4NT 5x is 4+ suit (Baron) forcing to 5NT.

[F20] Slam Bidding

Roman Key Card Blackwood (RKCB)

When 4NT is RKCB:

5♣ = 0/3, 5♦ = 1/4, 5♥ = 2 no trump Q; 5♠ = 2 + trump Q; 5NT = 0/2/4 + void ; 6♣/♦/♥ = 1/3 + void

If partner asks for the queen of trumps (with cheapest non-sign-off bid):

1st step = no Q; 2nd step = Q

5NT (with or without the Queen ask) then confirms that all 5 key cards are held. Responses are:

6 trumps/♣/♦/♠ = 0/1/2/3 outside kings

7 any = solid source of tricks in side suit.

Other non-sign-off bids are asking bids in that suit. It is assumed that asker knows about the ace. Responses:

Step 1 = no K, no Q; Step 2 = Q only; Step 3 = K only; Step 4 = K + Q

Minorwood

When 4 of a minor is bid in a GF auction and that minor is trumps

1st step = minimum. Then next step = KCB; 4NT/5m = to play

2nd step = 0 or 3 key cards

3rd step = 1 or 4 key cards

4th step = 2 key cards, no queen of trumps

5th step = 2 key cards plus queen of trumps

Slam suitable i.e. control rich hand

Majorwood

When 3 of a major is bid in certain defined auctions (after 1NT rebids and 1NT openings)

1st step = minimum, then next step = KCB

2nd step = 0 or 3 key cards

3rd step = 1 or 4 key cards

4th step = 2 key cards, no queen of trumps

5th step = 2 key cards plus queen of trumps

Slam suitable i.e. control rich hand

Modified Minorwood

In response to responder's natural 4m in certain auctions

4NT = no interest / fit

Step 1 = minimum + fit. Responder's 4NT = to play, next step = KCB, other = cue

Step 2 = maximum + 0/3 KC

Step 3 = maximum + 1/4 KC

Step 4 = maximum + 2/5 KC, no trump Q

Step 5 = maximum + 2/5 KC, + trump Q