


Defensive And Competitive Bidding
Overcalls (Style: Responses: 1 / 2 Level; Reopening)
5+ Suit, 8+HCP - tend to be sounder when VUL Very RARELY 4 card
New suits at 1/2 level can be trf [D1], constr NF if natural
Cue bid M shows good raise or GF Cue bid m hold for NT invite+
Raises pre-emptive if Cue bid available
Re-opening ~3HCP lighter
1NT Overcall (2nd/4th Live; Responses; Reopening)
15-18 - Responses as per 3/4 th 1NT (no relay) [A11]
12-15 4th - Responses as per 3/4 th 1NT (no relay) [A11]
Jump Overcalls (Style; Responses; Unusual NT)
1-Suit: 6+ 9-13HCP/Opp passed hand 12-15 New suits at 3 level F
2-Suit: 6+ 9-13HCP/Opp passed hand 12-15 New suits at 3 level F
Two bidding opps wide ranging with regard to vul
Reopen: ~3HCP lighter
Direct & Jump Cue Bids (Style; Response; Reopen)
Direct - Michaels - Opening range (as above Jump O/calls)
always 5+/5+. ♣ bids are P/C if m shown.
Leaping Michaels - 4m over 2H/2S = m+M GF
Other jump - Ask partner to bid 3NT with stopper.
VS. NT [D2]
X=♥+other 11+HCP or ♥ 16+ and may/maynot have other
2♣ = ♣+♣; 2♦ = ♦+♦; 2NT=INV 10+HCP PH defined by not opening
2♥ = ♥ 10-15 2NT=NV; NS =NFconstr
2♠ = ♠+10+; 2NT=INV; NS =NFconstr
2NT= 2-suiter 5+/5+; 10+ OR FG strong 2suiter Responses = P/C;
3♠/♦/♥/♠ = PRE.
vs.Preemts (Doubles; Cue-bids; Jumps; NT Bids)
X = Takeout up to 4♥
Over multi 2 4m=5+bidm + 5+♥
Leaping Michaels - 2M= (other)m+M
vs. Artificial Strong Openings- i.e. 1♣
Calls show next suit up(5+) or the next 2 suits4+/4+.
Higher level more distribution 5-13HCP
1NT = odd suits [D3]
Over Opponents' Takeout Double
Relays have extra steps.
Raises can be weaker than normal
XX may show HX,/ extra strength/ or penalty interest

Leads And Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3/5	3/5	
NT	3/5	3/5	
Subseq	3/5 or ATT	3/5 or ATT	
Other:	May lead attitude if exact length is known		
	Q asks for unblock of J from KQT otherwise as below		
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AKx(+) Ax	AQJ(+) AKx(+) Ax	
King	AK KQx(+) Kx	AK(Q/J)(+) KQJ(+) Kx	
Queen	AQJx(+) QJx(+) Qx KQT(+)	AQJ(+) KQ10(+) QJ(+) Qx	
Jack	(A/K)J10x(+) J10x(+) Jx	(A/K)J10(+) J10(+) Jx	
10	(A/K/Q)109x(+) 10x	(A/K)109x(+) 1098(+) 10x	
9	9x(+)	9x(x)	
Hi-X	Xx, 3/5	Sx (H/x)xSx	
Lo-X	H(x)xS (H/x)xxxS	H(x)xS (H/x)xxxS	
Signals In Order Of Priority			
	Partner's Lead	Declarer's Lead	Discarding
1	Rev att	Hi/Lo=like our lead	Rev att
Suit 2	Rev count		Rev count
3	S/P		S/P
1	Rev att	Hi/Lo=count rev	Rev att
NT 2	Rev count	S/P	Rev count
3	S/P		S/P
Signal what we think partner wants to know at all times, most commonly count and attitude			
Echo in trumps emphasised like for our lead			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
12+, Major orientated, usually show 4+M over other M			
Cue Bid are forcing. Invite+when we open, can be trf when we overcall[D1]			
Can be lighter in re-opening position			
Special, Artificial & Competitive Dbls/Rdls			
In Relay auctions, X or XX can be Relay .Some XX =to playopp3+known suit			
Can be semi positive or negative 1 st step to 1♣=pass, 2 nd Xor X then XX[A1]			
X of 1NT=♥and other11+HCP or ♥ 16+[D2]			
If asking for hold isX then xx=1/2 hold			
If ops cue a 5+suit then Pass is lead direct X is all other options			
After 1NT X [E1]			

WBF Convention Card			
NCBO:	New Zealand		
EVENT:	Mixed		
Category:	Red		
PLAYERS:	Julie Atkinson and Patrick Carter		
System Summary			
General Approach And Style 4th in hand constructive			
Strong ♣ (15+/18+) with Relays [A1]			
1♦ = 0+♦, catch all; some transfer + relay responses [A7][A8]			
1♥/♠ = 5+ [A9] Relay responses and NF newsuits			
2♣ 1 st /2 nd 4♠+ 4-5red 7-10[A13] 3 rd /4 th 16-17 6+m or 4-12 6M[A13]			
2♦ 1 st /2 nd 4-8 6M or 20Bal 3 rd /4 th 5+♦ & 4+M 5-13HCP			
2♥/♠ 1 st / 2 nd 5M 6-9HCP 3 rd /4 th 5+M&OM/♦ 5-13HCP			
2NT 6+♦ 11-14HCP 3 rd /4 th 5+/5+m 5-13HCP			
3NT Gambling any suit. 4♠/♦ 6+bidm+5+M 5-13HCP			
Special Bids That May Require Defense			
Opening Bid	1/2 Seat	3/4 Seat	
1♣ = Art Strong Club	15+		18+
1♦ = 0+♦ not bal	9-13[A7]	Bal(5M)/2-3suited 12-17[A8]	
1NT No 5M	11-14[A10]	[A11]al/5M,6m,4441	15-17
2♣ = 4+♠ and 4-5red	7-10[A13]	MULTI 6M 413,6M16-17	
2♦ = 1 st /2 nd 4-8 6M or 20Bal		5+♦ & 4+M	5-13
2♥/♠ NV 5M.0-3OM 6-9		5+M& other	5-13
	EQUAL V 5M/4-5m 6-9		
	V vs NOT 5M/ 5m 6-9		
2NT 6+♦ single suited	11-14	5+/5+m	5-13
	3NT Gambling ANY suit Little outside		
	4♣ 6+♣ and 5+M 5-13HCP		
	4♦ 6+♦ and 5+M 5-13HCP		
Transfer responses to simple overcalls [D1]			
New suit responses (Not relay) Constructive NF			
Special Forcing Pass Sequences			
In competition over game force relay auctions pass is frequently forcing			
Important Notes			
Psychics: Very rare 1/2 seat; Occasional 3/4 seat			

Opening	Tick If Artificial	Min. No. Of Cards	Neg.Dbl Thru				
				Description	Responses	Subsequent Action	Competitive & Passed Hand Bidding
1♣	✓		4♥	Strong Club 15+ 1/2 seat, 18+ 3/4 seat	1♦ =7-9 or 10+ with <3controls [A1] 1♥ = 0-6 or7+ with < 1control [A1] 1♠ = 10+ ART relay resp	After 1♣ -1♦-1♥ = ART 18+; Others Nat NF After 1♣ - 1♥-1♠(4)5+, 1N Wide range and off shape 2♣puppet to other[A1]	Responses have lower point count[3] Opener may break from relay with min and misfit below game
1♦ 1 st /2 nd	✓	[A7]	4♥	9-14 6+♣or 5+m 4M/4+m or 3suited not 5M	1♠ =ART Relay; [A7]; 1♥ =4-5♥ F1;1NT =4-5♠CONSTR; 2♣ = 3+/3+m inviteNF; 2♦/2♥/2♠/2NT are 6+ transfers to ♥/♠/♣/♦ 3♣ at least 4-3 min PRE	1♦-1♥-2♦=3 Hearts 1♦-1NT-2♥=3 Spades Over 6+ transfers 2NT=puppet to 3♣which insists on their suit or G/T with support	2 level same after interference to 1NT X support/negative. NO RELAYS
1♦ 3 rd /4 th	✓	[A8]		12-15 can be 5M bal/ 4441/ 6m 15-17 2- 3 suit,	1♥/1♠ nat NF Opener passes with 3+ 12-14. 1NT and higher nat NF	Rebids higher than 1NT =unbal 2-3suits 14-17. Raise M=support14-17	NO RELAYS
1♥/♠		5	4♦	1 st /2 nd 9-14 3/4 seat 12-17	1NT =ART GF Relay; [A9]; NS 1♠ 2♣ 2♦ 2♥ NF const.Only pass if min JS 2♠/2NT=G/T Supp 2NT/ 3♣/3♦/3♥ =SPL=7-10	After 1M-2M: S/S tries 2NT G/T no singleton	NO RELAYS
1NT		[A10] [A11]	3♦	1/2 seat Bal no 5M/6m 11-14 3/4 Semi Bal/5M/6m/444115-17	2♣ = Stayman or RELAY [A12]; 2♦/♥ = Transfer; 2♠ = Invite no M; 2NT=INV 4♥; 3♠/♦=to play 3♥/♠=3-4OM, 1bidM,(5+4+)m 2NT 4♥ invite	After 1NT-2♣: 2♠/2NT is GF Relay[A12] After 1NT-2♦/♥: Opener very rarely superaccepts	2♣ = Stayman, no relay 2♦/♥: Trf 2♠ =trf to minor 2NT invite no M
2♣ 1/2 3/4	✓ ✓	[A13]	PEN	4+♠,4+red 7-10 6M 4-13/ 6m 16-17	2♦/♥ = P/C2♠-NAT NF 3c asks no♥ ;2NT-ARTG/T [A13] P/C	After 2♣-2NT+: ART responses [A8]	All P/C
2♦ 1/2 3/4	✓ ✓		PEN	6M 5-8/ Bal 20HCP 5-13 5+♦ and 4+major	2♥/♠ = P/C 2NT G/T ART 3♣ ART G/T Own M 3♦ =4/4M 12+ 3♥/♠ = P/C 3+/3+3NT4+/4+M5-11 P/C	2♦-2N-3♣-20BAL;3♦Min6♥; 3♥Min6♠ 3♠Max6♥;3NTMax6♠	All P/C
2♥/♠ 3/4		5 5	PEN	5♥ Not Vul may have 4-5m 6-9 5♥ = Vul + 4-5m 6-9HCP 5♥ UNFAV Vul +5m 6-9HCP 5+M and 4+OM or4+♦ 5-13	New suit CONST NF 2NT ART G/T F1 NewM NF CONST m=P/C 2NT ART G/T NewM NF CONST m=P/C 2NT ART G/T P/C	3♣=Min 0-2 oM 3♦=Min 3 oM3♥=max<2oM 3♠=max 2oM 3NT=max3oM 3♣= Min ♣ 3♦= Min ♦ 3♥= Max ♣ 3♠=Max ♦ 3NT= Max 3 oM	After 3 / 4 opener all responses are P/C
2NT 1/2 3/4	✓ ✓	6♦	PEN	11-14 Single suited 5+/5+ m 5-13HCP	3♣ ART G/T 3♦ Sign off 3♥/♠ 5+FG	After 2NT-3♣-3♦-3♥/♠=6+GT	
3♣/♦		6	PEN	PRE	New suit NAT F1 4♣ over 3♦ ATT RKCB[G1]		New suits NF
3♥		(6)7	PEN	PRE Aggressive Style	New suit NAT F1 EX 4♣ ATT RKCB [G1]		5-13 range PH
3♠		(6)7	PEN	PRE Aggressive Style	New suit NAT F1 EX 4♣ ATT RKCB [G1]		5-13 range PH
3NT			PEN	Gambling Any	4/5♣ = P/C; 4♦ = Slam Try asks for cue bid		
4♣		(6)7	PEN	6+♣ 5+M 4-13HCP	4♦=Slam Try 4♥/4♠=P/C 4NT=RKCB in ♣		
4♦		(6)7	PEN	6+♦ 5+M 4-13HCP	4N =RKCB in ♦ 5♣ S/Tin M 4♥/4♠=P/C		
4♥		(6)7	PEN	If 6-6/5likely 7-7/4 likely			5-13 range PH
4♠		(6)7	PEN	If 6-6/5likely 7-7/4 likely			5-13 range PH
				HIGH LEVEL BIDDING			
				Denial (Sweep) Cue Bids in relay auctions		Cue bid cheapest 1st and 2nd round controls	
				5NT trump ask if RKCB not used		4NT = Roman Keycard Blackwood 1430	

NCBO: New Zealand

PLAYERS: Patrick Carter Julie Atkinson

♥/♠/♣/♦

EVENT Mixed

A1 1♠ Negative-Semi positives -After positive FG resp or a semi positive resp (1♥ is FG relay then as below) the next lowest next step is relay

1♦ 7+ 1+ CTRL and less than 3 CTRL any shape or 7-9 3+ CTRL any shape CTRL A=2, K=1 singleton Kings =0 (**Passed hand 4-6 any**)

THEN 1♥ =FG relay steps as above.

1NT 15-17[[Supp A7](#)]

1♠, 2♠, 2♦, 2♥ = F1.

2♠ -14-16 5+♠ 5+minor, 2NT 5+/5+ minor, 3♣/3♦ 14-16 bid minor 5+/5+♥ 3♥-14-16 5+♠/5+♥.

1♥ 0-6 (stronger with 0 CTRL) any shape. (**Passed hand is 0-3 any**)

THEN 1♠(4)5+ NF, THEN 1NT Relay to ♣ Sign off in a long suit, or max spade raise (rebid 2♠) 2♣, 2♦, 2♥ Nat 5+. NF, but promises some values.

2♠ PRE

2NT Maximum, with a 7 card suit. Partner bids pass or correct.

3♣, ♦, ♥ Splinter with good support and maximum values.

3♠ PRE. Probably 5 card support with less than 4 points.

1NT 15-19 can be offshape-THEN STAY, Suit bids 2♦-3♥ trf. 2NT -supp/tolerance both minors.

2♣ ART forces 2♦= THEN sign off in 2♦, G/T with major/minor 5-5 (rebid 2♥ or ♠, 2NT asks for the minor), Good 22-23 bal (rebid 2NT), G/T in clubs (rebid 3♣), FG with 5-5 diamonds + major (rebid 3♦) or G/T. with 5-5 in the majors (rebid 3♥).

2♦ ART FG THEN 2♥= 0-6 Balanced or any 0-3. Other NAT 4-6 pts.

2♥ 2♠ Nat 6+ or very strong 5, G/T.

3♣ Nat 6+ sign off.

3♦ Nat 6+ G/T

2♥ 2♠ Very strong G/T.

A2 1♠ Positive Response

1♠ 10+, 3+AK CTRL 4+♥, can have a longer suit elsewhere, NOT (4333)/(4432). **Passed hand 7-8(9) HCP**

1NT 10+, 3+AK CTRL 4+♠, 0-3♥ can have a longer minor elsewhere, NOT (4333)/(4432). **Passed hand 7-8(9) HCP**

2♣ 10+, 3+AK CTRL (4333/4432) **Passed hand 7-10(11)HCP** 2♦ 10+, 3+AK CTRL 3 suited with both minors or 5+♠ singlesuited. **Passed Hand 7-9HCP** 2♥ 10+, 3+AK CTRL single suited 5+♦

A3 Two suited hands =

2♠ 10+, 3+AK CTRL Reverser= 5+♠, 4♦ **Passed Hand 7-9HCP**

2NT 10+, 3+AK CTRL 5+/5+ minors **Passed Hand 7-9HCP**

3♣ 10+, 3+AK CTRL 0-1♠ 2-3♥, 5+♦, 4♠ **Passed Hand 7-9HCP** Can be extreme shape

3♦ 10+, 3+AK CTRL 2254 **Passed Hand 7-9HCP** Can be extreme shape

3♥ 10+, 3+AK CTRL 0-1♠, 1-2♥6-7♦4♠ **Passed Hand 7-9HCP** Can be extreme shape

3♠ 10+, 3AK CTRL 1354 **Passed Hand 7-9HCP** 1 control

3NT 10+, 4AK CTRL 1354 **Passed Hand 7-9HCP** 2 control

S5/5 hands 2NT 3♣ Relay 3♦= 0-1♠, 2-3♥, 5+/5+minors, 3♥=(11)(65), 3♠=1255, 3NT=0355, 4♠=0256, 4♦=0265 3CTRL run on

A4 Single suited hands=Show suit then next step =relay 2NT= high shortage 0-2 cards, 3♣ mid shortage, 3♦ even(2623), (3226) 3♥ lowest suit short 6+ in shown suit(6331) (7331) 32 isn't defined with 7 card suit

3♠ (2335)3 controls, 3NT (2335) 4 controls etc

A5 3 suited hands=show both majors then stop or bid 2D then stop Responder is at 2H then 2NT = high shortage, 3♠= (1444), 3♦ = (0445) lowest suit longest, 3♥ = (0454) 3♠ (0544) 3controls run on with controls

A6 Balanced after 1♠ Opener

1♠ - 2♠

2♦- 2♥ 44 same colour or 33(43) with 4 card minor

2♠ 44 same rank

2NT (43)33

3♠ 2434

3♦ 4243

3♥ 3424

3♠ 4342 3CTRL etc (1 CTRL opposite passed hand)

EXCEPTION TO FG SEQUENCE: Above sets up a FG sequences that can be disrupted only by the controller bidding a suit more than one step extra 2♦ or higher below 3NT they are suggesting sign off=Extremely rare with poor fitting hands and values

SIGN OFFS The following bids by the controller are sign offs not relays:

- Any bid of game or slam which is 2nd step or greater.
- Any bid of 6NT or higher.
- Any bid of 6 in a suit where the described hand has shown at least 4 cards.
- 3NT over 3♠ unless partner knew the exact shape on the previous round

NCBO: New Zealand
PLAYERS: Patrick Carter Julie Atkinson
EVENT Mixed

2ND STEP RELAYS

A 2nd step relay below 3NT asks responder to bid 3NT with minimum or continue the relay with more. Add one to the minimum CTRLs and note that 3NT is not a relay step this bid. Responder's last bid must be at least 2♦ this is a reverse relay. If responder gives a positive to a 2nd step relay then 3NT is now a relay if responder bids 3♠.

AFTER A 3NT SIGN-OFF

A sign off in 3NT without a weak relay is always a misfitting minimum. 4♦/4♣ if one suiter is sign off with extra shape. Cheapest of 2 suiter is at least 6-6 and asks partner to choose. 4NT is quantitative for 6NT. A possible void is Exclusion Key Card - responses 0,1,2,3. Cheapest other bid asks for number of aces (plus kings in any suit(s) that has been shown as 5+) - responses 0,1,2,3,4,5,6. After an ace ask any impossible bid asks in that suit - 1st step = no KQ, 2nd = Q, 3rd = K and 4th = KQ

If controller bids a 2nd step relay of 4♣ over 3♥ or 4♦ over 3♠ it asks the responder how he likes his hand for what he has shown so far. If he doesn't like it he makes the cheapest bid and then passes partner's next bid. If he likes it then he bids anything other than the next step to show the nature of his hand (bid a good suit, bid 4NT to show extra strength, bid a known singleton to show an honour there) Partner's next bid will be sign off.

REVERSE RELAYS

After an initial relay response of 2♣ or less to a 15+ 1♣ opening, a break from the relay shows 15-17 balanced with 4+ controls.

INTERFERENCE WITH THE RELAY

If the opponents bid or double then pass becomes the 1st step, double or redouble is the 2nd step and the cheapest bid is the 3rd step, etc.

If their overcall is one whole level higher than THE BID ON THE 1♣ RELAY which is the EQUIVALENT OF THE LAST BID MADE, then we are out of relay and use natural bidding. The overcall would be 5 or more steps higher than the equivalent of the last bid in any other relay. For example if our lastcall was the equivalent of 2♦ we would be out of relay if they bid 3♦, but not if they only bid 3♣

A7 1st/2nd in hand 1♦ 9-14 Unbalanced 2 or 3 suited, no 5 card major. Will be 10-14 if 4441 distribution. Can also be 6+ clubs with no other suit.

1♥ 4/5 hearts. F1. **THEN** 1♠=4♠+44 or+5+ minor or+ 3♥ Max, 1NT=5/4 minors, 2♣=6+♣ might have ♦, 2♦=3♥ min to average, MAX=2♠=4♠+6♣, 2N=4♠+6♦, 3♣=6+♣, 3♦=6♦+4♣

1♠ FG. 2 control minimum. 1NT=4♥, 2♣=4♠, 2♦=(0-1,4)(4-5,4) 2♥=6+♣, 2♠= 5+♣s.4♦ ref [A3]

1NT 4-5 spades. NF. Can only be passed with a minimum. **THEN** 2♥=3♥ min to average, 2NT=3 suited 0-1♠ MAX, 3♣=6+♣ MAX, 3♦=6♦+MAX (has a 2nd suit with ♦)

2♣ G/T. No 4 card major. 3+/3+ minors unless 3352 or 3325 Opener's 2♥/2♠ is at least average with feature looking for 3NT.

In all these sequences 2NT is used as a game try with the expectation that if the invite to 3NT is not accepted then depending on who bid 2NT opener will bid 3 of their minor or responder will bid 3♣ pass/correct for the minor

Opener's 2NT is average (not min or max) with both majors held. 3♣ = P/C if not bidding 3NT. 2NT only possible at pairs. Responder can also bid 3♥/3♠ as short suit tries for 5♣/5♦.

Opener's direct 3♣/3♦ = min 6+ suit, 3♥/3♠ = max with splinter. After 3♣/3♦ = responder can bid major suit stops probing for 3NT

2♦-2♥- 6+ suit trfs. Super accept = min with support. A NS is shortage and average or better with support. 2NT=puppet to 3♣ either insisting on opener's long suit or avg+ with support but no shortage. If opener accepts the transfer a NS is a G/T with 6-4 shape or better. If responder bids 2NT after the transfer has been accepted it is natural, probably 6322, but could be 6331. After the 2NT rebid opener can sign off in a 6 card minor if they have singleton or void in the transferred suit.

2♠ 6+ clubs. Opener bids 2NT with a maximum.

2NT 6+ diamonds, G/T. Opener bids 3♤ with 6+ clubs minimum.

3♣ PRE raise partner's minor or better minor.

3♦ PRE with 6+ diamonds.

4♣ 5♣ PRE for opener's better minor.

A8 3rd/4th in hand No relay 1♦ 14-17 unbalanced 2 or 3 suited hand without a 5+ major suit, or 12-14(15) with (4441), (4333), (4432) or (5332) distribution Possibly 12-13 points with 2254 or 2245 shape. Can have 5Maj

1♥ 1♠ 1NT Responder assumes partner has 12-15 balanced or 4441 and bids a 4 card on the way to 1NT. If opener rebids 1♠ or 1NT then a new suit by responder shows 5-4 shape (not canape)

2 level 0-4 with a natural 6+ suit.

After a 1♥/1♠ response the 4441 hand with 16-17 is expressed by either splintering or by bidding 2NT if partner responded in your singleton. Minimum 4441 and support= raise to just 2.

After a 1NT response 4441 with 16-17 bids 2NT with any pattern, responder can bid 3♣ pass or correct if needed. 4441 with 14-15 should be passed over a 1NT response

With more shape bid the 5+ minor, splinter or jump raise. 1♦ -1♠-2♥ is 16-17 with 4♥ and 5+ minor. (Opener can only have a 5Maj with the NT hand)

After any interference over a 3rd/4th seat 1♦ we use takeout doubles and natural bidding

A9 1MAJ 1♥/1♠ (1ST + 2ND SEATS) 9-14 5+ suit.

Pass Usually less than 8.

1NT FG RELAY. THEN: 2♣=4+♣ OR 3 suited OR 5+5+Maj. 2♦=4+♦. 2♥=4 in oM. 2♠=Single suited 1step down on Relay -Ref [A4]

New suit NAT. NF but only passed with absolute min. Enough for opener to rebid 2NT or 3 level with max. 1♠ is a 4+ suit. 2♣, 2♦, 2♥-are treated as 5+ 2♣, 2♦, can rarely be 4

2♥ 2♠ (7)8-11(12).

2♠ 2NT 1♥-2♠ and 1♠-2NT= (12)13-14 with 3+ support and probably no shortage. 3 / 4 of the trump suit = sign off. NS rebid is shortage and min. With ♠ short after 1♥-2♠ bid 2NT. Jump in a new suit =extreme shape with a void and maximum.

Jump shift Mini splinter. Good 7 to poor 11 with 3-4 trumps. 1♥-2NT is mini splinter in spades.

3♥ 3♠ PRE, not a game try. An outside chance of game

4♥ 4♠ Game values no slam aspirations OR Weak PRE (4)5+ support

AFTER 1♥-2♥ AND 1♠-2♠

New Suit Short suit trial in the suit bid

2NT G/T. no singleton to show. F1. Not necessarily suggesting NT

3♥ 3♠ To play, not a game try.

RELAY 1M - 1NT-2♣- 2D=3 suited or 5/5 Maj. Then 2♥(relay)- 2♠=3 suited ref [A3], 2NT=5/5Maj [A3] Steps down

1♥/1♠ (3rd + 4th SEATS) 12-17 5+ suit.

As Above - modified values but 1NT 8-10 . **No relay**

NCBO: New Zealand
PLAYERS: Patrick Carter Julie Atkinson
EVENT Mixed

A10 1NT 11-14 (4333)(4432)(3325minor) Has been opened with varied shape BUT opener has to be prepared to show the set shape in relay auction.

2♣ STAY or FG Relay. [A11
2♦ 2♥ TRF. New suits after transfer are G/T and NF Super accept VERY rarely
2♠ G/T with no major. Can have a 6 card minor.
2NT G/T with 4♥, denies 4♠
3♣3♦ To play, not invitational
3♥ 3♠ Singleton/Void in the bid suit with exactly 3 cards in the other major.
GF or almost GF. 4♣/ 4♦ showing minimum can be passed. Raising the shortage says to bid 1 below the best minor so the 1NT hand is declarer.
4♣ 4♦ Two up transfers. No slam interest, so no super accepts.
4♥ 4♠ To play

A11 1NT 3-4 in hand. 15-17 Can be off-shape. (4441). (5422) (6minor322) (6minor331) Responses apply to 1♠-1♦-1NT AND 1NT O/C Immediate and R/O

STAY & TRF.
2♠ is G/T with 6+ minor (2NT is super accept and bid of minor pass/correct).
2NT is natural G/T.
Higher bids are identical to responding to a 1NT opening in 1st/2nd seat

A12 1NT RELAY

2♣-2♦2♠ 2NT = 5♣ 3♣ relay: High/Middle/Low shortage + roll on
3♣ = 5♦. 3♦ relay: High/Middle/Low shortage + roll on
3♦ = 2344
3♥ = 3244
3♠ = Minimum with 3334 or 3343
3NT = Max with 3334/3343. No roll on, but 3 control minimum
2♣-2♥-2♠ 2NT = 4 spades. 3♣ relay: High shortage, roll with low shortage.
3♣ = 4 clubs. 3♦ relay: High shortage, roll with low shortage.
3♦ = 2443
3♥ = 3442
3♠ = Minimum with 3433
3NT = Maximum 3433. No roll on, but 3 CTRL minimum
2♣-2♠-2NT 3♣ = 4 clubs. 3♦ relay: High shortage, roll with low shortage.
3♦ = 4243
3♥ = 4342
3♠ = Minimum with 4333
3NT = Maximum 4333. No roll on, but 3 CTRL minimum

Starting with 2♣ then bidding 3♥ or 3♠ as a new suit = only game values and wanting to play 3NT if partner has no trump type values in that suit. It is not just asking for a stop. E.g. Ax would be a better holding for a suit contract.
Opener either bids 3NT or the cheapest other bid. This applies after all 1NT openings and 1NT overcalls

A13 2♣ 1st/2nd 4♠ and a 4-5 card RED suit 7-10 HCP

2♦ Says to pass or correct to 2♥. With 4441 opener usually chooses the strongest suit, but 2♥ if they are about equal. Responder rebidding 3♦ next round is sign off with long diamonds.
2♥ Non forcing, but if is opener's 2nd suit they can bid as per 1♥-2♥
2♠ Sign off
2NT Forcing enquiry. At least a game try.
3♣ Short or long hearts. Responses: 3♥=1♥ 3♥2♥3♠ = ♥xxx 3NT = ♥Hxx or any 4+ After a 3♦ rebid 3♥ from the responder is sign off.
3♦ To play in 3 of partner's red suit.
3♥ Pass or correct for partner's red suit
3♠ Pre-emptive.
3NT To play.
4♣ 4♦ 4♥ Slam try splinters with spade support.

2♣ 3rd/4th 4-13 6 Maj or 16-17 6+minor

All responses are P/C

A14 2♦ 6Maj 4-8(9) 6Maj or 20HCP Bal/Semi balanced Interference

Responses are on system card. P/C style. 2NT invite or better.

(overcall) Doubles is penalties and major suit bids are correctable.

(double) Pass shows 5+♦ and REDBL shows 4+♦ with enough points and short in one major (presumably the opener's weak two) to be looking for a penalty.

D1 RESPONDING TO OVERCALL

A new suit not bypassed by the overcall is a 1 round force. To bid a suit that was bypassed by the overcall you transfer to it. Partner accepts even with a singleton. The transfer is only non-forcing if they have a 6+ suit. Transferring and then returning to the overcall is doubleton support and encouraging but not forcing. Transferring and then naturally bidding the only remaining suit is a one round force. Transferring to partner's overcall is the equivalent of an Unassuming Cue Bid. Direct raises are pre-emptive. Jumps either in a new suit or a cue bid are splinters with game try values. Transfer advances remain on if opener's partner bids anything up to and including 2 of opener's suit. In the case of that raise to 2 the transfer to the next suit is shown with a double.

D2 DEFENCE TO A 1NT OPENING

Double	11+ points with hearts and another (at least 4-4) or 16+ with a single suiter in hearts. 2 \square is probing for the 2nd suit and denies holding three hearts.
2 \clubsuit /2 \diamond	11+ points with at least 4-4 in the bid suit and spades. A new suit is not forcing.
2 \heartsuit	Natural 5+ with 11-15 points. A new suit is a one round force and 2NT is invitational.
2 \spadesuit	Natural 5+ with 11+ points. A new suit is a one round force and 2NT is invitational.
2NT	Normal overcall with 5-5 in the minors or a game forcing 2 suiter with any two suits.
3 level	Natural and pre-emptive.

D3 DEFENCE TO STRONG 1 CLUB

Double	Diamonds or Majors. (Over a 1 \diamond response it is Hearts or Blacks*)
Any suit bid	The next suit up or a two suiter with the two suits beyond that-The higher the bid, the more distributional
Any NT bid	Either Spades + Diamonds or Hearts + Clubs.

D4 MISCELLANEOUS

If we overcall and they negative double then RDBL just shows Ax,/Kx/Qx support

If we cue their suit asking for a stopper and they double, then RDBL is a half stop. If both sides have a supported suit and ours can still be bid at the 3 level then a double of their suit is a G/T only if there is no intervening suit. If there is an intervening suit to use as a G/T then double suggests penalties.

When one of us has shown a 5+ suit and they cue bid that suit in front of the person who bid it then double shows you do **not** want that suit led. If cue bid in front of partner then double shows an honour in the suit.

E1 After 1NT-Double

Pass	Asks partner to pass with maximum and redouble or bid a 5 card suit with minimum. After redouble - 2 \square is for 4 card suits upwards and other bids are natural sign offs. If they overcall only our first double is takeout.
Redouble	Any 5+ suit. Opener bids 2 \clubsuit and responder passes or converts.
2 level	The lowest suit of a 2 suiter. Usually 4-4, but might be 5-5 or 5-4 if choosing to show 2 suits rather than just play in the 5 card suit.
2 \spadesuit	Prepared to compete in spades.
2NT	This is initially just to play at the 3 level with both minors, but if it takes another bid is any exceptional two suiter - any suits.
3 level	Pre-emptive.

G1 Attitude Keycard

If our first call is 3 \diamond , 3 \heartsuit or 3 \spadesuit either opening bid or overcall then 4 \clubsuit is Attitude Keycard. The suit is rebid at the 4 level with a poor pre-empt or overcall. (If partner does show a weak one the next step is Key Card anyway). All other steps are RKCB responses. Also applies when responder has bid a natural 3 \diamond , 3 \heartsuit or 3 \spadesuit after interference over our 1 \clubsuit . Or after their 3 \diamond , 3 \heartsuit or 3 \spadesuit overcall of our 2NT opening. Attitude Keycard can still be used when an opponent bids over our 3 \diamond , 3 \heartsuit or 3 \spadesuit